

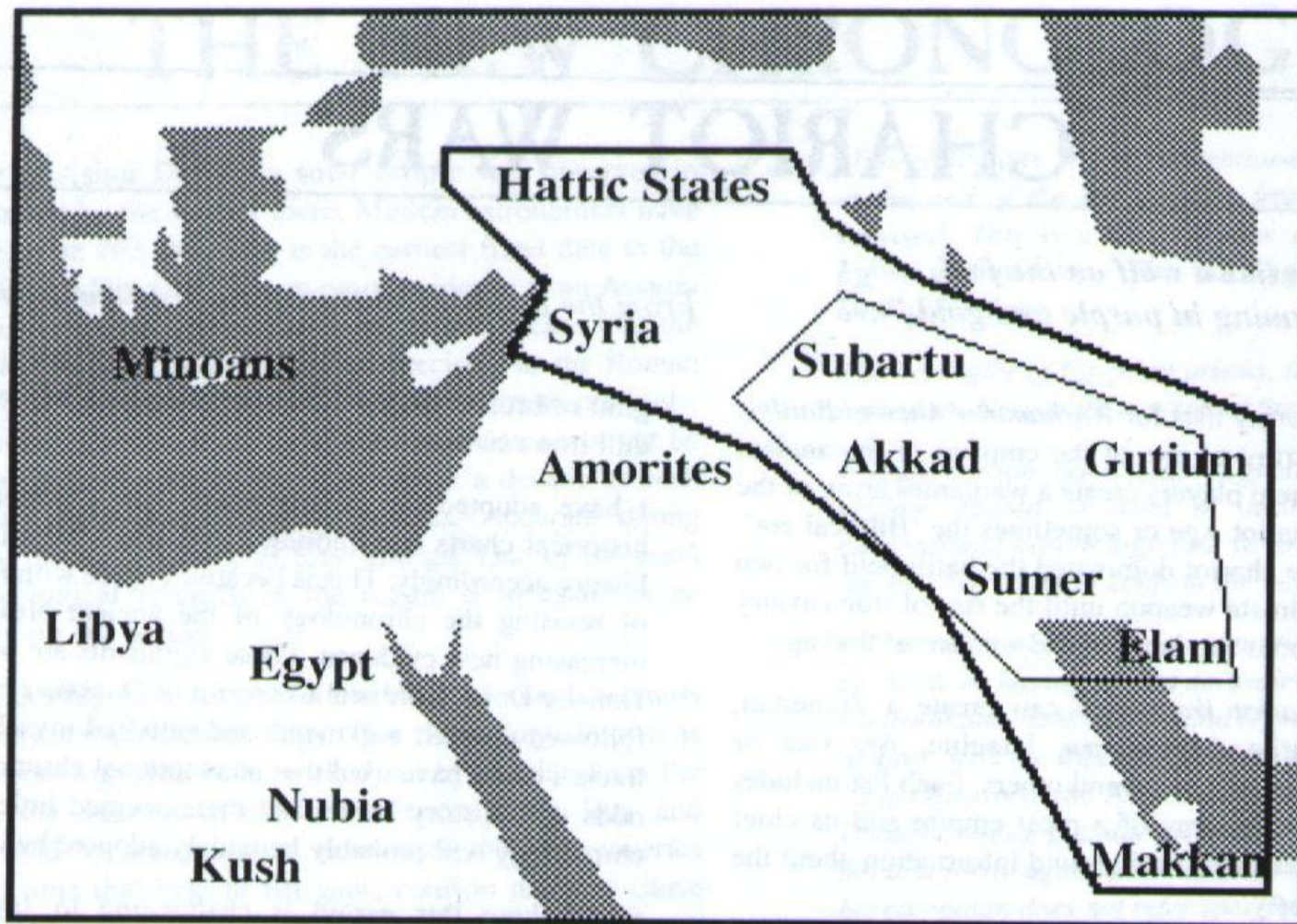
WARHAMMER

CHARIOT WARS™

BY NIGEL STILLMAN



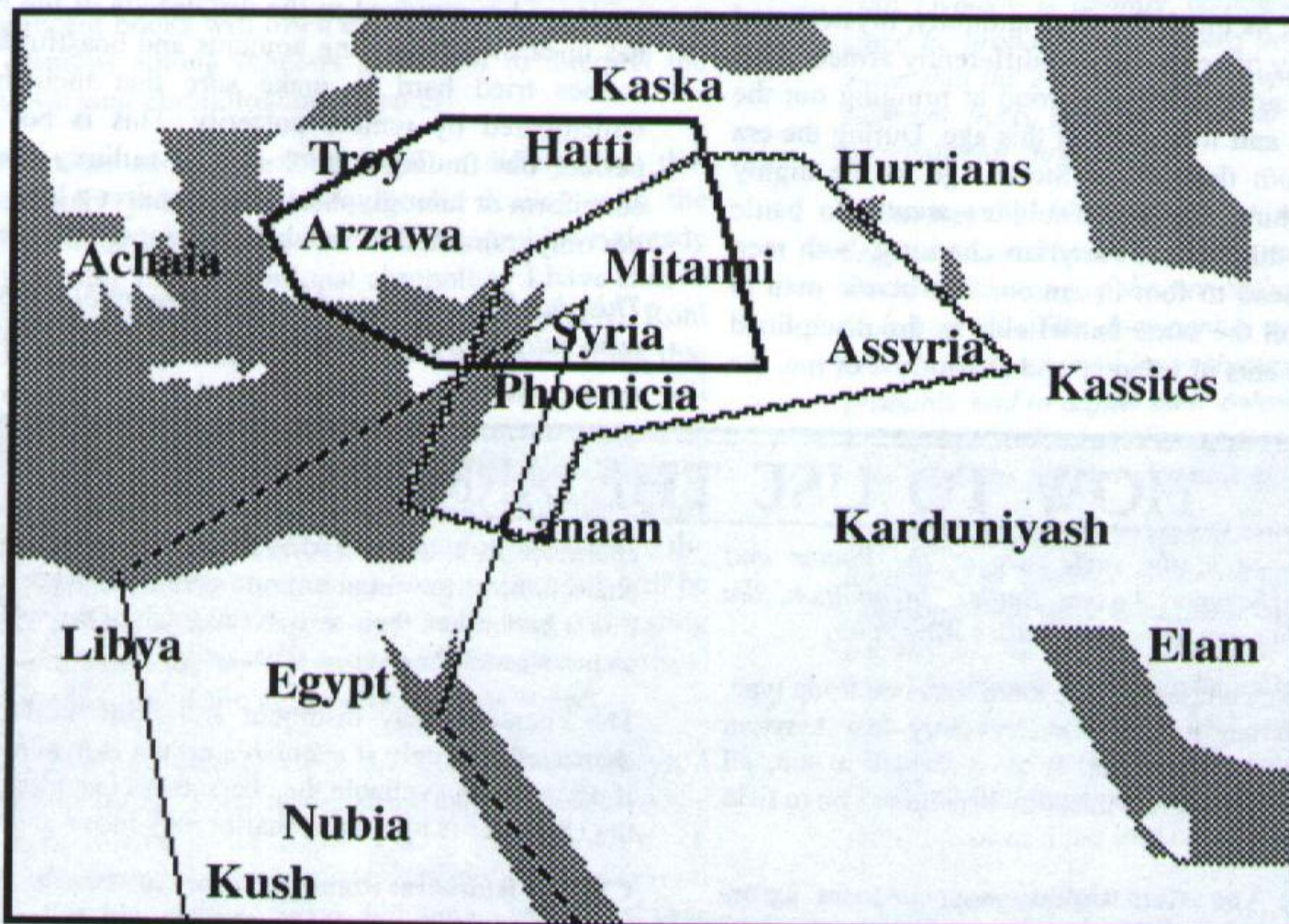
A SUPPLEMENT FOR
ANCIENT BATTLES



**The Middle East
at the time of the
Sumerian, Akkadian &
Hammurabic Empires
3000 BC – 1300 BC**

— Furthest extent of
Akkadian Empire

— Furthest extent of
Hammurabic Empire

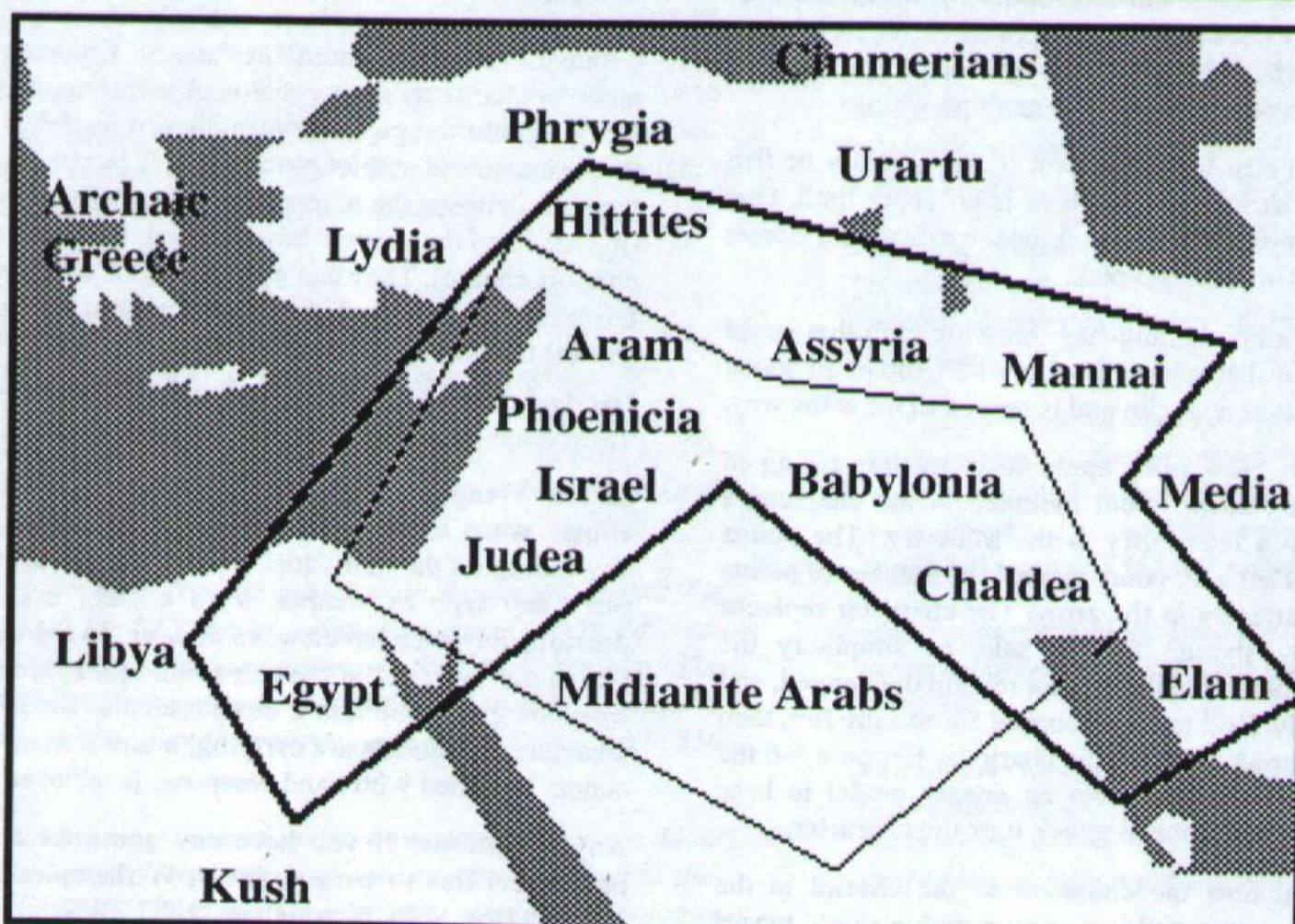


**The Middle East
at the time of the
Hittite, Mitannian &
Egyptian Empires
1300 BC – 850 BC**

— Furthest extent of
Hittite Empire

— Furthest extent of
Mitannian Empire

— Furthest extent of
Egyptian Empire



**The Middle East
at the time of the
Assyrian & Babylonian
Empires
850 BC – 550 BC**

— Furthest extent of
Assyrian Empire

— Furthest extent of
Babylonian Empire

CHARIOT WARS

*"The Assyrian came down like a wolf on the fold,
And his cohorts were gleaming in purple and gold."*

From the poem – The Destruction of Sennacherib, by Lord Byron

Chariat Wars is a book of army lists for *Warhammer Ancient Battles*. Each list describes the army of one of the empires of the ancient Near East and is designed to help players create a wargames army of the period often known as the Chariat Age or sometimes the 'Biblical era'. In the ancient Middle East the chariot dominated the battlefield for two thousand years. It was the ultimate weapon until the rise of true cavalry made it obsolete and has become a symbol of the warfare of that age.

Using the army lists in *Chariat Wars*, you can create a Sumerian, Egyptian, Hammurabic, Hittite, Mycenaean, Israelite, Assyrian or Babylonian wargames army, as well as several others. Each list includes enough information to create the army of a great empire and its chief rivals or allies. The list also provides background information about the history and culture of the army.

I find these armies fascinating as much for their antiquity, mystery and legend as for their wide variety of colourful and differently armed troop types. The Warhammer rules are particularly good at bringing out the characteristics of the warriors and weaponry of this age. During the era the art of war developed from that of the Stone Age to the highly organised Assyrian war machine. Sumerian soldiers went into battle wearing sheepskins while centuries later Assyrian chariotry, both men and horses, were clad from head to foot in armour. Yet heroic man to man duels were still fought on the same battlefields as the disciplined wheeling and turning of regiments of infantry and chariotry. For me, the

glint of bronze weapons and armour gives the models a glamour which dull iron can never do.

I have adopted the controversial 'new chronology' when compiling historical charts and quoting dates, and I have interpreted the military history accordingly. This is because I agree with the arguments in favour of revising the chronology of the ancient Near East in the light of increasing new evidence. These arguments are put forward in *A Test of Time* by D. M. Rohl and *Centuries of Darkness* by P. James et al. I have followed up their arguments and satisfied myself they are on the right track. I could have used the 'conventional chronology' to avoid being at odds with history books, but there seemed little point, since a revised chronology will probably be widely adopted before long.

Researching this period is challenging to say the least. Plenty of evidence has survived in the dry deserts of the Near East, archaeology has unearthed staggering amounts and boastful kings and their diligent scribes tried hard to make sure that their military exploits were remembered by remote posterity. This is not a poorly documented period, but finding a book full of military texts translated from the cuneiform or hieroglyphics often requires a long search. Such tomes are not only translated from tablets of stone, they weigh as much!

This book is dedicated to the free public libraries of Britain and especially Nottingham, without which I could not have written this.

HOW TO USE THE ARMY LISTS

These army lists are used in the same way as the Roman and Barbarian lists in *Warhammer Ancient Battles*. In addition, the following instructions apply when using the *Chariat Wars* rules.

Multiple Troop Types: Some entries include more than one troop type. For example, in the Assyrian list the Cavalry entry has Assyrian Cavalryman and Babylonian Cavalryman. When you pick a unit, all models must be of the same type, unless the army list allows you to field mixed units of troops.

What You See is What You Get: Unless your opponent agrees otherwise, the models you use must show the options you take from the army list. If it's hard to tell what a model is equipped with (eg, is it heavy or light armour?) then a certain amount of leeway should be allowed. If in doubt just let history be your guide and you can't go wrong.

Unit Sizes: The minimum size for a regiment is five infantry or five cavalry models, or three chariot models. There is no upper limit. One model may be upgraded to a Leader (+5 pts), one to a Standard Bearer (+5 pts), and another to a Musician (+5 pts).

Throw Sticks: This was a boomerang-like throwing club that could be thrown a considerable distance and with some force. In game terms it has the same effect as a javelin and is treated in the same way.

Characters in Chariots: New rules apply to characters riding in chariots. The cost of the chariot is not included in the character's entry, but is bought from a later entry in the same list. The points spent on the chariot for a character count against the number of points that may be spent on characters in the army. The character replaces one of the chariot crew, though for the sake of simplicity the characteristics of the character and the chariot remain unchanged, and each is attacked separately. Roll to hit as normal for missile fire, then roll again for each hit scored; on a 1-4 the chariot is hit, on a 5-6 the character is hit. In hand-to-hand combat an enemy model in base contact with the chariot can choose to attack it or the character.

Work out the damage against the character or the chariot in the normal manner. Characters mounted in a chariot with a shield bearer may add +2 to their armour save. In any other circumstances a

character in a chariot adds +1 to his armour save. Characters in chariots have the same armour saving throw as the chariot would if this is better than their own. Keep track of the wounds inflicted on the character and the chariot separately.

The character may dismount and fight on foot if the chariot is destroyed, but only if a suitable model is available to represent him. If no model is available the character is lost along with the chariot. If the character is killed the chariot may move and fight on its own.

Chariat Runners: Runners that are in *skirmish* formation may move into gaps between a unit of chariots and still count as being in unit coherency as long as they are within 2" of a chariot model that is itself within 2" of another model in the unit. Chariat runners can use this tactic to charge an enemy that is already engaged by the chariots, by charging into the gaps between chariot models. Chariots can charge through a unit of chariot runners that is in *skirmish* formation, even if the gaps between the runners are not wide enough to let them through (it's assumed the runners have learned to get out of the way when the chariots charge). They can even do this if the runners are engaged by the enemy; simply push the runners aside until there is a wide enough gap for the chariot to fit through.

Developer's Note: These rules replace the rules in *Armies of Antiquity* which allow chariot runners that are touching a chariot model to fight.

Mixed Weapons: Tribal contingents in ancient Middle Eastern armies were rarely uniformly equipped with the same weapons. Depending on the individual warrior and his tribal tradition he might carry any type of weapon from a club, axe, sword, etc. Richer warriors may even have owned armour. To represent this players may like to mix warriors in the unit so that some are armed with different weapons giving the unit a more realistic 'barbarian' look. However, whatever the models are carrying, a unit armed with mixed weapons counts as armed with hand weapons, javelins and bucklers.

Any Questions: If you have any questions about these lists then please feel free to write to me at Warhammer Historical Wargames Ltd, PO Box 5226, Nottingham, NG7 2WT.

THE NEW CHRONOLOGY

In the tenth year of Ashur Dan III a solar eclipse was observed in Assyria and recorded by the scribes there. Modern astronomers have calculated this date to be 763 BC. This is the earliest fixed date in the history of the ancient Middle East. The mass of evidence from Assyria and Babylonia, cross-referenced with Greek historians, means that the Assyrian Empire after 763 BC can be dated as precisely as the Roman Empire. Before 763 BC it is not yet possible to date events so precisely. Some events are probably dated accurately, but the dates cannot yet be confirmed, other events can only be dated to within a decade at best. Many dates are no more than informed guesses. Accurate dating becomes less likely the further back in time you go. One of the main objectives of archeological research in the region is to establish an accurate chronology for the period.

Most history books dealing with this period include chronological charts based on the currently accepted chronology. This chronology, known as the conventional chronology, has been worked out by scholars over the last century from the vast mass of ancient texts, King lists and inscriptions discovered by archeological excavation. New discoveries occur from time to time that help to fill gaps, confirm dates or cause revisions of dates. The chronology is constantly changing as research progresses so more recent books will often quote different dates. There are also different opinions among scholars as to how to interpret the evidence, leading to varying chronological schemes.

The chronological scheme adopted in *Chariot Wars* differs from that used by most previously published history books dealing with the ancient Near East regarding dates earlier than 763 BC. As I have already mentioned, instead of using the conventional chronology I have chosen to use the new chronology put forward in *A Test of Time* by D.M. Rohl and *Centuries of Darkness* by P. James et al. This is because I think that their evidence is convincing. I believe that the new chronology will replace the currently accepted chronology and so I do not want to put an out of date system into this book. Therefore I have used the revised dates given in the above works as a basis for the dates quoted in these army lists and have followed up their evidence to calculate further dates. If the new chronology is correct, then the chronology used in this book will be fairly close to it. By using the new chronology some very interesting new interpretations of the military history of the period become possible, and in my opinion, the history of the age begins to make sense.

Where new chronology dates were given in the works quoted above, I used them as a starting point. Then using King lists, which give the length of reigns, I calculated other dates. I also gleaned as much information as I could from a mass of history books. Where several campaigns were fought during a king's reign, but undated by regnal year dates, I made an informed guess as to the order of the campaigns or dated them to mid-reign. I decided to believe certain speculative reconstructions of historical events, such as the Trojan War, and chose to regard the Bible and Greek legendary history as historical sources. Of course, I have almost certainly got things wildly wrong in some places and missed out entirely some campaigns and battles.

SUMMARY OF THE NEW CHRONOLOGY ARGUMENT

What this revision of chronology amounts to is a return to the chronology favoured by many archaeologists over a century ago (and before that back to Sir Isaac Newton and the Greek historians).

- Archeological evidence (stratigraphic) from Egypt shows that the Egyptian 21st and 22nd Dynasties reigned concurrently in different parts of Egypt instead of in succession as previously thought. The conventional view pushed earlier dynasties back in time by perhaps as much as 350 years. Therefore the conventional chronology is up to 350 years in error.

- Hittite, Mycenaean, Assyrian and Babylonian chronologies are dated according to the Egyptian dynastic sequence or closely linked to that of Egypt. So, if Egyptian chronology is in error, so are the chronologies

of these regions. In the conventional chronology there is a 'dark age' at the end of the Bronze Age, from which hardly any evidence has survived. This is a trick of time caused by the 350 year error in Egyptian chronology. The 'dark age' never lasted so long, hence the lack of evidence.

- Genealogies of Egyptian priests, the Hittite kings of Carchemish and legendary Greece all contradict the conventional chronology.

- Radiocarbon dates from Egyptian excavations and objects are seldom quoted or used in dating because they contradict the conventional chronology and so are considered suspect. These dates do, however, tend to confirm the new chronology.

- Conventional chronology identifies Pharaoh Shishak, mentioned in the Bible as having sacked Jerusalem in the fifth year of Rehoboam, as Pharaoh Shoshenk of the 22nd Dynasty. This matches the Egyptian list of kings with the Biblical list of kings of Israel and Judah and dates the 22nd Dynasty to the 10th century BC. However, Ramesses II of the 19th Dynasty, whose popular nickname was 'Sheshi', is recorded as having made a foray against Jerusalem, whereas Sheshonq's own account of his campaign does not refer specifically to that city. Ramesses III of the 20th Dynasty is another contender for identification with Shishak, since he probably campaigned in Palestine. Either possibility would mean that the 21st and 22nd Egyptian dynasties ruled concurrently in different parts of Egypt and not in succession as they do in the conventional chronology.

- During the 19th century, it was found that Egyptian dynastic sequence could be anchored in time by a papyrus document recording the heliacal rising of the star Sirius. The conventional chronology was based on this. This document is now considered to be unreliable. The calculations assumed an unchanging calendar, whereas the Egyptians probably had to adjust their calendar frequently. A papyrus record of lunar observations used to support Sothic dating has been re-dated and now supports the new chronology.

- King Solomon, dated reliably to the 10th century BC, is recorded as having used Phoenician building techniques to construct his cities. Such buildings have been unearthed but are currently dated to the 13th century BC by Mycenaean pottery in the same archaeological layers. The Mycenaean pottery is dated to the 13th century BC because it is also found in Egypt on 18th and 19th Dynasty sites. If Egyptian chronology has placed these dynasties too early, then revised dates place the buildings and the pottery to the 10th century BC, confirming the Biblical account and redating the Mycenaean culture.

- The Amarna Letters, dating to the reign of Akhenaten, record the conflict between the Habiru leader Labaya and the Canaanite cities. His career is remarkably similar to that of King Saul, and the name Labaya means 'Lion of Ya'. Conventional chronology places the Amarna Letters to the 14th century BC while a revision of Egyptian chronology places them in the 11th century BC, in which case Labaya could be Saul.

- A solar eclipse recorded in Phoenicia dating probably to year 12 of Akhenaten can be calculated by computer to have been in 1012 BC placing Akhenaten's reign in the 11th century BC instead of the 14th century BC.

- An observation of Venus recorded in Babylonia during the reign of Ammusiduga, a successor of Hammurabi, can be calculated by computer to have occurred in the 16th century BC, whereas his reign is usually dated to the 18th century BC. This means that Hammurab began his reign in 1565 BC rather than 1792 BC.

- Star alignments of the Giza Pyramids are appropriate to 2400 BC by modern astronomical calculations, instead of the conventional date of 2600 BC.

- Herodotus thought that the Trojan War took place twenty generations before his time. He, and modern scholars, took a generation to be forty years giving a date of 1250 BC. Taking a more realistic twenty five years per generation gives a date of circa 950 BC.

• Assyrian scribes assumed an unbroken line of kings when compiling their King list. However there is reason to believe that there were rival dynasties or some sort of dual kingship in Assyria from the murder of Tukulti-Ninurta I in a palace coup to the reign of Ashur Dan II (d. 912 BC). Taking the King list at face value pushes earlier kings too far back in time and creates an undocumented gap in Assyrian records.

• Egyptian and Hittite kings corresponded with Assyrian kings. These letters have been used to make synchronisms supporting the conventional chronology. Unfortunately hardly any of these documents make clear exactly which Assyrian king received or sent the letter. For example; was it Shalmaneser I, rather than Shalmaneser II or III?

• If the new chronology is correct, Homer lived only a few generations after the fall of Troy. Over a century ago, scholars studying Bronze Age Greece placed the end of the Mycenaean period around 800 BC. The influence of Egyptian chronology caused them to revise this date to circa 1100 BC (on the basis of Mycenaean pottery from 18th Dynasty Egyptian sites).

• Opponents of a revised chronology quote Velikovsky in an effort to discredit the argument. This is a poor counter argument. Velikovsky discovered that the chronology was wrong, he just advocated a revision that was far too drastic.

• At the beginning of the 20th century AD, when the conventional chronology was widely accepted, there were dissenting views among scholars even then. The conventional chronology has no firm basis. At the end of the 20th century AD we are far better equipped (with more ancient astronomical observations, computers and orbital telescopes) to construct a chronology than we were over a hundred years ago.

CONCLUSION

The conventional chronology, currently to be found in most history books is definitely wrong in my opinion. The dating scheme used in this book is likely to be much closer to the truth.

TIME CHART: NEW & CONVENTIONAL CHRONOLOGIES

For your reference what follows is a chart giving the key dates in the conventional chronology against the revised dates used in this book.

Event	Conventional	New Chronology
Unification of Egypt	c.3000 BC	c.2798 BC
Bronze Age	3000-1000BC	2500-900BC
Akkadian Empire	c. 2300-2100 BC	c.2100-1920 BC
Fall of Ur	c.2000 BC	c.1793 BC
Minoan Crete	1700-1400 BC	c.1700-1250 BC
Hammurabi's Empire	c.1800-1585 BC	1565-1362 BC
Hyksos invasion of Egypt	c.1650 BC	c.1400 BC
Mitannian Empire	c.1600-1350 BC	1250-994 BC
Hittite sack of Babylon	c.1585 BC	1362 BC
Egyptian New Kingdom	c.1550-1085 BC	1185-810 BC
Battle of Megiddo	c.1465 BC	1115 BC
Hittite Empire	c.1600-1100 BC	1050-858 BC
Mycenaean Greece	c.1400-1100 BC	1300-850 BC
Reign of Akhenaten	c.1370-1353 BC	1020-1003 BC
Reign of King Solomon	c.970-930 BC	c.979-944 BC
Battle of Kadesh	c.1280 BC	941 BC
Fall of Troy	c 1200 BC	c.910 BC
Sea Peoples	c.1150 BC	c. 850 BC
Iron Age	c.1000BC	c.900BC
Assyrian Empire	745-612 BC	745-612 BC
Battle of Karkar	853 BC	853 BC
Fall of Samaria	721 BC	721 BC
Fall of Nineveh	612 BC	612 BC
Babylonian Empire	612-539 BC	612-539 BC
Fall of Jerusalem	587 BC	587 BC
Fall of Babylon	539 BC	539 BC

GLOSSARY OF REGIONAL NAMES

ANCIENT REGION	MODERN NAME	ANCIENT REGION	MODERN NAME
Akkad	Central Iraq, Baghdad region	Lower Egypt	Northern Egypt/Cairo
Alashiya	Cyprus	Lukka Lands	South-west Turkey
Aleppo/Yamkhad	Syria	Lydia/Karia	Southern Turkey
Ammon	Jordan	Makkan	Oman, Persian Gulf States
Amurru	Lebanon	Mannai	North-west Iran
Aram	Syria	Media	Northern Iran
Arzawa	Western Turkey	Megiddo	Israel/Palestine
Assyria	Northern Iraq & Kurdistan	Midian	Northern Arabia
Babylonia	Southern Iraq	Mitanni	Syria, Northern Iraq
Canaan	Israel/Palestine	Moab	Jordan
Carchemish	North-west Syria	Mycenae	South-east Greece
Chaldea	Southern Iraq	Naharin	Eastern Syria/Western Iraq
Ebla, Mari	Syria	Nubia	Southern Egypt/Sudan
Edom	Jordan	Peloponnese	Southern Greece
Egypt	Egypt	Persia	Iran
Elam	South-west Iran, Arabistan	Philistia	Palestine, Gaza region
Gutium	Western Iran	Phoenicia	Lebanon
Hanigalbat	Syria/Iraq border	Que/Cilicia	South-east Turkey
Hatti Land	Central Turkey	Retjennu	Lebanon/Palestine/Syria
Hittite kingdoms	South-east Turkey & Syria	Scythia	Ukraine/Caucasus
Hurri Land	Northern Syria/Armenia	Subartu	Northern Iraq
Israel	Israel (specifically northern Israel)	Sumer	Southern Iraq
Judah	Israel (specifically southern Israel)	Troy	North-west Turkey
Kadesh	Biqaa Valley, Lebanon/Syria border	Upper Egypt	Southern Egypt/Luxor
Kaska Lands	North-east Turkey	Ugarit	Syrian coast
Kush	Sudan	Urartu	Armenia/Kurdistan
		Wilusa	North-west Turkey

SUMERIAN & AKKADIAN ARMIES

2500 BC to 1800 BC

"Because the tribute of barley remained unpaid and because Ur-Lumma deprived the boundary canals of water, ripped out the boundary stones and cracked them with fire, desecrated the shrines of the gods, solicited the aid of foreign lands and finally crossed the boundary canal of Ningirsu, Eannatum went to war with him in the Gana-Ugigga, where the fields and farms of Ningirsu are.

It was Entemena, Eannatum's beloved son, who finally defeated the enemy. Ur-Lumma fled while Entemena chased the Ummaites up to Umma itself. Furthermore, he wiped out Ur-Lumma's best regiment of sixty soldiers on the banks of the Lummagirnunta canal. As for Umma's soldiers, he left their bodies in the plain for the birds and beasts to devour and heaped up their bones in five places."

Inscription of Entemena of Lagash

This army list is designed to enable you to create a Sumerian or Akkadian wargames army for Warhammer Ancient Battles. The list covers the period from the first recorded wars of the Sumerian city states until the fall of the empire of Ur and so includes the period of the Akkadian Empire.

THE SUMERIANS

The Sumerian civilisation flourished in southern Iraq, where several independent city states had arisen by the time that written records had begun. These cities soon began to wage war against each other as their populations increased, over the precious irrigated land in the region. Their rulers also sought to gain control of trade routes and sources of copper, timber and other vital commodities that were scarce in Mesopotamia.

The Sumerians were probably the first to organise proper armies and use chariots in battle. No doubt the expertise gained from organising manpower to build huge irrigation systems was put to good use raising and supplying armies.

The most powerful of the city states: Ur, Lagash, Uruk, Umma and Kish fought each other over territory until Lugal-Zaggesi of Uruk made himself overlord of all Sumer. During this time Sumerian culture and methods of warfare spread up the Euphrates into Syria and east into Elam. The city states of Mari on the Euphrates and Ebla became powerful kingdoms which later came into conflict with the rulers of Sumer and Akkad.

THE AKKADIANS

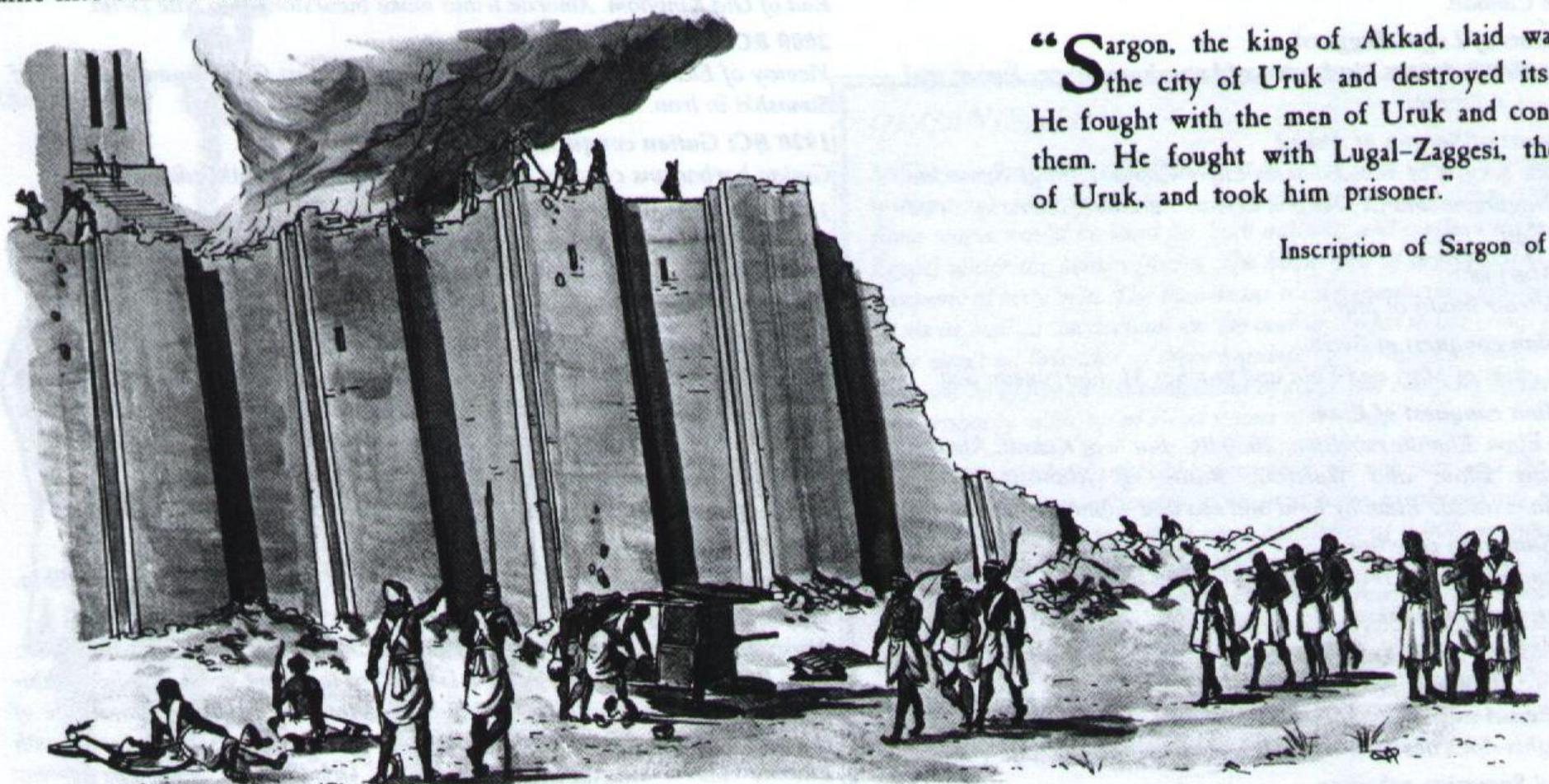
The Akkadians, lived in the land of Akkad in central Iraq and spoke a semitic language distinct from that of the Sumerians. Sargon, king of Akkad, defeated Lugal-Zaggesi and subjugated all the Sumerian cities, creating the first great empire in history. His successors, notably Naram-Sin, conquered such distant regions as Elam, the kingdoms of Ebla and Mari in Syria and the copper mining region of Oman. Both Sargon and Naram-Sin led their armies as far as the Mediterranean Sea, known to them as the Upper Sea. The empire was riven with frequent internal revolts stirred up by the fiercely independent Sumerian cities. Although these revolts were ruthlessly crushed, the hold of the Akkadian kings was often rather shaky and the weakening empire was eventually overrun by the savage Gutian Highlanders. Their chiefs ruled the land until they themselves were gradually expelled by the resurgent Sumerians.

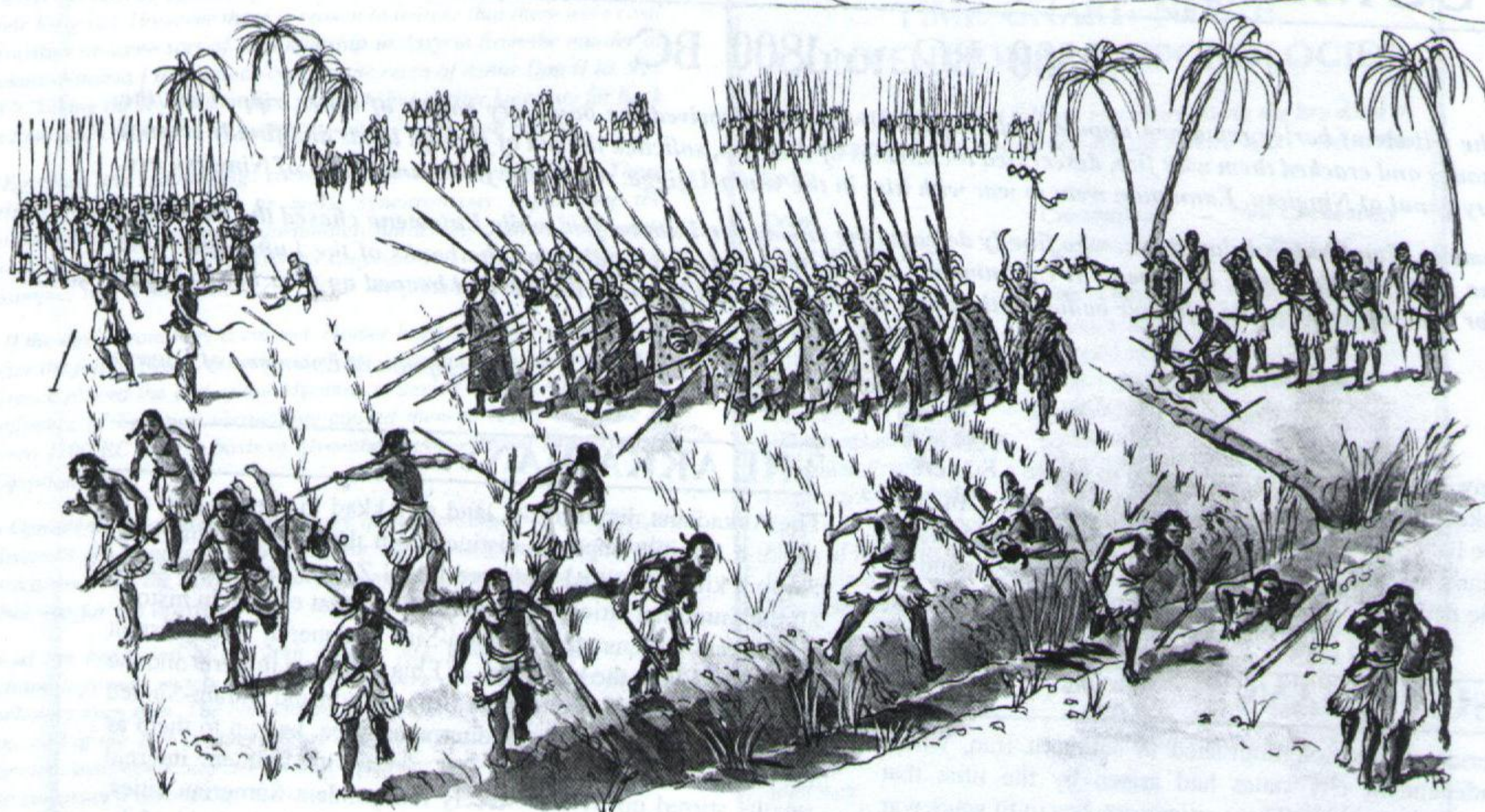
THE EMPIRE OF UR

After the expulsion of the Gutian invaders, there followed a period of Sumerian renaissance under the kings of the Third Dynasty of Ur until that kingdom began to crumble amid the constant incursions of the warlike Amorite nomads from the desert and attacks by the Elamites. The fall of Ur to the Elamites marked the end of Sumerian and Akkadian methods of warfare.

"Sargon, the king of Akkad, laid waste to the city of Uruk and destroyed its walls. He fought with the men of Uruk and conquered them. He fought with Lugal-Zaggesi, the king of Uruk, and took him prisoner."

Inscription of Sargon of Akkad





CHRONOLOGY

This is a summary of the most important wars and campaigns of the Sumerian and Akkadian period. The era is contemporary with the Old Kingdom (Pyramid Age) in Egypt. The ancient cuneiform records of this era yield a great deal more information than there is room for here and the dates given are based on new chronology calculations and so differ from the conventional chronology.

2487 BC: Uruk-Kish conflict

Gilgamesh, king of Uruk, fights Agga of Kish.

2305 BC: Ascendancy of Ur

Mesannepadda of Ur defeats Kish and Uruk.

2260 BC: Umma-Lagash conflict

Battle of Gu-Edina; Eannatum of Lagash defeats city of Umma. Battle of Ningirsu's Field; 2250 BC. Entemena of Lagash defeats Umma.

2159 BC: Egyptian-Amorite war

Egyptian general Weni traps Amorites between land and sea forces at Mount Carmel in Canaan.

2112 BC: Conquests of Lugal-Zaggesi

Lugal-Zaggesi of Uruk defeats Urukagina of Lagash, conquers Sumer and creates first Sumerian Empire.

2100 BC: Conquests of Sargon of Akkad

Battle of Ugbanda; Sargon of Akkad defeats Lugal-Zaggesi's huge Sumerian army. Battles of Nagurzum and Ur; Sargon defeats retreating Sumerians and reaches Persian Gulf.

2097 BC: Ebla-Mari war

Ebrum of Ebla defeats Iblulil of Mari.

2095 BC: Akkadian conquest of Syria

Sargon conquers cities of Mari and Ebla and reaches Mediterranean Sea.

2090 BC: Akkadian conquest of Elam

Sargon conquers Elam. Elamite rebellion; 2080 BC. Battle of Kabnit; Rimush of Akkad defeats Elam and Warashi. Battle of Kherkha River; 2070 BC; Akkadians invade Elam by land and sea and capture Susa.

2080 BC: First Sumerian rebellion

Akkadian king Rimush crushes revolt. Sack of Ur and Umma.

2060 BC: Persian Gulf expedition

Manishtushu's Akkadian army conquers Makkan (Oman) and reaches Melukka (edges of Harappan civilisation).

2052 BC: Akkadian-Amorite campaign

Sharkalisharri fights Amorites of Jebel Bishri.

2050 BC: Second Sumerian rebellion

Renewed Sumerian rebellion crushed by Naram-Sin of Akkad in nine battles.

2041 BC: Syrian war of Naram-Sin

Naram-Sin sacks Ebla, defeats Rib-Adad of Aleppo and reaches Mediterranean.

2035 BC: Conquest of Subartu

Naram-Sin subjugates Subartu (Assyria).

2030 BC: Expedition to Anatolia

Naram-Sin sends force to support Akkadian colony at Purushkanda in Anatolia against invading Umman-Manda tribes.

2025 BC: Civil strife in Egypt

End of Old Kingdom. Amorite tribes make incursions into Nile Delta.

2000 BC: Elamite campaigns in Iran

Viceroy of Elam (ally of Akkad) campaigns against Gutians and kingdom of Simashki in Iran.

1920 BC: Gutian conquest of Akkad

Gutian barbarians conquer Sumer and Akkad. Fall of Akkadian Empire.

1889 BC: Gutian war

Battle of Kamuruki; Sumerian ruler Utu-Hegal of Uruk defeats Gutian king Tirigan, then gains control of Sumer and appoints Ur-Nammu as governor of Ur. Ur-Nammu establishes Empire of Ur (Third Dynasty of Ur); 1880 BC.

1870 BC: Amorite wars

Amorites from the Syrian Desert begin raiding Sumer and Akkad. Sumerian king Shulgi builds great wall to secure northern border from Amorites; 1865 BC. City of Ashur conquered by Amorite chief Ilukabkabu; 1808 BC.

1837 BC: Ur-Elamite war

Shulgi conquers Elam and raises foreign legion of Elamite mercenaries.

1800 BC: Sack of Ebla

Ebla sacked by Amorites. Kingdom of Yamkhad (Aleppo) later annexes Ebla.

1793 BC: Fall of Ur

Amorites break through Shulgi's Wall causing famine and panic in Sumer; 1815 BC. Ibhi-Sin entrusts general Ishbi-Erra to secure grain supplies. Ishbi-Erra assumes kingship of Isin. Ibhi-Sin begins war against Elam. Battle of Huhnur; Elam and Susa invaded. Renewed Amorite invasions coincide with Elamite counter-attack against Ur. Fall of Ur; 1793 BC; Elamites besiege and sack the city. End of Sumerian Empire. Elamite garrison in Ur surrenders to Ishbi-Erra of Isin; 1783 BC.

ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value and so a small army of 1,000 points, for example, can be commanded by a Senior Officer (Ensi or Shaknu) rather than a General (Lugal or King).

Chariotry: Up to a quarter of the points value of the army may be spent on troops chosen from the Chariotry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to a quarter of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sumerian Lugal	4	5	5	4	3	3	6	2	9	143
Akkadian King	4	5	5	4	3	3	6	2	9	143

Equipment: Armed with a hand weapon and light armour. May have thrusting spear (+2 pts); javelins (+2 pts); double-handed weapon (+3 pts) or composite bow if Akkadian (+3 pts). May ride in a chariot bought at an additional cost from this list.

Special Rule: Army General.

The overlord of a group of Sumerian cities was known as the Lugal (literally 'Great Man' or in other words – king), whereas the ruler of a single city state was called an Ensi. Sumerian commanders wore copper, or sometimes gold, helmets like that of Meskalamdug found at the royal tombs of Ur, and thick fleeces, copper-studded felt or leather bands crossed over their chests.

Like Sumerian rulers, the king (Shar) of Akkad usually led his army in person. Akkadian generals often had to lead their armies far beyond the plains of Mesopotamia into the difficult terrain of the Iranian and Anatolian highlands and so frequently chose to fight on foot rather than in the cumbersome chariots of the time. The traditional weapon of the Akkadians was the composite bow and Akkadian commanders were often depicted armed with this weapon, and a hefty battle-axe, whilst marching at the head of their elite infantry. Akkadian kings wore copper or bronze conical helmets, adorned with horns (which was a symbol of divinity) and leather or webbing armour bands crossed over the chest matching those worn by their elite troops.

SENIOR OFFICER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sumerian Ensi	4	4	4	4	3	2	5	2	8	63
Akkadian Shaknu	4	4	4	4	3	2	5	2	8	63

Equipment: Armed with a hand weapon and light armour. May have thrusting spear (+2 pts); javelins (+2 pts); double-handed weapon (+3 pts) or composite bow (+3 pts). May ride in a chariot bought at an additional cost from this list.

Ensis led their own city contingents as part of the larger armies that were commanded by their overlord. During the Akkadian Empire, conquered regions were usually placed under the control of Akkadian Shaknu (governors), who often replaced rebellious Sumerian Ensis. These led contingents that were raised from their provinces, tribal mercenaries and allies. In Ebla, a high official held the rank of Commander of Mercenaries with the specific task of recruiting and commanding contingents of nomadic tribesmen.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard Bearer	4	4	4	4	3	2	5	2	8	78

Equipment: Armed with a hand weapon and light armour.

Special Rule: Army Standard. The Army Standard Bearer always fights on foot and always accompanies a unit of Royal Guard or Spearmen.

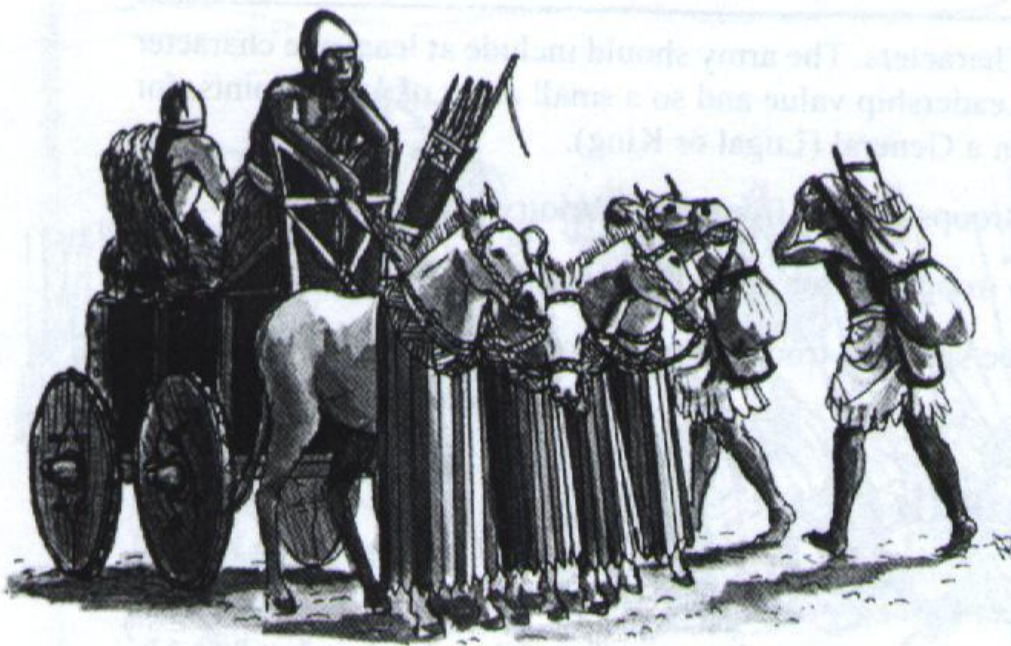
The standard was decorated with long streamers and depicted the sacred symbol of the patron god of the general's city, such as Inanna (Ishtar) of Uruk. Moon, sun and star symbols were most frequently depicted on standards, representing the gods Sin, Shamash and Inanna.

ORGANISATION

Military organisation developed out of the system used for organising work parties for irrigation schemes and other state projects. Often the same teams would be used for both military and civilian tasks (as in Egypt) under the same officers. The basic unit of organisation was a company of sixty men. The Sumerians used a numbering system based on six as well as the decimal system and so tended to use companies of sixty men and brigades of three hundred or six hundred which would be made up of five or ten companies of sixty. The company of sixty men was probably made up of six platoons of ten men.

A chariot squadron probably numbered six vehicles and the entire chariot contingent of a city state may have numbered up to sixty vehicles, whilst armies might have consisted of 5,000 or more men. Sargon of Akkad is said to have had a personal standing army of 5,000 men. This core army would have been reinforced by contingents from the cities under his rule as well as tribal mercenaries and allies. The Akkadian king's standing army probably outnumbered or outclassed any single city contingent as a safeguard against rebellion by any of the subject Sumerian cities, which was an ever present threat to the Akkadian Empire.





CHARIOTRY

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
4-Ass Heavy Chariot	6	4	4	3	3	1	4	1	8	30

Equipment: One crewman armed with javelins and light armour riding in a four solid-wheeled heavy chariot pulled by four onagers (wild asses) with a driver.

Special Rule: Sumerian chariots were pulled by onagers, wild asses from the Mesopotamian steppe. These ancestors of the modern day ass, small numbers of which still exist, shared their temperament and were notoriously difficult to control. To represent this, a dice must be rolled for each chariot unit at the start of the Sumerian player's turn. On a roll of 1, the onagers are giving their drivers trouble and a further D6 roll must be made on the following table:

D6 RESULT

1-3 Giddy-up damn you! The onagers refuse to move at all this turn and remain stubbornly stationary.

4-6 Whooooa boy, whooooooooa! The onagers set off at a fair old clip, hauling their unwilling charioteers with them. The unit must advance D6" straight ahead. The crew may turn this move into a charge if they wish, in which case the D6 roll is doubled. The unit must charge straight ahead and cannot wheel.

This was the earliest form of chariot and appears to have been invented in Sumer. The chariot had a crew of two men, four solid wooden wheels and was drawn by four wild asses (onagers) or hybrid wild asses, which were slightly more controllable. A lighter version that only had two solid wheels was also known, but was not used so much in battle because it could only carry a driver. Chariots of this kind were found in the royal tombs of Ur, together with their crews and onagers who were sacrificed to accompany the king to the underworld. There have also been many bronze and pottery models of chariots found at Sumerian sites, as well as the famous depictions of charging chariots on the Standard of Ur.

A full scale replica of the chariot was once reconstructed for a television documentary to test its performance. The constructed chariot was a light and narrow structure made of hide fastened over a wooden frame. This explained why it carried only two crew. It moved quite fast, with a wide turning arc, but was more manoeuvrable than expected. The front of the cart was raised up to form a kind of shield and had quivers of javelins slung over it for ease of use during battle. The frontal shield is distorted sideways in two-dimensional depictions giving the impression that the shield extended round the side. Whether the chariotry were an elite force kept by the ruler, or citizen soldiers wealthy enough to have their own chariots is not certain, but the former seems more likely.

INFANTRY

SPEARMAN

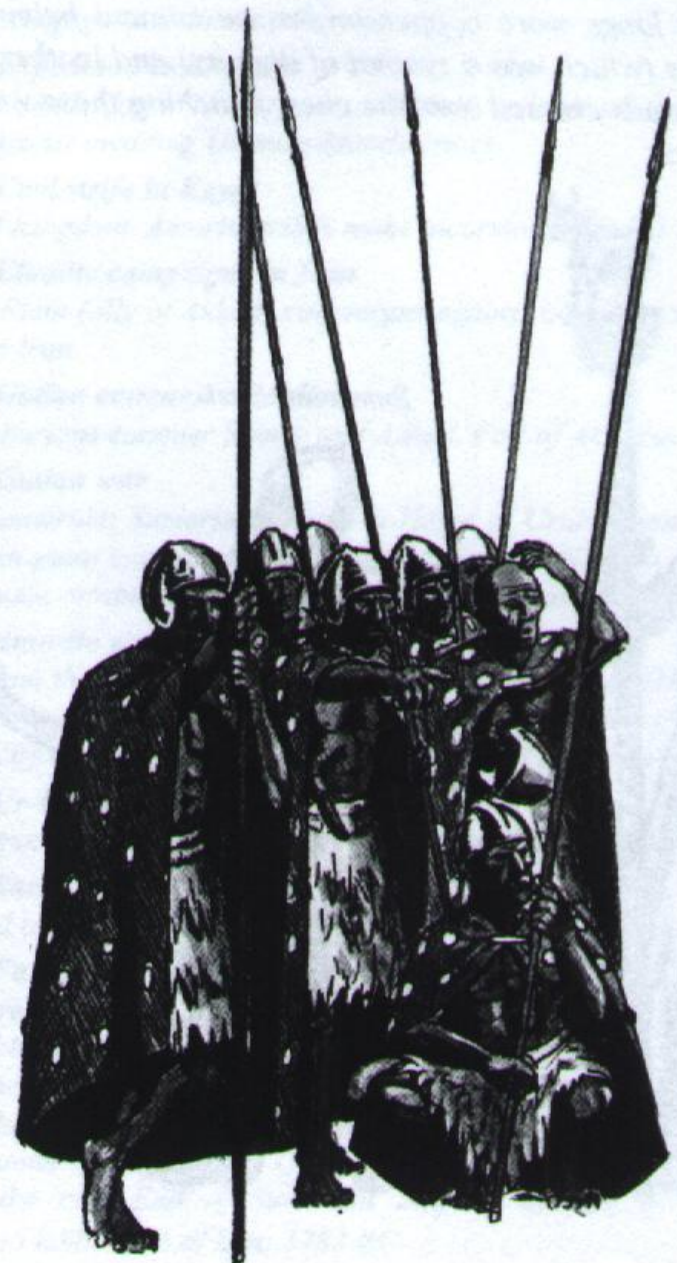
	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and thrusting spear. Ur-style spearman may have light armour (+2 pts). Lagash-style spearmen may have large shields (+2 pts). Akkadian spearmen can have equipment of either type.

These were the citizen soldiers called up by the city to fight in times of war. Sumerian spearmen fought with a thrusting spear (nicknamed 'big needle' because the spearhead was often long and narrow) which was held in both hands. For protection the spearmen carried either a huge shield hung on a shoulder strap or wore a thick felt or leather cape, studded with copper discs. Either method left both hands free to hold the long spear and deliver a thrust powerful enough to penetrate the thick fleece worn by most troops at the time.

The choice of equipment often distinguished the soldiers of the different city states. The spearmen of Lagash used large shields, while those who came from Ur wore armoured capes. Other cities probably followed one or other of these styles. Akkadian spearmen either had no shields at all or used large shields and wore copper and plaited rope helmets with leather or felt aventails. Copper helmets and long, thick kilts of fleece were worn by all types of spearmen.

It seems likely that only the front rank of spearmen carried large shields or that these shields were carried by a single rank of shield bearers in front of the spearmen or interdispersed between the front rank of spearmen. No doubt if a shield bearer fell, a rear-ranker would drop his spear and pick up the shield to maintain the wall. How you represent the unit with models is entirely up to you, but whatever the Sumerians and Akkadians did, the list treats all spearmen in the unit as if they are shielded if the unit is equipped with large shields, and the points are paid for each model accordingly.



Sumerian & Akkadian Armies

0-1 UNIT OF ROYAL GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Royal Guard	4	4	3	3	3	1	4	1	8	13

Equipment: Armed with a double-handed weapon and light armour. May have throw sticks (+1 pt) (count as javelins).

Sumerian rulers had a bodyguard of elite troops and a single elite company of sixty soldiers is mentioned in the records of Eannatum's reign and depicted on the Stela of the Vultures. Under the Akkadian kings, the royal bodyguard became a much more distinct unit and was armed with axes. Sargon of Akkad claimed to have had a guard of some 5,000 men who dined in his presence every day. This probably refers to his full time standing army; the royal guard being just one regiment within this force.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and composite bow. May have light armour (+2 pts).

Special Rule: Light Infantry.

The composite bow was already in use in Sumer and Akkad although it was still unknown in Egypt at this time. The Sumerian city states may have recruited most of their archers from among the Akkadians who lived in the central part of Mesopotamia, to the north of Sumer. Archers from the city state of Mari, located further north on the Euphrates, and those from Ebla in Syria, a distant outpost of Sumerian culture, wore copper helmets and leather or felt armour studded with copper discs, which took the form of a cape draped over one shoulder.



NIM SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins.

Special Rule: Skirmishers. Chariot Runners.

These were nicknamed Nim, which means 'flies' because the enemy found them to be numerous, persistent and irritating!

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling.

Special Rule: Skirmishers.

Slingers were called up in large numbers from among the peasantry that worked on the lands of the great temples and estates of wealthier citizens. Their task was to skirmish before and around blocks of spearmen to screen the approach of the army and wear down the enemy. They wore nothing more than a leather or felt kilt.

TACTICS

These suggested tactics are based on applying what is known of historical Sumerian tactics to a Sumerian wargames army.

Screen the entire army with a mass of skirmishing missile troops, who should operate far ahead of the main battle line, taking advantage of any obstacles or terrain features they can to throw the enemy into disarray. These missile troops will eventually have to fall back behind the spearmen and chariots as the enemy advances, but they should not be allowed to disrupt your own battle lines. Advance your massed spearmen towards the enemy's best troops in order to wear your enemy down by force of numbers, your troops pushing with their big shields and spears and taking advantage of their massed ranks.

Alternatively, pick a suitable defensive feature such as a ditch to make a stand behind and prepare to hold with determination. Support the spearmen by sending axemen and fierce auxiliary troops against the flanks of the enemy. Screen the vulnerable flanks of the spear formations with javelinmen and archers. Tribal auxiliaries should chase after any fleeing foe rather than the spearmen who should maintain discipline. Your onager chariots must be unleashed at the right moment, probably when one or more units in the enemy battleline give way. Hopefully they will deliver a decisive and ferocious charge which will sweep away the opposition and complete the victory. Give the chariots plenty of room to move and do not let them become bottled up. This wastes their potential and will lead to their destruction. They should be deployed where there is an expanse of open ground and it is a good idea to use some javelinmen to screen their flanks.

ALLIES & MERCENARIES

AMORITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amorite	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with mixed weapons.

Special Rules: Light Infantry. Subject to Warband psychology rules 1 & 2.

The Amorites, known to the Sumerians as Martu, included many tribes such as the Tidnum and the Bani-Yamina (Benjamin?). These nomads wandered out of the Syrian Desert and appeared on the margins of Mesopotamia in ever increasing numbers, until by the time of the empire of Ur, they began to invade. The great wall built across Mesopotamia by the kings of Ur failed to stop these incursions and their settlement in the area. The Amorites were very warlike, well equipped with a variety of weapons and skilful warriors. Their tribes were large and well organised and from the Akkadian Empire onwards, Amorites were recruited in ever increasing numbers as mercenaries. Usually an agreement would be made between a city and an Amorite chief and the entire tribe would fight as mercenaries in return for land to settle on. Amorites wore colourful woollen kilts and robes and carried small copper studded shields made from animal hides. Their bucklers were shaped like an outspread hide and normally still had the animal's tail attached. Some warriors would also have been armed with throw sticks.



GUTIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gutian	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with double-handed weapons and throw sticks (count as javelins).

Special Rules: Light Infantry. Subject to Warband psychology rules 1 & 2.

The Gutians and similar tribes such as the Lullubi from the highlands of Iran were recruited as mercenaries by the Sumerians and Akkadians. Noted for their savagery, the Guti were powerful enough to conquer Akkad and most of Sumer following the fall of the Akkadian Empire. Apparently they achieved this by penetrating along the Tigris and Euphrates and the numerous canals and river channels of the area, using long boats with high prows of the kind depicted on Sumerian cylinder seals. Their distinctive style of dress included a thick sheepskin cape tied over one shoulder. Most warriors had a shaved head with a plaited scalplock.

AMORITE OR GUTIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapons and short bow.

Special Rule: Skirmishers.

Mercenary archers were recruited from nomadic tribes such as the Amorites and highland barbarians such as the Guti and Lullubi. They were used mainly in the army as scouts and skirmishers. Another region which may have provided mercenaries was Subartu, which was the name for the northern regions of Mesopotamia, the region later to become Assyria.

MAKKANITES

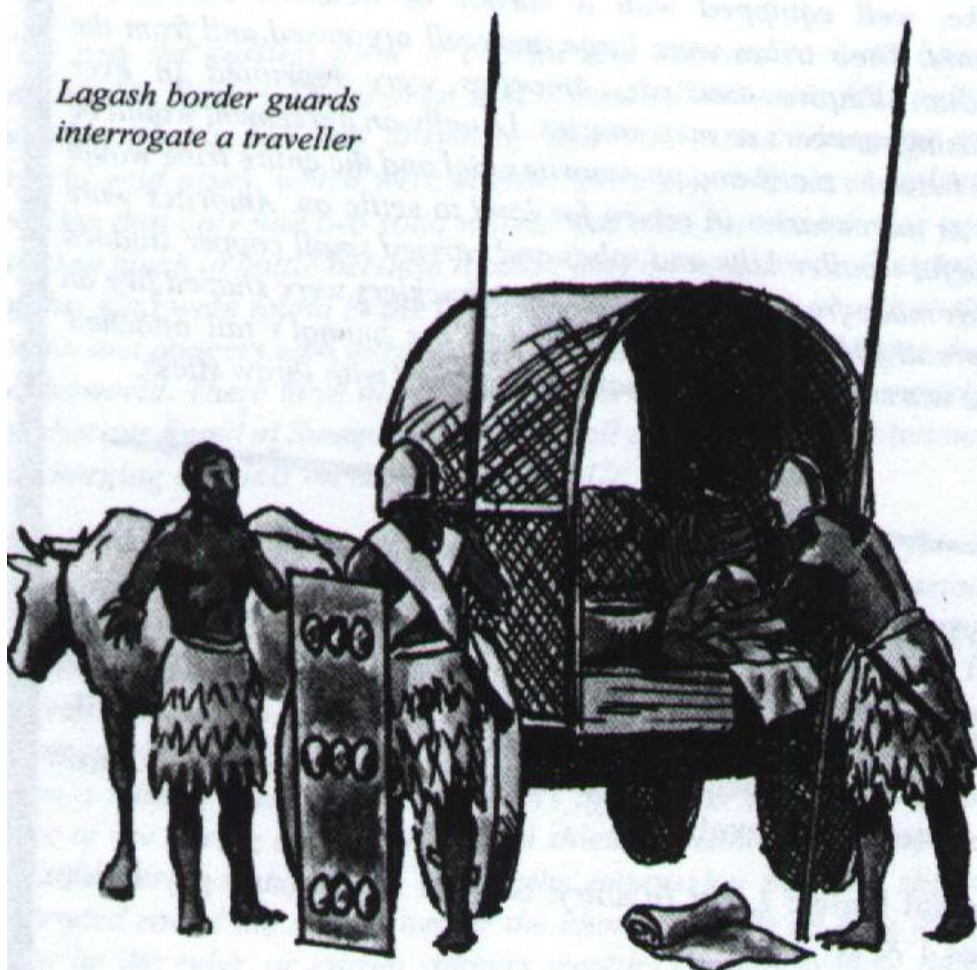
	M	WS	BS	S	T	W	I	A	Ld	Pts
Makkanite	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a sword and thrusting spear.

Special Rule: Subject to Warband psychology rules 1 & 2.

In Sumerian and Akkadian times, Oman was known as Makkan and Bahrain as Dilmun and beyond these there was another region known as Melukka. The Sumerians traded with these Persian Gulf regions and the Akkadians went on to subjugate them. It is also possible that the Sumerians and Akkadians ventured beyond the Persian Gulf and reached outlying parts of the Indus civilisation (located in modern Pakistan). The Makkanites were divided into many tribes or clans under separate chiefs and the warriors of these tribes had good quality copper weapons especially swords, since this was a major copper mining region and one of the main sources of copper for Mesopotamia, whether acquired by trade or through tribute.

Lagash border guards interrogate a traveller



Nim skirmisher



Akkadian archer

ELAMITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elamite	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a hand weapon and composite bow.

Special Rule: Light Infantry.

The Elamites appear as one of the oldest and most persistent enemies of the kingdoms of Mesopotamia. They lived in the region of south-west Iran, known to the Sumerians as Awan. Their chief city was Susa and at this time the Elamite civilisation was similar to that of Sumer. The Elamites often raided into Sumer and Akkad and suffered punitive expeditions in return, sometimes being conquered and ruled as a province of either the Akkadian or Sumerian Empire. The Elamites joined forces with Ishbi-Erra in his revolt against Ibti-Sin, the last king of Ur, and helped to capture Ur, remaining ensconced in a precinct of the city for ten years. The Elamites were principally archers and the Elamite soldiers of this period appear to have worn copper helmets that had horns.

PAINTING SUMERIAN & AKKADIAN ARMIES

The Sumerians, Akkadians and neighbouring tribes probably resembled their descendants in Iraq and the surrounding regions. Sumerians tended to shave their heads and faces, while Akkadians braided their long, black hair and curled their long beards rather in the manner of nineteenth century Bedouin Arabs. The most common forms of clothing for soldiers and tribesmen were fleeces of sheepskin and goatskins, worn with the hair on the outside, or various designs of leather, felt or woollen kilts and cloaks. Kilts often had dagged edges. Most of these were probably left in their natural wool or leather colours, but cloaks and kilts may sometimes have been dyed red, green or yellow. Black or other dark coloured wool or fleeces would have provided dark brown or black kilts and cloaks. Amorite tribesmen favoured brightly coloured and woven woollen robes.

All weaponry and armour during this period was made of copper or bronze, with copper being more common than bronze in the earlier part of the period. The large shields used by Lagashite spearmen were probably made of woven reeds, like later Akkadian ones, covered with leather and had round copper plates attached. The felt or leather cloaks worn by Ur spearmen were covered in small round copper plates, some of which have been found in excavations. Some Akkadian helmets were made of coiled or plaited rope or leather and so would have been yellow or brown in colour. The onager chariots were made of leather stretched over a wooden framework and are depicted as being coloured red on the Standard of Ur in the British Museum. The onagers were protected with a kind of leather or felt apron that covered their chests.

NEW KINGDOM EGYPTIAN

1600 BC to 800 BC

When Menna, my shield bearer, saw the large number of enemy chariots surrounding me, he became dismayed and his heart trembled and great fear entered into his body. Then he said, 'My good lord, strong ruler, great saviour of Egypt on the day of battle! See; the infantry and chariotry have deserted us, why do you stay here to save them? Let us get clear now and save ourselves!' Then I said to his majesty to his shield bearer, 'Stand firm. Steady your heart, my shield bearer! I am going to charge into them like the swoop of a falcon, slaying, slaughtering and casting to the ground!'

Ramesses II recounting his exploits at the Battle of Kadesh

This army list is designed to enable you to create an ancient Egyptian wargames army for Warhammer Ancient Battles and covers the period known as the New Kingdom (18th, 19th and 20th Dynasties). This is the era of the Egyptian Empire, which began when Pharaoh Ahmose drove out the Hyksos invaders and came to an end when Egypt split into separate kingdoms in the years following Ramesses III's repulse of the Sea Peoples.

The pharaohs of the New Kingdom created one of the first professional standing armies in history. This was a direct result of the war against the Hyksos invaders. Before this time, during the Old and Middle Kingdoms (the Pyramid Age), Egyptian provincial nobles kept their own retinues of soldiers.

The Hyksos came out of Canaan and Syria. An initial wave of desert nomads seized the Nile Delta followed sometime later by Canaanite and Hurrian warlords and their retinues of chariot warriors. They conquered the north of Egypt but not the south where the pharaohs of the 17th Dynasty, the princes of Thebes, held out. The war against the Hyksos, begun by Sekenenra the Brave and pursued vigorously by his son Kamose, was brought to final victory by his brother Ahmose I, who became the founder of both the 18th Dynasty and the Egyptian empire of the New Kingdom.

During the Hyksos War the retinue of the Theban princes became the core of a new professional military class and the Egyptians even raised their own chariot force in imitation of the Hyksos chariotry. This army enabled Ahmose and his successors, notably Thutmose I and Thutmose III, to push their advantage against the patchwork of independent city states in Canaan and Syria and establish an empire. The benefits were secure frontiers, a flow of tribute and control of the trading ports situated in Phoenicia, always regarded as the most important objective.

The Egyptian policy was to maintain the ruling house of conquered kingdoms, if necessary by replacing the defeated ruler with a relative who was more loyal to the pharaoh. Subject princes had to swear an oath of allegiance to the pharaoh and kiss the ground at his feet. They also had to render tribute, supply the Egyptian garrisons in their cities, have no dealings with rival empires and obey the commands of the pharaoh. The sons of subject princes were sent to Egypt, not only as hostages, but to be educated at the Egyptian court and daughters of the subject princes were often sent to the pharaoh's harem. Since the ruling class of the subject cities had so much in common with the Hurrians and Hittites, pro-Egyptian rulers were often the victims of anti-Egyptian coups and plots, resulting in rebellions which the pharaoh then had to crush.

Canaan and Syria were divided into three administrative provinces, each ruled by a viceroy. These were *Kanana* (Canaan – extending from the Egyptian border at Tjel to Tyre and Sidon which was administrated from Gaza, *Amurru* (Lebanon and southern Phoenicia) which was administrated from Sumura, and *Upe* (the Biqaa Valley and Orontes region) administrated from Kumidu. Egyptian garrisons, consisting of a few hundred Egyptian or Nubian infantry and fifty chariots, were stationed at Ullaza, Sharuhenn, Sumura and Irqata. Ugarit and Arvad in northern Phoenicia were not conquered but maintained a treaty agreement with Egypt. Strategically, the Egyptians were more concerned about keeping open the coast road to Phoenicia, and less so about the hinterland of Canaan. Control of Syria was important to their plans only in order to prevent other empires taking over Phoenicia with its tin and copper trade and cedar forests.

Nubia had been conquered during the Middle Kingdom, but fell to the king of Kush in the Hyksos period and was finally re-conquered during the New Kingdom. Egyptian aims were to secure their southern frontier against the Kushites and to control Nubian gold mines. Nubia was settled with Egyptian colonists, forts and 'temple towns' and governed by a viceroy. Egyptian outposts were also established in the Libyan oases and a line of forts (migdols) were built to guard the western desert front and the road through the Sinai. The Sinai defenses included stretches of marshy canal infested with crocodiles, and forts located at wells along the military road.

The army gained in prestige as the empire expanded and became powerful enough to overshadow the mighty priesthods and provincial nobility that had previously dominated the scene. With the death of the final pharaoh of the 18th Dynasty, Tutankhamun, the generals Ay and then Horemhab assumed the throne. Lacking an heir himself, Horemhab appointed another general and colleague as his successor. This was Ramesses I, father of Seti I and grandfather of Ramesses II of the 19th Dynasty. It is due to the obsession of the 19th and 20th Dynasty pharaohs with warfare that we owe the vast amount of chariot battle scenes on temples which have survived to inform us what the Egyptian army of the time was like.

During the 20th Dynasty Egyptian power declined. Egypt itself was beset with Libyan incursions and attempted invasions by the Sea Peoples. These threats were repulsed, but the state's economy was weakened. Libyan tribes eventually succeeded in settling in the Nile Delta and Egypt broke up into a northern kingdom ruled by pharaohs who were descended from Libyan chieftains and a southern kingdom ruled by the priests of Amon. Thereafter, the northern pharaohs made frequent attempts to control the entire country until Egypt was conquered by the Kushites and subsequently the Assyrians.

CHRONOLOGY

This is a summary of the most important wars and campaigns of the New Kingdom. Due to recent re-interpretations of the history of the period I see no reason to continue using the conventional chronology which is now known to be inaccurate. The new chronology provides a more realistic version of events. For example, the 21st and 22nd Dynasties probably ruled concurrently in different parts of Egypt instead of in succession as in the conventional chronology and this requires a later dating of the New Kingdom. Conventional chronology identifies the Biblical Pharaoh Shishak with Pharaoh Shoshenq of the 22nd Dynasty. Advocates of a revised chronology identify Shishak with either Ramesses II or Ramesses III. I agree with the latter view, dating Ramesses II to the 10th century BC.

1200 BC: Hyksos war

Sekenenra Tao of Thebes begins war against the Hyksos and falls in battle. Queen Aahotpe, widow of Sekenenra, holds Upper Egypt against Hyksos counter attack. Battle of Pidedku; 1196 BC. Kamose captures Memphis and reaches Avaris. Kamose captures Bahariyeh Oasis cutting desert route between Hyksos and Kushites. Fall of Avaris; 1184 BC. Ahmose captures Hyksos capital. Hyksos expelled. Fall of Sharuhenn; 1179 BC. Ahmose captures Hyksos stronghold in Canaan after three year siege; Ahmose crushes rebellion of Tety-an; 1174 BC.

1197 BC: Reconquest of Nubia

Kamose campaigns in Nubia to secure frontier before attacking Hyksos. Ahmose defeats Aata, king of Kush; 1176 BC. Amunhotep I campaigns in Nubia; 1169 BC. Thutmose I campaigns in Nubia and pushes frontier as far as Third Cataract; 1150 BC. Queen Hatshepsut sends expedition to Punt (Somalia? East Africa?); 1130 BC. Thutmose III campaigns in Kush. Nubian frontier pushed to Fourth Cataract; 1091 BC.

1145 BC: Conquest of Canaan and Syria

Thutmose I reaches Syria, crosses Euphrates and defeats Mitannian forces.

1115 BC: Egyptian-Canaanite war

Battle of Megiddo; 1115 BC. Thutmose III defeats Canaanite confederate army led by Darusha, king of Kadesh. Megiddo falls after a seven month siege; 1114 BC. Thutmose III transports army by sea and captures Phoenician ports; 1111 BC.

1104 BC: First Egyptian-Mitannian war

Battle of Senzar; 1104 BC. Thutmose III crosses Euphrates by bridge of boats and invades Mitanni. Egyptians defeat Mitannian army. Siege of Kadesh; 1102 BC. Thutmose III captures Kadesh.

1085 BC: Second Egyptian-Mitannian war

Aleppo rebels against Egypt with Hittite help then treacherously allies with Mitanni. Amunhotep II of Egypt crushes revolt in Syria and Canaan; 1082 BC. Amunhotep II campaigns in Syria. Rebellion of Ugarit is pre-empted; 1078 BC. Amunhotep II defeats rebel Canaanite warlord Qaqa near Megiddo; 1076 BC. Mitannian king Artatama I agrees to alliance with Thutmose IV; 1055 BC.

1051 BC: Nubian rebellions

Thutmose IV suppresses rebellion in Nubia. Ilkheny rebellion in eastern Nubia crushed by viceroy of Nubia; 1030 BC.

1015 BC: Amurrite war

Abdi-Asirta, Habiru leader, begins conquering Amurru. Rib-Addi of Byblos appeals to Egypt. Abdi-Asirta's son, Aziru (Hadad-Ezer) besieges Egyptian garrison city of Sumura.

1010 BC: Habiru war

Labaya (Saul) creates kingdom in Canaan. Egypt takes no action in support of Canaanite cities. Former Habiru mercenary leader David succeeds to Hebrew kingdom, defeats Canaanites and fights Amurru.

994 BC: Horemhab's campaign

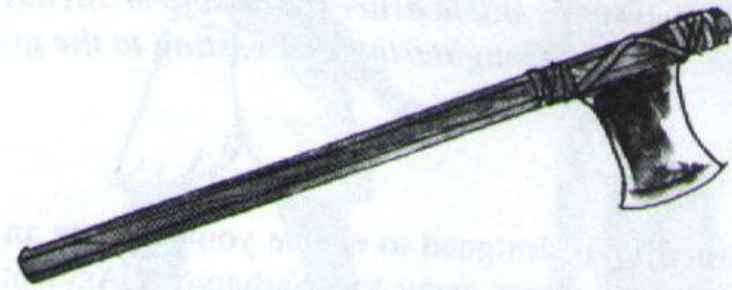
General Horemhab captures city of Gezer in Canaan. Later ceded to Solomon as dowry of Pharaoh's daughter, sealing peace pact and alliance with Hebrew kingdom.

993 BC: First Hittite-Egyptian war

Egyptian army moves into Amka ready to capture former Mitanni vassal kingdom of Kadesh. Tutankhamun's widow requests Hittite prince to wed. Prince Zannanza murdered on way to Egypt. Hittites declare war. Battle of Amqa; 992 BC. Hittites invade Egyptian territory. Egyptian prisoners bring plague into Hatti.

962 BC: Seti I's campaigns

Seti I defeats Shosu nomads and reopens military road into Canaan; 955 BC. Seti I campaigns in Nubia to secure route to gold mines and campaigns in Libya.



953 BC: Intervention in Israel

Seti I sends three army corps into Galilee to support Rehoboam against Syrians.

946 BC: Second Egyptian-Hittite war

Ramesses advances along Canaanite coast. Amurru defects from Hittites to Egypt; 946 BC. Battle of Kadesh; 941 BC. Hittite king Muwatalli lures Ramesses II's invading army into a trap and routs half of the Egyptian army. Egyptians fight and break out of trap, but retreat. Amurru reverts to Hittites. Ramesses crushes rebellions in Canaan. Sack of Askelon. Siege of Dapur. Ramesses invades Hittite Empire and besieges city of Tunip; 933 BC. Ramesses opens diplomatic relations with rebel Hittite vassal kingdom of Mira. Egyptian-Hittite peace pact. Frontier agreed on as Orontes, south of Kadesh; 925 BC.

938 BC: Judean campaign

Ramesses II marches on Jerusalem and receives tribute from Rehoboam of Judah.

900 BC: Ramesses' western frontier

Ramesses II builds chain of frontier forts guarding Egypt from Libyan tribes. Viceroy of Nubia campaigns to seize outlying oases to prevent Libyans joining forces with Kushites.

877 BC: Fall of Gezer

Merenptah captures city of Gezer to secure coast road to Phoenicia.

872 BC: First Libyan war

Battle of Pi-Yer; Merenptah defeats alliance of Libyan tribes and Sea Peoples.

869 BC: Civil strife in Egypt

Pharaoh Setnakt restores order in Egypt.

867-855 BC: Sea Peoples war

Sea Peoples army advances into Phoenicia. Ramesses III advances and requests reinforcements from Phoenicians, who inform him that their contingents have already been lost assisting Hittites. Ramesses falls back to Egypt to prepare defence. Battle of the Nile; 855 BC. Pharaoh Ramesses III defeats Sea Peoples fleet in sea battles. Battle of Gaza; 855 BC. Ramesses III defeats Sea Peoples army marching through Canaan.

858 BC: Second Libyan war

Battle of Hatsho; Ramesses III defeats confederation of invading Libyan tribes.

852 BC: Third Libyan war

Pharaoh Ramesses III defeats invading Libyan tribes. This war probably resulted in mass settlement of Meshwesh tribe in Nile Delta by agreement as mercenaries, leading to establishment of Meshwesh principality.

810 BC: Civil strife in Egypt

Panehsy, last viceroy of Nubia, takes control of Thebes. Later retreats into Nubia. Ramesses XI presides over division of Egypt into northern and southern kingdoms. Meshwesh chief Sheshonq soon asserts control over northern kingdom.

798 BC: Shoshenq's Judean campaign

Sheshonq campaigns in Israel in support of Jehoahaz. Syrian forces ousted.

ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value and so a small army of 1,000 points, for example, can be commanded by a Brigade Commander (Hery Pedjet) rather than a General (Pharaoh, Prince, Viceroy or Imyr-Mesha).

Chariotry & Cavalry: Up to a quarter of the points value of the army may be spent on troops chosen from the Chariotry & Cavalry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to a quarter of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pharaoh/Prince	4	5	5	4	3	3	6	2	10	153
Army General/Viceroy	4	5	5	4	3	3	6	2	9	143

Equipment: Armed with a hand weapon and light armour. May have composite bow (+3 pts); javelins (+2 pts); shield (+2 pts). Rides in a chariot bought at an additional cost from this list.

Special Rule: Army General.

The army may be led by an army general (Imyr-Mesha). He represents a very high ranking Egyptian officer such as the general of one of the four army corps (Amun, Ra, Ptah and Sutekh) or a provincial commander such as the Viceroy of Kush or even the Pharaoh himself.

Ramesses II sometimes delegated command of armies and task forces to his sons, notably the princes, Khaemwaset and Amunhirkhopshef. Famous generals included Amenemhab, during the reign of Thutmose III, and Horemhab who later became Pharaoh himself. Rebellions and wars in Nubia were often dealt with by local forces under the command of the viceroy.

BRIGADE COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigade Commander	4	4	4	4	3	2	5	2	8	63

Equipment: Armed with a hand weapon and light armour. May have composite bow (+3 pts); javelins (+2 pts); shield (+2 pts). Rides in a chariot bought at an additional cost from this list.

Senior officers included brigade commanders (Hery Pedjet) and garrison commanders (Idnu) who were in charge of frontier forts or contingents of troops stationed in Canaanite cities.

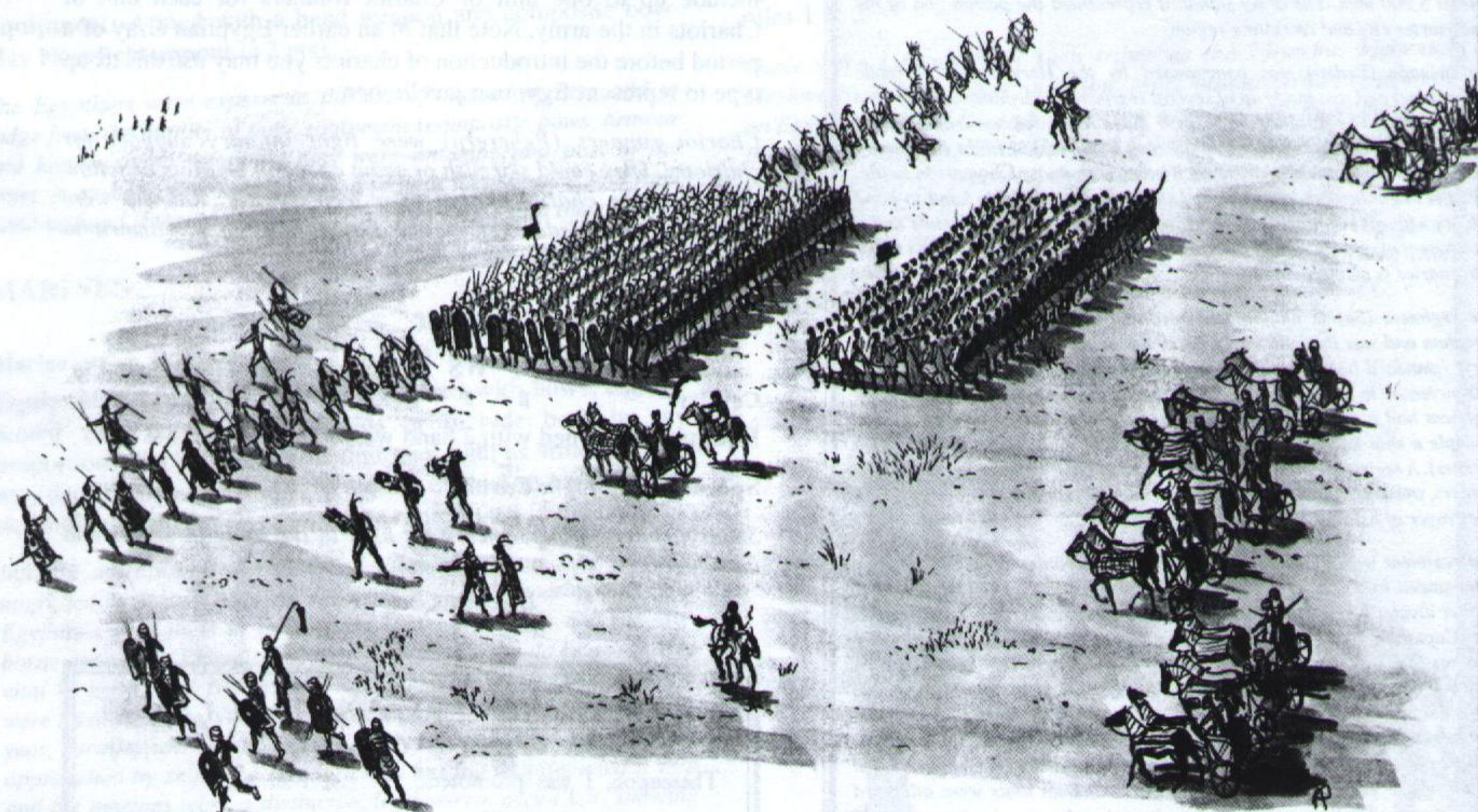
0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	4	4	4	4	3	1	4	2	8	78

Equipment: Armed with a hand weapon and light armour. May have shield (+2 pts). Rides in a chariot bought at an additional cost from this list.

Special Rule: Army Standard.

The army standard bearer would carry the standard of one of the four army corps: Amun (ram's head), Ra (hawk's head), Ptah (head of the Apis bull) or Set (head of a pharaoh-hound) each depicting the sacred animal of the patron god of the army.



CHARIOTRY & CAVALRY

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariot	8	4	4	3	4	1	4	2	8	40

Equipment: One crewman armed with composite bow, javelins, light armour and shield riding in a two-horse light chariot with a driver.

Special Rules: Egyptian charioteers were highly skilled in using their bows from a moving chariot. They do not suffer -1 to hit for shooting on the move, and are able to shoot as they charge. This attack is made after any enemy charge reactions (ie, any enemy that fire as a charge reaction do so before the charioteers). The attack counts as having taken place at short range. Enemy units that take 25% casualties must pass a Panic test or flee.

Egyptian two-horse light chariots (Wereret) were crewed by a driver (Kedjen) and a warrior (Seneni). Tomb paintings often show Egyptian light chariots in peace time, stripped of their warlike equipment. Battle scenes show that the horses were usually protected with thick textile armour or maybe even scale armour for the Pharaoh and his elite chariots. The crews were also quite well armoured and made use of Canaanite and Hurrian equipment that had been either captured in battle or obtained as tribute. By the time of Ramesses II, the crews were usually armoured and the driver was equipped with a shield. The warrior was equipped with both composite bow and javelins, which were kept in quivers on the sides of the chariot. Crews were trained by galloping around the desert shooting arrows at targets spaced out at regular intervals. Emphasis was put on hitting each target with several arrows.

CHARIOT RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot Runner	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, javelins and shield.

Special Rules: *Light Infantry. Chariot Runners.* You may include up to one unit of Chariot Runners for each unit of Chariots in the army. Note that in an earlier Egyptian army of a period before the introduction of chariots you may use this troop type to represent Egyptian javelinmen.

Chariot runners (Pehereru) were light infantry support for chariotry. They could skirmish or scout ahead of chariots or follow up behind the chariot charge as a second wave. Runners were sometimes brigaded together into larger units of javelinmen to operate separately from chariots.

0-1 UNIT OF CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	2	3	3	3	1	3	1	7	16

Equipment: Armed with a hand weapon and composite bow.

Special Rule: *Light Cavalry.*

Small numbers of horsemen were used in the army as scouts and messengers.



ORGANISATION

Before the New Kingdom there were two armies (Mesha) in Egypt; the army of Upper Egypt based at Thebes in the south and the army of Lower Egypt based in the north at Memphis. In the early New Kingdom the number of armies increased to three: Amun, Ra (or P'Ra 'the Ra') and Ptah, after the patron gods of the armies' headquarter cities: Thebes, Heliopolis and Memphis. A fourth army, Set (or Sutekh) was created during the 19th Dynasty and was based at Pi-Ramesses (formerly Avaris) in the Eastern Delta. Armies were commanded by a general (Imyr-Mesha) and numbered at least 5,000 men. The army standard represented the patron god of the headquarter city and recruiting region.

The brigade (Pedjet) was commanded by the Hery Pedjet (brigade commander) and was made up of several regiments operating together as a tactical unit. The brigade may also have included several infantry regiments to create a big block of infantry with massed ranks or infantry and chariotry that could provide each other with mutual support in battle. A Pedjet might have numbered 500-1,000 infantry, probably hand-to-hand fighters with archer units in support or a hundred or more chariots and a detachment of chariot runners. A brigade made up entirely of various tribal mercenaries is also recorded.

The regiment (Sa) is an old unit recorded as far back as the Middle Kingdom and was the building block of the army. It was led by the Tjahy-Seryt (standard bearer) and usually numbered two hundred men but this was increased to two hundred and fifty during the later New Kingdom. Each regiment had a standard which indicated the type of regiment it was (for example a ship indicated a unit of marines and a bow indicated a unit of archers). A regiment consisted of a single troop type: archers, hand-to-hand fighters, tribal auxiliaries, etc. Many regimental names are known, such as 'Destroyer of Asia' and 'The Shining Sun'.

The regiment was divided into four or five companies of fifty men, each commanded by an NCO called the 'Captain of Fifty'. The company was further divided into squads of ten men each commanded by an NCO called the 'Captain of Ten'. Tribal auxiliaries do not seem to have been divided into squads, so the smallest sub unit of the auxiliary regiment was fifty, which probably means that they were not drilled to the same degree as Egyptian troops. Chariots were organised into squadrons of fifty chariots, commanded by an officer called the 'Standard Bearer of Chariot Warriors' and was further divided into troops of five or ten chariots each commanded by an officer called the 'First Charioteer'. Chariot units were allocated detachments of javelin-armed infantry known as 'runners' to support them in battle.

"When the city of Avaris was besieged, I displayed valour on foot in the presence of his majesty. Thereupon, I was promoted...

Tomb biography of Ahmose pen Nekhab

Let me tell you how woefully fares the soldier! Let me tell you how he goes in Syria and how he marches over the mountains with his bread and water bourn upon his shoulder like the load of an ass. When he falls out it is only to stand guard."

Egyptian scribe's advice to a young man

INFANTRY

HAND-TO-HAND FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hand-to-hand Fighter	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with khepesh (sickle sword), axe, mace or other hand weapon, throwing spear and shield. May have double-handed weapon such as a mace-axe instead of throwing spear (+1 pt). One unit may have light armour (+2 pts).

These were spearmen, mace-axe men and khepesh men who were known as 'Nakhtu-Aa' which literally translates as 'Strong-Arms'. They were well equipped with hand-to-hand weapons such as sickle swords, axes and maces. Also, those armed with a khepesh or other hand weapon usually carried a four or five foot throwing spear that would be hurled just before engaging in hand-to-hand combat. Thrusting spears were not adopted until the 26th Dynasty (7th century BC). Some regiments specialised in fighting with two-handed axes and batons of which the mace-axe was most common (a mace with a glaive-like bronze blade attached). These axemen did not carry spears. Hand-to-hand fighters carried large, almost rectangular shields and formed up in dense columns. They often marched with their shields slung on their backs to enable them to move at a brisk pace, or to use their mace-axes with both hands.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and composite bow. May have light armour (+2 pts).

The Egyptians were experts in the use of massed archers and to judge from the quality of their equipment (composite bows, armour and hand-to-hand weapons) they were an important part of the army. It appears they were expected to hold their ground and fight hand-to-hand if their initial hails of arrows didn't stop the enemy.

MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	4	4	3	3	1	4	1	8	11

Equipment: A unit may be entirely armed with bows, entirely armed with javelins and shields or include both in any proportions. Each model in the unit may fight as armed, or you may declare the entire unit to be archers or hand-to-hand fighters depending on the greater proportion represented in the unit.

Infantry units which distinguished themselves would be trained, upgraded and promoted to serve as a 'ship's contingent'. The Egyptians used them in their campaigns on the Nile and for sea-borne assaults of Phoenician ports. Such troops would be absolutely vital in Egypt and Nubia since all places of military importance were located on the Nile, which was in flood for three months of the year, turning towns into island fortresses which could only be approached by ship. The standard of a marine unit depicted a ship and the marines wore a distinctive leather-reinforced kilt, showing that they were expected to row as well as fight.

ALLIES & MERCENARIES

0-1 UNIT OF SHERDEN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sherden Guard	5	4	3	3	3	1	3	1	8	10

Equipment: Armed with a sword and buckler. May have light armour (+3 pts). May have javelins (+2 pts).

Special Rule: Stubborn.

The Sherden were notorious pirates who raided Cyprus, Phoenicia and the Nile Delta and may have originated from Sardinia. Their warriors wore horned helmets with boar's tusks and carried long slashing swords and bucklers covered with bosses. Ramesses II captured some of these raiders and was so impressed by their ferocity recruited them as a royal bodyguard and let them keep their traditional equipment, but with the addition of Egyptian armour. Sherdens in Egyptian service wore a sun disc on top of their helmets to distinguish them from enemy Sea Peoples.

NUBIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nubian	5	3	3	3	3	1	3	1	6	5

Equipment: Armed with a hand weapon and short bow.

Special Rule: Skirmishers.

Nubian troops had been an important part of the Egyptian army since the Old Kingdom. Nubian tribes included the Iretjet, Inu, Yam, Setju, Kau and the famous Medja, who were regarded by the Egyptians as the best scouts and skirmishers. The Nubians were similar to modern day Sudanese and wore leopard and lion skin kilts and had ostrich feathers in their hair.

LIBYANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	5	3	3	3	3	1	3	1	5	5

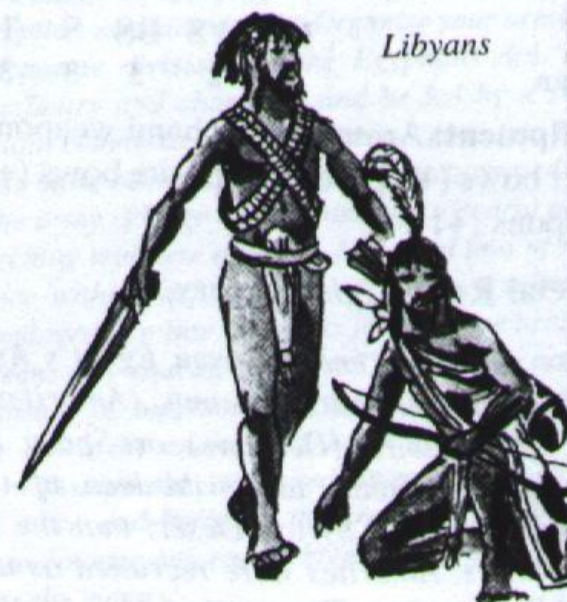
Equipment: Armed with mixed weapons.

Special Rules: Light Infantry. Subject to Warband psychology rules 1 & 2.

These were Libyans from such tribes as the Tjemehu, Tjehenu, Meshwesh, Kehek, Seped and Libu. More obscure tribes appeared on Egypt's border at the end of the New Kingdom and these included the Esbeh, Keykesh, Shai, Hes and Beken. They wore animal hide cloaks and ostrich feathers, dyed red, in their hair. Many Libyans who raided Egypt during the reigns of Merenptah and Ramesses III were captured and impressed as auxiliary troops in the Egyptian army. Ramesses III's battle scenes show many Libyans armed with bows and long slashing swords traded from the Sea Peoples.



Sherden



Libyans

Counting the enemy slain



"The Northerners made a conspiracy in their islands. All at once the nations were on the move and scattered in war. No country could stand before their arms. Hatti, Que, Carchemish, Arzawa and Alashiya onwards were cut off at the same time. They were advancing towards Egypt. Their confederation were the Philistines, Tjekker, Sheklesh, Denyen and Weshwesh nations in alliance."

Egyptian record of the migration of the Sea Peoples

KUSHITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kushite	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with mixed weapons.

Special Rules: *Light Infantry*. Subject to Warband psychology rules 1 & 2.

The land of Kush was situated on the Upper Nile beyond Nubia and the Kushites were the main threat to the Middle Kingdom frontier in Nubia. During the Hyksos period, the king of Kush recaptured Nubia and became an ally of the Hyksos. Kush was conquered by the New Kingdom pharaohs although there were probably always Kushite princes who remained independent. After the fall of the New Kingdom, the kingdom of Kush arose once more and its king, Piankhy, conquered the divided and declining Egypt during the 8th century BC thus establishing the 25th Dynasty.

SEA PEOPLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	5	8

Equipment: Armed with a sword, javelins and shield. May have light armour (+3 pts).

Special Rule: Subject to Warband psychology rules 1 & 2.

The peoples of the Mediterranean islands and Aegean region were known to the Egyptians as the Sea Peoples. They included the Lukka (Lyceans), Teresh (Trojans or Etruscans or perhaps even tribes from Tarshish – the legendary land of Taras in Iberia whom the Phoenicians traded with for copper and tin), Tjekker, Peleset (Pelasgians/Philistines), Ekweh (Achaians), Sherden (Sardinians), Sheklesh, (Sikeloi/Sicilians), Denyen (Danaians/Dardani) and Weshwesh (from Wilusia/Ilios). They were armed with long bronze slashing swords and wore various kinds of helmets, sometimes decorated with horns. Some of the tribes even wore bronze body armour. The tribes began raiding the coasts of Cyprus, Phoenicia, Canaan and Egypt in the years following the Trojan War. A huge horde migrating by land and sea attempted to invade Egypt, having already helped to overthrow the Hittite Empire. The Egyptians defeated them and captured many prisoners – no doubt many of them were grateful of Pharaoh's generous offer to let them serve in the Egyptian army rather than end up as slave labour in quarries and gold mines!

SYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Syrian	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins. May have short bows (+1 pt) or composite bows (+2 pts). May have mixed weapons (+1 pt).

Special Rule: *Light Infantry*.

These were mercenaries from Egypt's Asiatic empire such as the Kanana (Canaanites), Aamu (Amorites), Kharu (Hurrians or Horites), Habiru (Hebrews) or Shosu (Edomites). It was from among the bandits and tribesmen of the Lebanese Mountains, Judean hills and Syrian Desert that the Egyptians recruited these auxiliaries. Amorites were recruited as auxiliaries as early as the Middle Kingdom. These tribes wore brightly coloured woollen kilts or long robes. Canaanites and Shosu often wore a kind of turban.

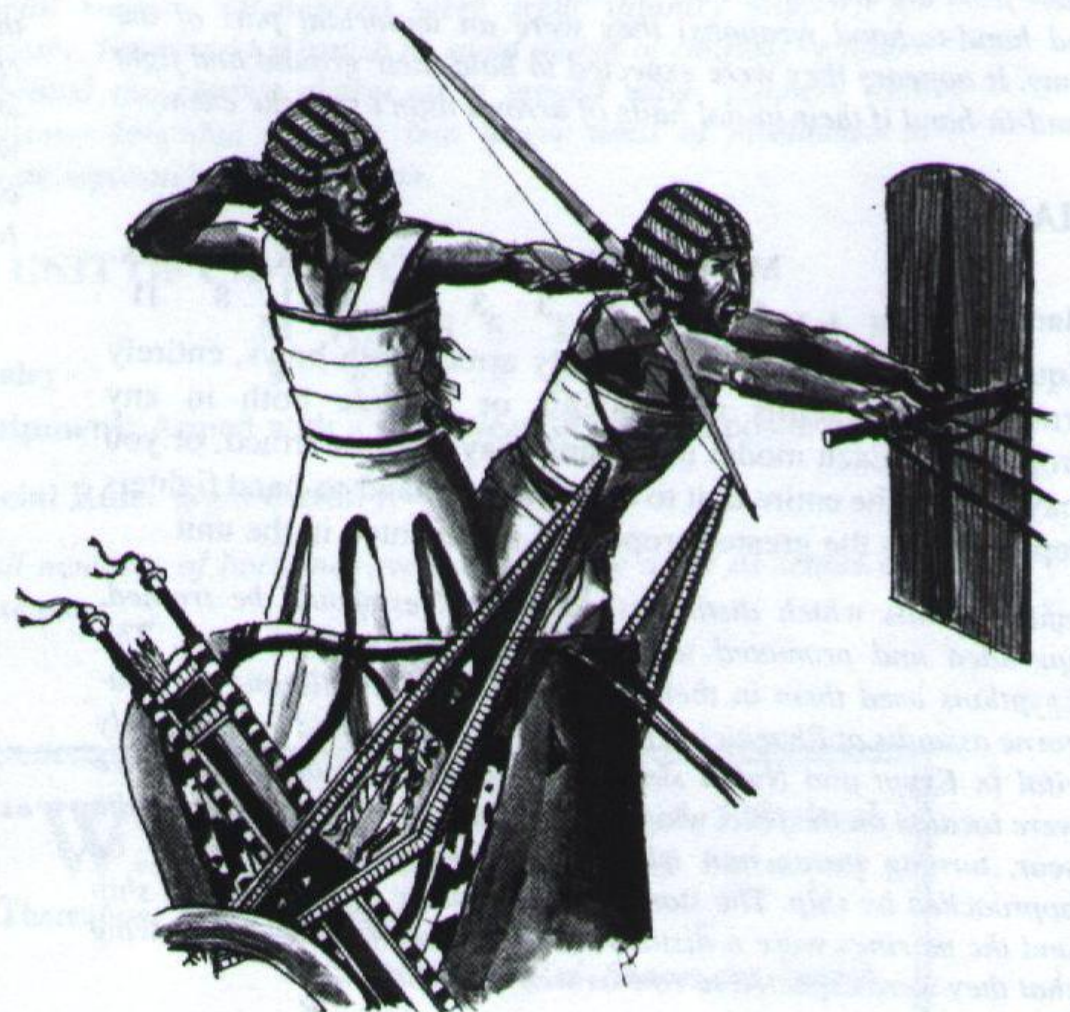
SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and sling. May have shields (+1 pt).

Special Rule: *Skirmishers*.

Slingers were usually recruited from the nomadic desert tribes of the Sinai and Canaan. Old and Middle Kingdom armies used numerous Amorite slingers. Egyptian sailors are shown using slings from the crow's nests of warships as depicted in the battle scenes of Ramesses III's naval victory against the Sea Peoples.



"Have you not climbed Mount Shewe? Have you not trodden it, while your hands groped for the rocks and chariot was battered by ropes as your horse was dragged? You will know what it tastes like to be a Maryan when you bear your chariot upon your shoulder!"

Egyptian text



0-1 UNIT OF NE'ARIN CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariot	8	4	4	3	4	1	4	2	8	40

Equipment: One crewman armed with composite bow and javelins, light armour and shield riding in a two-horse light chariot with a driver. May have thrusting spear (+3 pts).

The mysterious Ne'arin were an elite regiment of chariotry which saved the day for Ramesses II at the Battle of Kadesh. The name is Canaanite and means 'young warriors'. When the Pharaoh was surrounded by Hittite chariots, the Ne'arin arrived on the scene and promptly charged into the foe. The Hittites were taken by surprise and broke. The Ne'arin joined up with Ramesses and the remnants of the Amun division and routed the Hittites back to the River Orontes. This significant turn of events is recorded in the Egyptian account of the battle. As to who these crack troops were remains a matter of debate. They are described as 'from Amurru', the

neighbouring kingdom to Kinza (Kadesh) which was allied with Egypt during the Kadesh campaign. This could mean that they were allies from Amurru which accords with the regiment's Canaanite name. Since the River Orontes marked the border between Egyptian-held Amurru and Hittite-held Kinza, the Ne'arin could have been part of Ramesses' army which rushed ahead from Amurru to reinforce him or was moving by a separate route from Amurru to link up with the Egyptian main force. It is interesting to note that the Israelite king, Ahab, had an elite unit of two hundred chariots called the Ne'arin, which had probably been originally raised by Solomon when he created the Israelite chariot force. If Ramesses II is the Shishak recorded in the Bible, then Ramesses supported the rebel Jeroboam in Israel when Solomon's kingdom split up. It is intriguing to speculate as to whether Solomon's bodyguard chariotry accompanied Jeroboam into exile in Egypt or took service as mercenaries in Amurru at that time. If so the Ne'arin who fought at Kadesh would be the very same soldiers who served in Solomon's chariotry.

PAINTING EGYPTIAN ARMIES

Ancient Egypt was a long time ago and so it's not surprising that model Egyptian armies often end up looking less convincing than the extras in a Hollywood Biblical epic. Indeed it is worth watching a few of these such as Cecil B De Mille's *Ten Commandments*, *Solomon & Sheba* or *The Egyptian* as a starting point. There are two important things to remember when painting an ancient Egyptian army which often catch people out. The first is that the New Kingdom flourished during the Bronze Age and so most weapons and armour at this time were made of bronze – iron weapons were rare. The other thing is that the ancient Egyptians looked more or less exactly like their modern descendants if the numerous mummies of ancient Egyptians are anything to go by. Avoid the mistake made by Victorian artists which was to paint pale Englishmen in Egyptian clothes! Nubians and Kushites were very much like the modern tribesmen of the Sudan. Mummified horses have been found showing that Egyptian horses were similar to the modern Arab breed of horse, but were much smaller. Bay, chestnut, black, grey, white and piebald are all seen in various wall paintings.

Anyone who has looked at ancient Egyptian carved battle scenes will be familiar with the various 'stripey' headgear and 't-shirts' which the Egyptian soldiers seem to be wearing. 'Stripey' horse bards also appear on chariot horses. Usually these are taken at face value and Egyptian armies are assumed to be uniformed in a sort of stripey 'rugby shirt' with headcloths to match. But what do these really represent?

If you go to Egypt to examine the temple walls at close quarters or look at the drawings which 19th century explorers made as soon as the sand was cleared away and before the colours and details were weathered off, you can see that these stripes of colour are often lines of scales. Even Hittite enemies in battle scenes are shown wearing stripey gear and so it was not a peculiar Egyptian uniform, but a way of representing some sort of armour. There are in fact several kinds of armour which are being represented by these coloured stripes, in particular, scale armour made of rows of metal or leather scales. Alternate rows were of copper or bronze scales giving a striped effect. Leather scales were tinted bright colours such as red and blue (an example was found in Tutankhamun's tomb) and was usually limited to chariotry and marines. Other forms of armour

represented by coloured stripes include armour made from woven palm fibre, rope, reeds or leather strips which was used for helmets and jerkins and segmented leather or webbing armour similar in design to Roman lorica segmentata, but not made of metal. This was used for body armour with often only the body and shieldless right shoulder being protected occasionally but was sometimes reinforced with bronze studs. Leather armour was tinted red and blue or red and yellow stripes to imitate the better metal scale armour (copper, brassy bronze, dull bluish bronze or iron). The Egyptians also had other kinds of armour, such as leather or linen jerkins and breastplates, studded brigandines and bronze Hurrian-style helmets rather like a bascinet. Armour was used in Egypt as early as the Middle Kingdom.

Shields were made of wood covered with bull hides or leather or was just painted. The disc on Egyptian shields is a bronze sun disk flanked by cobras inscribed with the regimental name or the pharaoh's cartouches. It is often wrongly interpreted as a hole or boss. Sherden had shields of boiled leather that had several bronze bosses.

TACTICS

These suggested tactics are based on applying what is known of historical Egyptian tactics to the Egyptian wargames army. Organise your army into between two and four separate divisions as the Egyptians did. Each division should include infantry and chariotry, and be led by a senior officer. The leading division, commanded by the general goes into battle first, followed by the others close behind. The divisions are supposed to be mutually supporting. If the army is large enough and the scenario allows for it, consider flank marching with one division. A massed unit of shock infantry leads the advance within each division, its flanks screened by skirmishers or archers deployed in a line. Chariots follow close behind in echelon, their flanks screened by chariot runners. The chariots act as a rapid reserve of shock troops to support the infantry. Massed shooting should be used to wear down the enemy and break their attack. The Egyptian infantry must withstand the weakened enemy onslaught and press forward, grinding down and breaking the enemy battle line. The chariots should be used to counter any enemy breakthroughs and pursue retreating foe to complete the victory.

HAMMURABIC BABYLONIA

2000 BC to 1300 BC

"There is no king who is strong just by himself. Ten or fifteen kings follow Hammurabi of Babylon; as many follow Rim-Sin of Larsa, as many follow Ibalpiel of Eshnunna, as many follow Amutpiel of Qatanum and twenty kings are following Yarim-Lim of Yamkhad."

Letter to Zimri-Lim, king of Mari

This army list is designed to enable you to create a wargames **Army of Hammurabi** of Babylon or that of any of his rivals: the kings of Assyria, Mari, Aleppo or Larsa for **Warhammer Ancient Battles**. These kingdoms were founded by the Amorites, desert nomads whose chieftains seized power in the ancient cities of Syria and Mesopotamia after the fall of Ur. They dominated the scene until the Hurrians, Hyksos and Hittites swept to power in their horse-drawn chariots.

Hammurabi ascended the throne of Babylon at a time when the entire Near East was split into a series of small kingdoms and city states. This state of affairs had prevailed since the fall of the empire of Ur in 2000 BC which had been partly brought about by invasions of Amorite nomads from out of the Syrian Desert. The Amorites exploited the situation to settle in Mesopotamia and their tribal chiefs, originally hired as mercenaries or fighting as allies of various city states, soon made themselves kings. The result was a patchwork of Amorite kingdoms throughout Mesopotamia and Syria. The most powerful of these were Isin, Larsa, Eshnunna, Babylon, Ashur (Assyria), Mari and Yamkhad (Aleppo). Both the dynasties of Babylon and Assyria claimed descent from Amorite chiefs. The warlike king, Shamsi-Adad I of Assyria, began as an Amorite chief who captured the city of Ashur and made himself its king. Under his rule Assyria emerged for the first time as a powerful kingdom. Hammurabi began as a relatively weak ruler of the hitherto insignificant city of Babylon, but in twenty years had subjugated many city states including Mari and replaced Assyria as the major power in Mesopotamia.

Although Akkadian language and culture was adopted by the new rulers, the political system they developed owed much to the customs of the desert nomads. Each city and its surrounding territory was an independent state, ruled by its own royal house, thus reverting to the political situation of Sumerian times, before the empires of Akkad and Ur. Each king was independent until a more powerful king defeated him and either ousted his dynasty from power, forced him to pay tribute, or persuaded or menaced him into an alliance as a subordinate ally. In this way empires like that of Shamsi-Adad and Hammurabi were built. Such empires were very unstable and prone to rebellion due to the shifting allegiance of subordinate kings who were eager to abandon a weak overlord to follow a rising power. Diplomacy, espionage and control of trade routes were very important factors in gaining and maintaining political power in the area.

The situation was further complicated by nomadic tribes continuing to settle on the margins of the civilised states. As well as further waves of Amorites, there were also Kassites from Iran, Hurrians from the northern mountains (Armenia) and various other tribes such as the Sutu and Habiru. In order to control this, kings attempted to compel the chiefs of these tribes to pay taxes or provide troops in return for the right to settle in the kingdom. The chiefs were often treacherous, liable to move away or switch allegiance. The kings took advantage of the customs of the nomadic tribes to impose oaths of loyalty. As in the tribal tradition where the sheikh was the arbiter of justice in the tribe, kings like Hammurabi were the ultimate authority and the famous *Lawcode of Hammurabi* was a list of royal judgements on various cases and situations.



Campaign in the Taurus Mountains



CHRONOLOGY

The Hammurabic period is contemporary with the Middle Kingdom and Hyksos period in Egypt and overlaps the rise of the Hittite and Hurrian empires. Detailed archives survive from this period containing much information about warfare. The dates given here are based on new chronology calculations and so differ from the conventional chronology.

1730 BC: Revolt in Larsa

Amorite incursions cause famine and civil unrest in kingdom of Larsa.

1710 BC: Egyptian-Canaanite war

Battle of Shechem; Pharaoh Senwosret III campaigns in Canaan.

1685 BC: Isin-Amorite war

Amorite warlord Gungunum captures Ur from kingdom of Isin.

1680 BC: Larsa-Elamite war

Gungunum of Larsa leads two campaigns into Anshan (province of Elam).

1667 BC: Rise of Babylon

Amorite dynasty established in Babylon.

1622 BC: Amorites conquer Larsa

Amorite chief Kudermabug captures city of Larsa.

1600 BC: Expansion of Mari

Iakhdunlim of Mari campaigns into the 'cedar forest' (Lebanon and Taurus Mountains).

1590 BC: Rise of Ashur

Shamsi-Adad ousted from Ashur by his brother Aminu and flees to Babylon. He gathers an army of mercenaries and captures Eshnunna and Ekallati; 1587 BC. He then captures Ashur and becomes king of Assyria; 1584 BC. Shamsi-Adad conquers Arrapkha and Arbela and annexes them to Assyria; 1575 BC.

1579 BC: Isin-Larsa conflict

Rim-Sin of Larsa defeats coalition of foes including Uruk, Isin, Babylon and Sutu. Rim-Sin finally captures rival city of Isin; 1569 BC.

1570 BC: Mari-Ashur war

Kingdom of Mari allies with Syrian kingdom of Yamkhad (Aleppo) against Ashur. Shamsi-Adad I captures Mari and places his son Yasmakh-Adad on the throne; 1569 BC. Shamshi-Adad reaches Laban (Phoenicia) and makes alliance with Qatna; 1568 BC. Zimri-Lim, in alliance with Aleppo, recaptures Mari from the Assyrians; 1550 BC.

1565 BC: Hammurabic wars

Hammurabi, descendant of Amorite chiefs, ascends throne of Babylon. Hammurabi captures cities of Uruk and Isin; 1562 BC. Hammurabi becomes vassal king of Shamsi-Adad of Assyria; 1558 BC. Siege of Razama; Hammurabi raises siege and defeats Sirkutuh of Elam and the King of Eshnunna. Battle of Warashi; Hammurabi defeats alliance of Subartu (Assyria), Eshnunna, Gutium, Malgium and the Queen of Nawar; 1538 BC. Hammurabi, allied with Zimri-Lim of Mari, defeats Rim-Sin and conquers Larsa; 1537 BC. Hammurabi conquers kingdom of Eshnunna; 1533 BC. Sack of Mari; 1531 BC. Hammurabi defeats Zimri-Lim.

1560 BC: Dead Sea campaign

Amraphel of Shinar and Chedorlaomer of Elam make war on Sodom and Gomorrah.

1554 BC: Fall of Ashur

Ishme-Dagan of Ashur defeated by Elamites. Hurrians reach Upper Euphrates cutting trade route from Anatolia to Assyria; 1552 BC. Hittite king Anitta of Kussara conquers Kanesh, sacks Assyrian merchant colony; 1551 BC.

1522 BC: Rebellion of the 'Sea Land'

Samsu-Iluna of Babylon suppresses revolt in Sumer. Ur, Uruk and Kish are sacked. Rebellion of Larsa is crushed by Samsu-Iluna; 1514 BC. Rebel kingdom known as the 'Sea Land' established in Sumerian marshes; 1456 BC. Abiesha of Babylon attempts to reconquer the Sea Land by damming the Tigris; 1428 BC.

Babylon captured and briefly held by Gulkishar of the Sea Land following sack of city by Hittites; 1358 BC.

1485 BC: Babylonian-Elamite war

Kuter-Nahhunte I of Elam defeats Abiesha of Babylon.

1470 BC: Hittic wars in Anatolia

Anitta, Hittite king of Kussara, wars against city states of Kanesh and Purushkanda.

1447 BC: Hyksos conquest of Egypt

Lesser Hyksos (Amelekites?) invade Egypt. Pharaoh Dudimose defeated. Hyksos warlord Salatis conquers northern Egypt; founds Greater Hyksos dynasty; 1290 BC.

1380 BC: Rise of Hatti

Hattusili of Kussara conquers Hittite states to found Hittite kingdom.

1370 BC: Syrian war of Hattusili I

Hittite king Hattusili I conquers kingdom of Alalakh and city of Urshu. Siege of Aleppo begins; 1369 BC. Hattusili I mortally wounded. Succeeded by Mursili I. Mursili I allies with Kassites of Hana to isolate Aleppo from Babylon; 1368 BC. Fall of Aleppo; 1367 BC. Hittite army marches on Babylon.

1367 BC: Fall of Babylon

Following the fall of Aleppo, Hittite king Mursili I marches along Euphrates and sacks Babylon.

1350 BC: Kassites conquer Babylonia

Kassites establish kingdom of Hana in former country of Mari on the Euphrates; 1450 BC. Hittite king Mursili I allies with Kassites of Hana against Aleppo and Babylon; 1363 BC. Babylon captured by Kassite king, Agum, following defeat by Hittites. Babylonia becomes known as Karduniash; 1350 BC.



ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value, so, for example, a small army of 1,000 points can be commanded by a Senior Officer (or Amorite chief) rather than a General (King, Vassal King or Alik Pani).

Chariotry: Up to a quarter of the points value of the army may be spent on troops chosen from the Chariotry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to half of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King (Shar)	4	5	5	4	3	3	6	2	10	156
General (Alik-Pani)	4	5	5	4	3	3	6	2	9	146

Equipment: Armed with a hand weapon, composite bow and light armour. May ride in a chariot bought at an additional cost from this army list.

Special Rule: Army General.

The king was the commander-in-chief of his army, although he would sometimes delegate command to a prince or high official. The general would take to the field on foot accompanied by his elite infantry or ride in a two-horse chariot.

SENIOR OFFICER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Senior Officer	4	4	4	3	3	2	5	2	8	66

Equipment: Armed with a hand weapon, composite bow and light armour. May ride in a chariot bought at an additional cost from this army list.

There were various officers who would be given command of small armies or contingents. Among these were the rulers or governors of subject cities, provinces and conquered regions.

0-1 AMORITE CHIEF

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amorite Chief	4	4	4	4	3	2	5	2	9	95

Equipment: Armed with a hand weapon. May have composite bow (+3 pts) or javelins (+2 pts). May have light armour (+3 pts). May have buckler (+1 pt).

Special Rules: May only lead Amorites. Any Amorite unit within 12" of the Chief may use his Leadership when it takes a Leadership test.

Allied or mercenary nomadic tribes were a very important source of troops for the kings of Babylon, Assyria, Mari, Ebla, Aleppo and other kingdoms. They were allowed to settle or stay within the realm in return for military service. This was one effective way in which such tribes could be brought under the control of the king instead of them raiding, pillaging and changing sides.

This did however give their own chiefs a great deal of power and prestige, raising them to the status of allied sub-commanders. Some, including the ancestors of Hammurabi and Shamsi-Adad, used their newly raised position to seize control of the city which they were meant to be serving.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard Bearer	4	4	4	4	3	2	5	2	8	78

Equipment: Armed with a hand weapon and light armour. May ride in a chariot bought at an additional cost from this army list.

Special Rule: Army Standard.

Standards of the time were probably similar to those used during the Sumerian and Akkadian period and represented the same city gods. The standard took the form of the symbol of the god mounted on a pole which was decorated with streamers.

MILITARY ORGANISATION

The armies of this time were based on the older Sumerian and Akkadian system of military organisation, but were modified by the tribal traditions of the Amorites. This was because Amorite mercenaries had become the most important element of the later Sumerian army and because of the strength of Amorite settlement in Mesopotamia. Amorite tribal methods of warfare, weaponry and equipment such as composite bows, throw sticks, javelins and bucklers began to replace the older Sumerian and Akkadian traditional weapons such as the long spear and large body shield. The ass-drawn chariot disappeared to be eventually replaced by horse-drawn light chariots. For most of the Hammurabic period, armies consisted mainly of infantry and the greater proportion of these fought in the Amorite style. It was an era of military innovation. Raids, skirmishing, and ambushes were favourite tactics and the appearance of horse-drawn chariotry and mounted scouts increased mobility. Composite bows and other missile weapons were used extensively and body armour became gradually more common and effective. As well as this the arts of fortification and siege warfare became highly developed with the invention of bastions, glacis, elaborate angled gateways, battering rams and even portable, pre-fabricated siege towers. In Mesopotamia, fortress moats were even filled with bitumen and set alight as a barrier to enemy assault.

Armies or expeditionary forces (Harranim), could number from 3,000 to 20,000 men, the latter considered to be a 'strong army'. Brigades and regiments could number from two hundred to five hundred men. A unit of two hundred known as a 'Pirsim' was commanded by a captain (Rabi-Pirsim). A smaller detachment of up to a hundred men was commanded by a Laputtam. The smallest unit was a squad of ten men led by an NCO called a Wakil Awilum. The king's bodyguard usually numbered five hundred to one thousand men. Soldiers were provided by the class of small landowners (Redum) who were eligible to serve in return for their land holdings, which were granted by the king (Ilku service). This service was a form of taxation and a Redum could equip and send a substitute to perform his military service for him. Nomadic tribes were also permitted to enter the kingdom in return for providing warriors by extension of this system. The standing army was probably no more than the king's retinue and a few garrison units, the rest were militia who were called up by messengers or responded to fire beacons. Some troops might gain experience and become veterans (Sabum Dannum) through regular campaigning.

CHARIOTRY

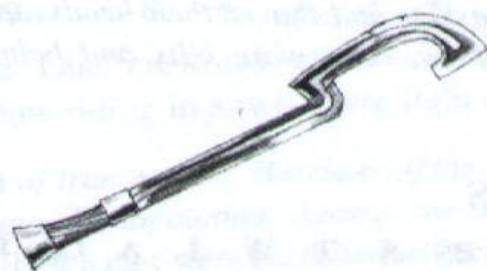
CHARIOTS

Chariot

M	WS	BS	S	T	W	I	A	Ld	Pts
8	4	4	3	4	1	4	2	8	38

Equipment: One crewman armed with composite bow and light armour riding in a two-horse light chariot with a driver.

Chariots drawn by horses were just beginning to appear in armies at this time. They were known as Nubalim. The old style of chariot, drawn by asses, may have continued in use until horses, brought in by tribes of Hurrians from the Caucasus region and Kassites from Iran, became known in the Middle East. Some horses were already arriving through trade with distant regions, but a tradition of horse rearing and horsemanship was still only developing. The type of chariot described here is the earliest form of horse-drawn chariot with four spoked wheels.



CHARIOT RUNNERS

Chariot Runner

M	WS	BS	S	T	W	I	A	Ld	Pts
4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and composite bow.

Special Rules: Light Infantry. Chariot Runners. The army may include up to one unit of Chariot Runners for each unit of Chariotry in the army.

The earliest horse-drawn chariots are sometimes shown accompanied by groups of light infantry armed with bows, probably acting as chariot runners. Their task was to screen the manoeuvres of the chariots and support them in the confusion of close combat.

0-1 UNIT OF MOUNTED SCOUTS

Cavalry

M	WS	BS	S	T	W	I	A	Ld	Pts
8	2	3	3	3	1	3	1	5	15

Equipment: Armed with a hand weapon and composite bow.

Special Rules: Skirmishers. Since cavalry was very rare and restricted to mounted scouts and messengers, the minimum size of this unit is three models, but the army may not include more mounted scouts than it has characters.

Armies of this period made use of mounted scouts riding asses. When horses became available at the same time as the earliest horse-drawn chariots, the mounted scouts rode upon these, but seem to have ridden them sitting far back in the manner of riding an ass. In a cuneiform letter from Mari, the king advises an ally king that it was undignified for him to be seen riding a horse and he should stick to his chariot!

A heavily armed force went out to ambush the enemy column, but no suitable place could be found, so the force returned empty handed and the enemy column is proceeding in good order without panic. Now send out a lightly armed force to raid the column and capture prisoners for interrogation.

Hammurabi of Babylon, orders to subordinate commander, Mari Letters.

TACTICS

These tactics are based on applying what is known of historical tactics of the Hammurabic period to the wargames army.

Organise your army into a heavy division and a light division. The heavy division is made up of units of shock infantry able to fight in massed ranks. These would be spearmen, axemen and the best equipped archers. The light division is made up of units of skirmishers and light troops including various tribal contingents. The light division could be split to operate on either flank of the heavy division, or could operate as a first line ahead of it. If operating as a first line, the units of light troops should retreat back between the units of the heavy division as the enemy advance, or as their own heavier troops move forward to engage the enemy. The light division could be used on its own to set up an ambush or pursue an enemy, while the heavy division would be better suited to acting as a rearguard, holding a fortification or taking up a fixed position for a pitched battle. It seems likely that a very large army might have had several divisions of each type. The light chariots would probably operate most effectively as part of the light division. Similar tactics seem to have been in use in Egypt during the Middle Kingdom which is contemporary with the Hammurabic era.

INFANTRY

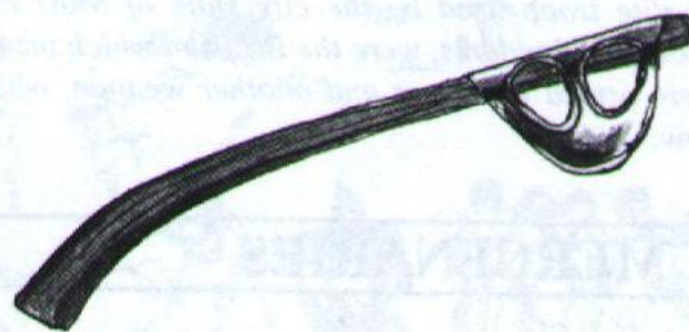
0-1 UNIT OF ROYAL GUARDS

Royal Guard

M	WS	BS	S	T	W	I	A	Ld	Pts
4	4	3	3	3	1	4	1	8	14

Equipment: Armed with a double-handed weapon, light armour and throw sticks.

The Amorite kings of Babylon, Assyria, Mari and the various city states of Syria and Mesopotamia were guarded in their palaces by royal bodyguards (known as the Girsequm, Kisir Sharrim or Kisrum) who were armed with battle axes and equipped with armour. Metal armour and helmets of copper or bronze were still rare and reserved for elite troops. In addition to their axes, the guards carried throw sticks. These were a traditional Amorite weapon similar to a boomerang. They were used as a throwing club, and could be hurled in volleys just before engaging in hand-to-hand combat. A warrior would carry two or three of these tucked into his belt.



SHOCK TROOPS

Shock Troop

M	WS	BS	S	T	W	I	A	Ld	Pts
4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield. May have light armour (+2 pts).

These were shock troops (Sabum Kabitum or 'heavily armed troops') armed and trained to fight in close formation. At the beginning of the period spearmen were still armed in the old Sumerian and Akkadian style with a long spear, although they had adopted the much lighter and handier Amorite shield which was made of hide. A certain amount of armour was also worn, which could be a plaited rope or bronze helmet and broad leather or felt cross straps supporting a bronze or leather breastplate. The long spear was soon replaced by short spears and javelins and better quality hand weapons, such as the bronze sickle sword.

LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Troop	5	3	3	3	3	1	3	1	7	8

Equipment: Armed with a hand weapon, javelins and shield. May be armed with thrusting spear and throw sticks instead of javelins and shield.

Special Rules: *Light Infantry.*

These were fast moving, lightly equipped, open formation troops (Sabum Qullatum or 'light troops'). They were probably like peltasts and were able to form a battle line or spread out to skirmish, scout or prepare ambushes. These troops were armed with spears or javelins and either a shield or throw sticks. Their equipment was greatly influenced by the traditional weapons of the Amorite tribesmen as were their tactics. The troop type probably began as mercenaries and auxiliaries recruited by the city states of Syria and Mesopotamia from the local Amorite tribes. Armour was fairly minimal, but may have consisted of a felt or leather helmet and a felt cloak. Soldiers from Mari wore white & yellow uniforms of this kind.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	5	6

Equipment: Armed with a hand weapon and composite bow.

Special Rule: *Light Infantry.*

A large proportion of the army were archers, armed with composite bows.

BA'IRUM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ba'irum	5	4	4	3	3	1	3	1	7	10

Equipment: Armed with a hand weapon and composite bow. May have double-handed axes (+3 pts). May have javelins or throw sticks instead of composite bows (-1 pt).

Special Rule: *Light Infantry.*

A certain type of elite troop used by the city state of Mari and perhaps by neighbouring kingdoms, were the Ba'irum which means 'hunters'. They were armed with axes and another weapon, which was probably a bow.

ALLIES & MERCENARIES

AMORITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amorite	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with mixed weapons.

Special Rules: *Light Infantry.* Subject to Warband psychology rules 1 & 2.

The desert regions and steppe pastures on the margins of the cultivated plains of Mesopotamia were settled by nomadic tribes such as the Amorites, Hana, Sutu, Banu-Yamina – some were probably just Amorite sub tribes or clans. They were ruled by chiefs who owed allegiance to the king of the nearest city state in return for the right to settle land. They were then subjected to taxation which often took the form of supplying warriors to the king's army. Sometimes the entire able manpower of a tribe would be called up and severe chastisement was meted out to tribes if they did not supply troops. The quality of troops varied and some had a reputation for being brave, cowardly, or unruly. Often the city militia were nervous of these camps being so near to their cities.

GUTIANS OR ELAMITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gutian or Elamite	5	3	3	3	3	1	3	1	5	6

Equipment: Elamites are armed with a hand weapon and composite bow. Gutians are armed with double-handed weapons and throw sticks (count as javelins).

Special Rules: *Light Infantry.* Subject to Warband psychology rules 1 & 2.

The GUTI tribesmen lived in the Zagros mountains of Iran, while Elam was a powerful kingdom of southern Iran, with its capital at Susa. Both the Gutians and Elamites were traditional enemies of the Mesopotamian kingdoms. The Akkadian kings had ruled over both these regions and so had absorbed much of the Mesopotamian culture. Following the fall of Ur at the hands of the Elamites, the contending rulers of Mesopotamia, especially Rim-Sin of Larsa, made alliances with both the GUTI and Elam and other kingdoms of Iran such as Malgium, as part of his confederation to oppose Hammurabi. The GUTI wore goatskins and shaved their heads, apart from a scalplock. The Elamite warriors wore kilts and helmets decorated with horns.

0-1 UNIT OF HATTIANS

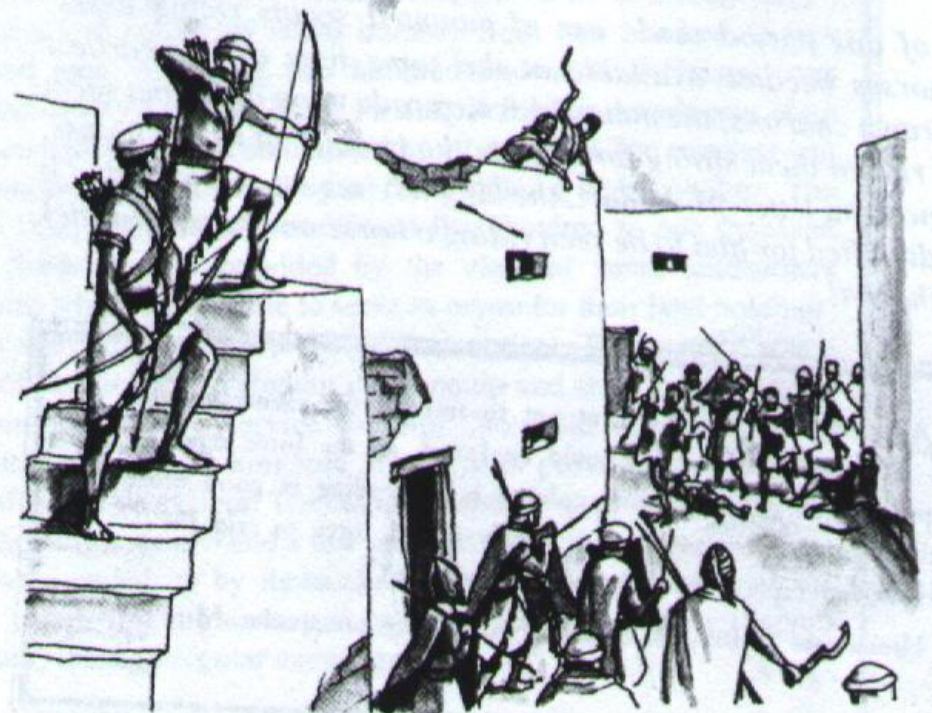
	M	WS	BS	S	T	W	I	A	Ld	Pts
Hattian	4	3	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and thrusting spear. May have double-handed axes instead of thrusting spears (+1 pt). May have large shields (+1 pt).

Special Rule: Subject to Warband psychology rules 1 & 2.

The Hattian principalities flourished in central Anatolia before they were conquered and united by the Hittites. Their warriors fought in an archaic style with massive bronze axes or spears. During this period merchants from Assyria and perhaps also from Babylon, Mari or other Syrian kingdoms established trading colonies in Anatolia. They were mainly seeking copper and tin for the making of bronze. The tin route from the west (leading ultimately to Iberia and Britain) ran through Anatolia. These merchant colonies were sent by their own king, but were under the protection of the local Hattian prince in whose kingdom the colony was established. The colonies had their own troops and may have taken part in local wars in Anatolia, since keeping the supplies of copper and tin flowing into Mesopotamia, which had little natural resources of its own, was of vital importance.

"Since I regained my throne many days ago. I have had nothing but battles and fights."
Zimri-Lim of Mari



AMORITE SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and slings. May have short bow or javelins instead of sling. Javelin-armed skirmishers may have bucklers (+1 pt).

Special Rule: *Skirmishers.*

Skirmishers were recruited from the desert tribes such as the Amorites, Hana, Sutu, Banu-Yamina or from the mountain tribes of the Turrucku or Hurri. These tribesmen were a constant menace to the settled peoples of Mesopotamia on account of their raids and banditry, especially along the caravan routes. This expertise in raiding and ambushing made them useful scouts and skirmishers.

KASSITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kassite Chariot	8	4	4	3	4	1	4	2	8	33

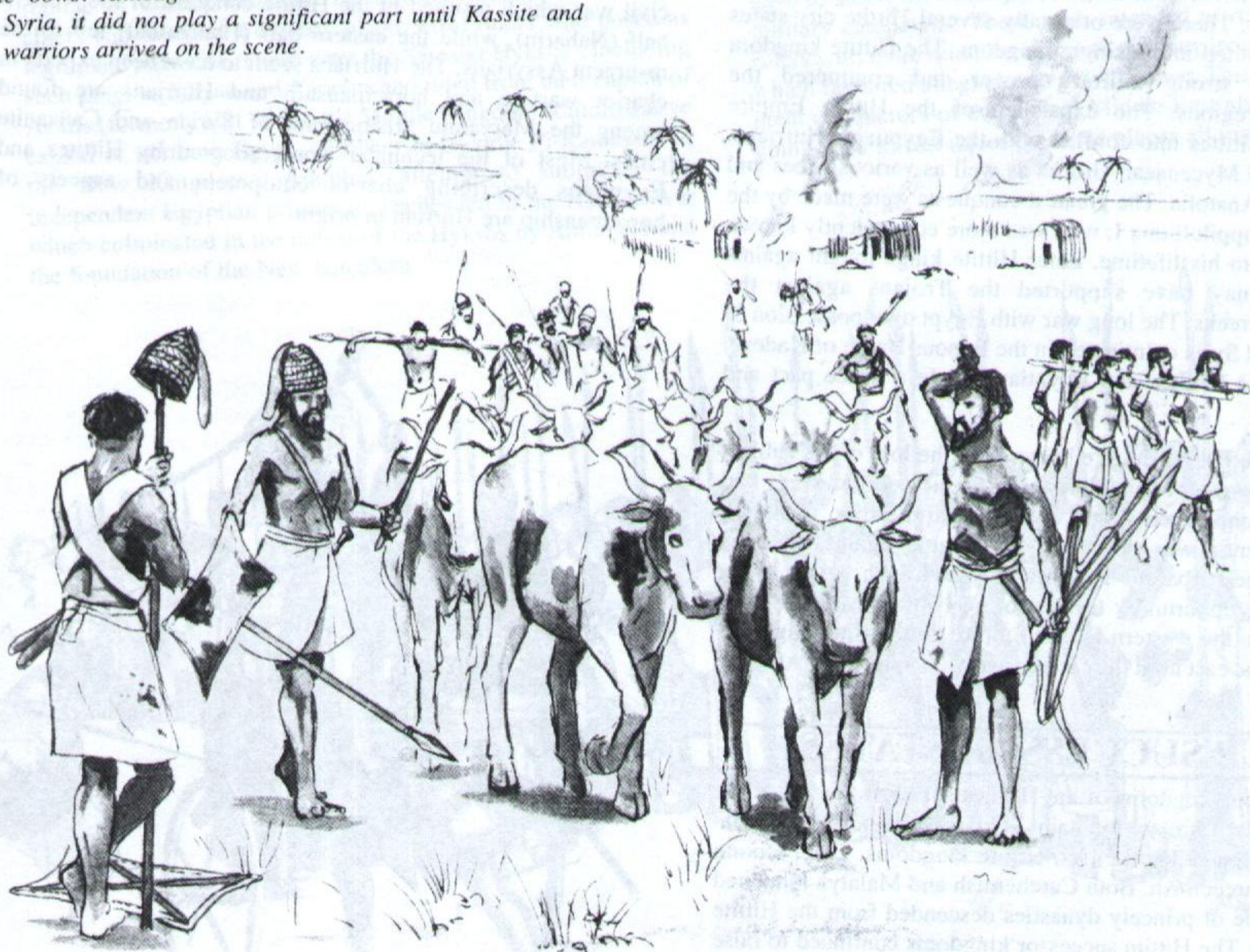
Equipment: One crewman armed with hand weapon and composite bow riding in a two-horse light chariot with driver.

The Kassites of Iran and the Hurrians of the Caucasus region were migrating into Mesopotamia during the time of Hammurabi's successors. Both tribes were recruited as mercenaries and allies of the old Babylonian Empire as well as for its enemies. The Kassites ultimately gained so much power that its warlords overthrew Hammurabi's dynasty and founded their own. At around the same time the Hyksos invaded Egypt and Hurrian warlords conquered Amorite kingdoms in Syria and northern Mesopotamia and held Assyria in subjection. Both Kassites and Hurrians came from horse breeding regions and were exponents of the new form of chariot warfare. They rode light two-horse chariots and fought with composite bows. Although this chariot was already known in Amorite Syria, it did not play a significant part until Kassite and Hurrian warriors arrived on the scene.

PAINTING HAMMURABIC ARMIES

The Amorites of Mesopotamia were much like Arab nomads of recent times in appearance, hair styles and beards. Most of their clothing was wool, either left in natural shades of white, black and brown or dyed in various colours or embroidered with colourful designs. Many of the clothing styles of the Sumerian and Akkadian periods continued into the Hammurabic era, merging with those of the Amorites. As in Sumerian times, sheepskins, goatskins, leather, felt and animal hides were used for cloaks, clothing, shields and equipment. Troops from Mari are depicted wearing white 'uniforms' consisting of a kind of turban or scarf wrapped around the head resembling a medieval arming cap, a kilt and a cape. The headgear may have been intended as padding for a copper helmet or could be worn as protection on its own. Their cloaks were yellow on the underside, suggesting that they were made of felt, with a leather lining. Tassles, fringes and borders of various colours were common. Shields usually took the form of an animal hide stretched over a frame, giving a rectangular shape. The tails were often still attached.

Copper and bronze weaponry became more common, so that more ordinary warriors were armed with metal daggers and other hand weapons such as shaft-hole axes. Metal armour began to appear, in the form of conical helmets, small round breastplates and studs fixed to capes or broad baldrics. Armour made from fabric, leather and plaited rope was much more common. The Hurrians became so skilful in making scale armour that the Hurrian words for this kind of armour passed into general use in Mesopotamia. They combined this skill with those of horsemanship and chariot building to become formidable warriors, technically more advanced and better equipped than their neighbours. Horses began to replace asses as draught animals for chariots and mounts for scouts and messengers. There were probably many horse-ass hybrids in use since horses had to be imported from northern and eastern regions and few were bred in Mesopotamia at this time. Good chariot horses were another advantage which the Hurrians, Hittites and Kassites enjoyed over their Amorite opponents.



THE HITTITE EMPIRE

HITTITE, HURRIAN, SYRIAN, CANAANITE & PHOENICIAN ARMIES

1600 BC to 800 BC

"If I send any commander from this country to make war, then you too must take the field by his side. Also the following campaigns from Hattusas are obligatory on you: against the kings who are of equal rank to me namely; the king of Egypt, the king of Babylonia, the king of Mitanni and the king of Assyria. If thence anyone marches against me, or if from within anyone stirs up rebellion against me and I send for infantry and chariotry from you, let infantry and chariotry come to my aid at once!"

Part of the treaty obligations imposed on Alaksandus of Wilusia by the Hittite king Muwattali.

This army list is designed to enable you to create a Hittite wargames army for Warhammer Ancient Battles. The list covers the period of the Hittite Empire. At its greatest extent, this empire included the Hurrian kingdom of Mitanni and several Syrian city states. As well as a Hittite army, this list can be used to create a Mitannian, Syrian, Canaanite or Hyksos army, since the core of all these armies were the aristocratic Maryannu chariot warriors. The Hittite successor armies (Neo-Hittites) who fought against Assyria can be made with a little modification and ingenuity using the troop types described here as could an army of the kingdom of Arzawa, which was the main enemy of the Hittites in Anatolia.

THE HITTITES

The Hittite homeland was the central plateau of Anatolia in what is now Turkey. There were originally several Hittite city states which were united into a single kingdom. The Hittite kingdom grew into a strong military power and conquered the surrounding regions. The expansion of the Hittite Empire brought the Hittites into conflict with the Egyptians, Hurrians, Assyrians and Mycenaean Greeks as well as various tribes and kingdoms of Anatolia. The greatest conquests were made by the Great King Suppiluliuma I, who was more conveniently known as 'Supilulu' in his lifetime. Later Hittite kings fought against Egypt and may have supported the Trojans against the Mycenaean Greeks. The long war with Egypt over possession of Phoenicia and Syria culminated in the famous Battle of Kadesh. Eventually the Hittites and Egyptians made a peace pact and became allies.

The fall of the Hittite Empire began with the loss of the subject kingdoms of western Anatolia, against which earlier kings had frequently campaigned. Later, a large Hittite army, including ally contingents, was destroyed in a battle against the Sea Peoples or the barbarous Kaska and Mushki (Phrygian) tribes who took the opportunity to invade the Hittite heartland. This brought down the western Hittite Empire, but Hittite kingdoms survived in the east until they were finally conquered by Assyria.

HITTITE SUCCESSOR STATES

Former subject kingdoms of the Hittites survived the fall of the empire in the Taurus Mountains, Cilicia and northern Syria. These are often called the Neo-Hittite kingdoms. Chief among these was Carchemish. Both Carchemish and Malatya remained under the rule of princely dynasties descended from the Hittite Great Kings. The Hittite successor kingdoms continued to raise Hittite-style armies, but with a more developed cavalry arm, and

these forces proved to be strong opponents for the Assyrians. The Hittite kingdoms allied with Urartu against Assyria and were only finally conquered by Tiglath Pileser III.

THE HURRIANS OF MITANNI

The Hurrians originated in the mountains of what is now Armenia and conquered the region known as Naharin (northern Mesopotamia). Here they established the kingdom of Mitanni, which was named after the ruling dynasty. At its height the Mitannian Empire extended from Canaan and Cilicia in the west to the Tigris in the east. Assyria was reduced to a subject kingdom and Hurrian armies raided into Hittite territory. A long war with Egypt resulted in many subject city states being conquered by the Egyptians and ended in an alliance between the two empires. The Mitannian Empire was eventually split by civil war which resulted in the Hittite conquest of the western half (Naharin), while the eastern half (Hanigalbat) fell to the resurgent Assyrians. The Hurrians seem to have been experts in chariot warfare and horsemanship and Hurrians are found among the Maryannu aristocracies of Syrian and Canaanite cities. Most of the technical words adopted by Hittites and Egyptians describing chariot equipment and aspects of horsemanship are Hurrian in origin.



THE SYRIANS, PHOENICIANS AND CANAANITES

Syria, Phoenicia (Lebanon) and Canaan (Palestine) were a patchwork of city states that included Kadesh, Tunip, Jerusalem, Gezer, Hazor, Shechem, Amurru, Gaza, Megiddo, Byblos, Ugarit, Alalakh, Khaleb (Aleppo) and Damascus to name but a few. These fell under the influence of either Egypt, the Hurrians or the Hittites, paying tribute to and seeking protection from whichever power was nearest or in the ascendant. Sometimes a strong ruler would unite the city states in a confederation to oppose the great powers, as did Darusha, the king of Kadesh, who led the Canaanites in opposition to the Egyptians at Megiddo. Apart from the Egyptians, Hittites and Hurrians, the Canaanites had the Habiru (Hebrews) to worry about. These tribes united under inspired leaders and gradually conquered the weaker and more remote cities in the Judean hills, eventually creating a Hebrew kingdom.

THE HYKSOS

The Hyksos (Heka Khasut which means 'Desert Rulers') invaded Egypt at the end of the Middle Kingdom. They came in two waves, the first, known as the 'Lesser Hyksos', were chiefs of nomadic desert tribes, possibly Amelekites, who seized control of the Nile Delta. For some reason the forces of Pharaoh Dudimose of the 13th Dynasty were unable or unprepared to stop them. It's possible that the Thera eruption in the Aegean affected Egypt causing famine and plague and the invaders seized the opportunity to attack whilst defences were weak. With northern Egypt in the grip of so many barbaric chieftains, it was easy prey for a second wave of invaders (with possible Cretan connections). These were led by the warlord Salatis and his retinue of chariot warriors. He quickly subjugated the other chiefs and founded a dynasty of powerful rulers who posed as legitimate pharaohs. These were the 'Greater Hyksos', including such kings as Khyan and Apophis and ruled from their capital of Avaris (formerly Hut Waret, the Middle Kingdom administrative capital of northern Egypt, and later to become Pi-Ramesses in the New Kingdom). Apophis' attempt to subjugate the independent Egyptian princes of Thebes led to the Hyksos War which culminated in the defeat of the Hyksos by Ahmose I and the foundation of the New Kingdom.

ARZAWA

Arzawa was a powerful kingdom of western Anatolia and chief Anatolian rival of the Hittites. At one time, during a period of military setback for the Hittites, the king of Arzawa attempted to establish himself as one of the Great Kings of the world and the Egyptian Pharaoh even considered a marriage alliance to his daughter. Arzawa was conquered by the resurgent Hittites under Suppiluliuma I and became a subject kingdom with special status like Carchemish and the Hurri-Lands. Arzawa made several, usually unsuccessful, attempts to break from Hittite domination, and on those occasions would lead an alliance of other west Anatolian kingdoms and even enlisted the aid of the Achaian Greeks. Arzawan troops fought as a contingent in the Hittite army at Kadesh and were much like the Hittites in appearance and their methods of warfare.

VASSAL KINGS

The Hittite and Hurrian kings ruled their empires by imposing treaties of vassalage on conquered kingdoms. 'Vassal' is a feudal term to describe a ruler who is dependant or under obligation to an overlord. Vassal kings were bound by treaties to provide tribute and troops to their overlord, and could not make any deals, sometimes not even conduct any trade, with rival empires. Needless to say, vassal kings often seized any opportunity to assert their independence or change sides if it suited them, especially if their overlord was seen to be weak and his nearest rival was growing strong. Changing allegiance meant breaking an oath sworn before the gods and invoking dire curses upon your house. Vassal kings who did this were denounced as rebels and the outcome of the war against them was considered to be the judgement of the gods. Thus when a new and untried Great King ascended the throne of his father's empire, he would often have to assert his authority over subordinate rulers by means of military campaigns. These were intended to replace rebellious rulers with more reliable ones or to oust any treacherous factions which favoured allegiance to a rival power. This is why so many great conquerors of the ancient Middle East always seem to be going back to reconquer the same places all over again!



CHRONOLOGY

This is a summary of the major wars and campaigns of the Hittite era. The chronology used here differs from the conventional chronology. Quite apart from the fact that Middle Eastern chronology has to be revised in line with a new Egyptian chronology; there is also independent Hittite evidence. The genealogy of the Hittite dynasty of Carchemish indicates that the so called 'Neo-Hittite' kingdoms follow the fall of the Hittite Empire without a prolonged 'dark age' separating the two phases of Hittite civilisation. Furthermore, descendants of the Hittite imperial dynasty continued to exercise the 'Great Kingship' over the remaining Hittite kingdoms. I take the view that the land of Ahhiya referred to in Hittite records is an Achaian Greek kingdom and the land of Wilusia is the Trojan kingdom. The Hittite-Assyrian conflict over Naharin and Hannigalbat is difficult to follow while Middle Assyrian chronology remains uncertain. Hittite records are often very detailed and provide far more information than there is room for here.

1380 BC: Rise of Hatti

Hattusili of Kussara conquers Hattic states to found Hittite kingdom. Syrian war of Hattusili I; 1370 BC. Hittite king Hattusili I conquers kingdom of Alalakh and city of Urshu. Siege of Aleppo; 1369 BC. Hattusili I mortally wounded. Succeeded by Mursili I. Fall of Aleppo; 1367 BC. Hittite army marches on Babylon which is sacked.

1300 BC: Rise of Mitanni

Hurrian kingdoms of Naharin (Upper Mesopotamia) unite under king of Mitanni.

1250 BC: Hittite resurgence

Hittite king Telepinu I captures part of Syria and allies with Kizzuwatna (Cilicia); 1173 BC.

1200 BC: Hyksos wars in Egypt

Fall of Avaris; 1184 BC. Hyksos king Apophis defeated by Ahmose I of Egypt. Fall of Sharuhenn; 1179 BC. Hyksos stronghold in Canaan falls to Egyptians after three year siege.

1175 BC: Mitannian-Hittite conflict

Mitannians regain control of Syria and Kizzuwatna placing Hittites on defensive. Idrimi of Alalakh, vassal king of Parattarna of Mitanni, raids Hittite kingdom.

1160 BC: Hazor-Habiru conflict

Jabin of Hazor campaigns against encroaching Habiru tribes. 1145 BC: Egyptian conquest of Syria. Thutmose I reaches Syria, crosses Euphrates and defeats Mitannian forces.

1115 BC: Egyptian-Canaanite war

Battle of Megiddo; 1115 BC. Darusha, king of Kadesh's Canaanite confederation and Mitannian allies defeated by Thutmose III of Egypt. Megiddo falls after a seven month siege; 1114 BC. Phoenician cities fall to Egyptian naval forces of Thutmose III.

1104 BC: First Egyptian-Mitannian war

Battle of Senzar; 1104 BC. Mitannian army defeated by Thutmose III's Egyptian army which crosses Euphrates by bridge of boats. Siege of Kadesh; 1102 BC. Kadesh falls to Thutmose III.

1085 BC: Mitanni conquers Assyria

Saushtatar of Mitanni sacks city of Ashur. Assyria becomes vassal state of Mitanni.

1085 BC: Second Egyptian-Mitannian war

Aleppo rebels against Egypt with Hittite help then treacherously allies with Mitanni. Amunhotep II of Egypt crushes revolt in Syria and Canaan; 1082 BC. Amunhotep II campaigns in Syria. Rebellion of Ugarit is pre-empted; 1078 BC. Amunhotep II defeats rebel Canaanite warlord Qaqa near Megiddo; 1076 BC. Mitannian king Artatama I agrees to alliance with Thutmose IV; 1055 BC.

1070 BC: Assyrian-Hittite conflict

Battle of Nihriya (Nairi); Tukulti-Ninurta of Assyria defeats Tudhaliya of Hatti in Taurus Mountains.

1068 BC: Syrian war of Tudhaliya II

Hittite king Tudhaliya II defeats the kingdom of Aleppo and her Mitannian allies and captures copper producing region of Isuwa from Mitanni.

1060 BC: Assuwan confederation war

Tudhaliya II at war against confederation of north-west Anatolian kingdoms called Assuwa (Asia?). Confederation breaks up.

1058 BC: The Madduwatta indictment

Tudhaliya II supports his vassal Anatolian prince Madduwatta in feud against Attarsiyas of Ahhiya (Atreus of Achaia?) who invades Anatolia with a hundred chariots. Madduwatta later treacherously conspires with rebels, ambushes Hittite forces in his kingdom, begins to conquer surrounding kingdoms and conspires with Attarsiyas to conquer Cyprus.

1040 BC: Kaska war

Taurus Mountains kingdoms and Kaska tribes attack Hatti-Land. Hattusas sacked. Hittites on defensive. Kizzuwatna and Aleppo break away from Hittite control; 1035 BC. Arzawan king claims Great King status for himself and tries to negotiate alliance with Egypt; 1030 BC. Prince Suppiluliuma recaptures territory of Azzi-Hayasa, east of Hatti and recaptures Hattusas early in his reign.

1030 BC: Mitannian civil war

Udki plot. High official Udki deposes king of Mitanni in favour of Tushratta. Tushratta's brother Artatama opposes his claim to throne. Civil war in Mitanni; 1014 BC. Hittites support Artatama. Tushratta declares war on Hittites.

1015 BC: Amurrite war

Abdi-Asirta and Aziru, his son, establish kingdom of Amurru.

1012 BC: Syrian war of Suppiluliuma

Hittites regain Aleppo and Kizzuwatna which is annexed to Hatti. Tushratta declares war on Hittites and attacks Hittite vassal kingdom of Nukhashe in Syria. Suppiluliuma crosses Euphrates, conquers land of Isuwa and invades Mitanni from the north. Washshukanni, the Mitannian capital is sacked and Tushratta flees. Suppiluliuma marches west, crosses Euphrates and conquers remaining Mitannian vassal kingdoms in Syria. Telepinu becomes viceroy over Aleppo, now under direct rule of Hittites. Assyria ceases to be vassal state of Mitanni.

995 BC: Hurrian war of Suppiluliuma

Tushratta counter-attacks Hittites at Carchemish. Telepinu surrounds Carchemish. Six hundred troops under leadership of general Lupakki blockade the city. Battle of Murmuriga; Mitannian forces besiege Hittite winter camp. Egyptians move from Amka to Kadesh to assist Mitannians. Suppiluliuma hurries from Kaska frontier, sending Prince Arnuwanda ahead with reinforcements. Hittite generals Lupakki and Tarhuntazalma reinforce Kadesh against Egyptians. Fall of Carchemish to Suppiluliuma by assault after eight-day siege; 994 BC. Carchemish annexed and becomes Hittite kingdom under viceroy Sharri-Kushukh.

993 BC: First Hittite-Egyptian war

Hittites declare war after treacherous murder of Prince Zannanza by Egyptians. Battle of Amqa; 992 BC. Egyptian prisoners bring plague into Hatti.

990 BC: Fall of Mitanni

Artatama's son Shuttarna deposes Tushratta and allies with Assyria. Tushratta's son Shattiwaza flees to Suppiluliuma who plans to re-instate him as vassal ruler. Shuttarna returns booty and cedes Hanigalbat to Assyria to buy their support. Battle of Irrita: Shattiwaza and Hittite allies defeat Shuttarna and Assyrian allies. Mitanni partitioned between Hittite Naharin and Assyrian Hanigalbat.

Then the whole land of Kaska arose up against me and drew up their army opposite me at Tiwara. The rear of their army was covered by a wood and in front flowed a stream. But I, Tudhaliya, advanced against it to do battle. And the gods delivered the victory to me and I routed the Kaskan army. Moreover, I advanced into their territory and conquered all their most inaccessible mountains and strongholds. Next year I went against them in battle and the gods went before me and I completely subdued the land of Kaska, so that the following year I did not have to fight."

Tudhaliya II

“When at the command of the great gods I marched to the lands of Hanigalbat, I opened up the most difficult roads and the worst passes. Shuttarna, king of Hanigalbat, with the help of the troops of the Hittites and Aramacans, captured the passes and wells before me. When my troops became thirsty and exhausted, the enemy made a vicious attack at full force. But I struck back and defeated them. I slew countless numbers of their numerous soldiers. As for Shuttarna, I pursued him westwards at arrow point.”

Shalmaneser I of Assyria campaigns against Mitanni

985 BC: Hittite-Arzawan war

Mursili II captures Millawanda (Miletus) and invades Arzawa. Battle of Walma; 984 BC. Mursili II defeats Arzawan king Uhhziti and captures Apasha (Ephesus). Arzawa becomes subject kingdom of Hatti.

980 BC: Kaskan frontier war

Kaska tribes unite under Pihhaniya and threaten northern frontier of Hatti. Battle of Mount Kassu; Kaska army defeated. Mursili II builds fortress chain along Kaska frontier. Muwatali moves Hittite capital from Hattusa south to Tarhuntassa. Prince Hattusili given command of frontier principality of Hakpis to guard Kaska frontier. Hattusa and holy city of Nerik (lost since reign of Hantili) are recaptured.

949 BC: Western war of Muwatali

Muwatali crushes Arzawan rebellion. Muwatali clashes with Ahhiyawan forces in dispute over Wilusia; 948 BC. Muwatali makes treaty of alliance with Alaksandus of Wilusia (Ilium, Troy?); 947 BC.

946 BC: Second Egyptian-Hittite war

Amurru defects to Egypt; 945 BC. Egyptians attempt to capture Kadesh. Battle of Kadesh; 941 BC. Hittite king Muwatalli lures Ramesses II's invading army into a trap and routs half of Egyptian army. Egyptians fight and break out of trap, but retreat. Amurru reverts to Hittites. Siege of Dapur; Ramesses invades Hittite Empire again and besieges Tunip; 933 BC. Egypt opens diplomatic relations with rebel Hittite vassal kingdom of Mira. Egyptian-Hittite peace pact. Frontier agreed on as Orontes, south of Kadesh; 925 BC.

934 BC: Assyrian conquest of Naharin

Adad Nirari II of Assyria defeats Shattuara I of Naharin which becomes vassal kingdom of Assyria. 928 BC; Wasasatta, son of Shattuara, rebels against Assyria. Adad Nirari crushes rebellion, captures Wassuganni and conquers Naharin. Assyrian frontier now at Carchemish on Euphrates.

915 BC: Hittite-Achaian conflict

Achaians extend influence along Anatolian coast to Cyprus. Colonies established at Tarsus and at Enkomi on Cyprus. Renegade Arzawan prince Piyamaradu raids Lazpas (Lesbos, Hittite territory). Achaian prince Tawagalawa (Eteocles) supports rebels in western Anatolia. Hattusili III marches west and occupies Achaian colony of Millawanda (Miletus).

910 BC: Trojan War

Alliance of Achaian states wage war upon Troy, which heads a confederation of Anatolian kingdoms enjoying Hittite support. Troy falls after ten years of war and is sacked by invading troops; 900 BC. In aftermath of Trojan War, Heraklid dynasties established in Anatolia leading to rise of Lydia.

870 BC: Cypriot war of Tudhaliya IV

Tudhaliya IV imposes trade embargo on Phoenicians banning trade with Assyria. Ashurnasirpal II leads Assyrian army as far as Mediterranean Sea; 869 BC. Tudhaliya IV defeats Cypriots in sea battle and captures Cyprus (Alashiya); 863 BC.

867-855 BC: Sea Peoples war

Suppiluliuma II's Hittite fleet engage Sea Peoples' fleet near coast of Cyprus. Sea Peoples raiders invade Cyprus and raid Phoenicia. Ugarit is sacked. Hittite army, including Phoenician allies, is wiped out in battle in Anatolia. Sea Peoples push on to Egypt and are defeated by Ramesses III in land and sea battles.

858 BC: Fall of Hattusas

Hatti invaded by Kaska tribes. Hattusas is sacked. Hittite Empire finally breaks up. Eastern half of Hittite Empire devolves into confederation of Hittite kingdoms presided over by the king of Carchemish.

853 BC: Syrian war of Shalmaneser III

Shalmaneser III's advance halted by Damascus and allies at Battle of Karkar.

752 BC: Hittite-Urartian war

Siege of Malatya. Sarduri II of Urartu conquers Hittite kingdom of Melid.

743-714 BC: Assyrian-Urartian wars

Battle of Kummuh (Commagene), Tiglath Pileser III of Assyria defeats Urartians and Hittite allies. 714 BC; Assyrians conquer Carchemish. Last Hittite kingdoms annexed to Assyria; 717 BC.

MILITARY ORGANISATION

The armies of the Hittites, Hurrians, Syrians, Phoenicians and Canaanites were all organised along similar lines. The core and elite of the army were the chariot warriors called Maryannu which means something like 'heroic chariot warrior' ('chariot knight' would be a pretty good translation for our purposes). The Maryannu were the Hittite and Hurrian aristocracy, and in Syria and Canaan the nobles and princes of each city state were often also of Hurrian origin, as indeed were some of the Hyksos overlords of Egypt. The Maryannu owed military service to their king in return for their estates. This obligation was a form of taxation known as 'Ilku', a kind of feudal system based on oaths of loyalty. Subjects of lesser status and wealth also owed military service and fought as infantry. Some of these, especially the chariot runners, were retainers of the Maryannu.

Chariots, weapons and armour were provided from the royal arsenals and were made and repaired in royal workshops. It is not clear whether the chariot warriors had to bear this expense but they may well have had to provide the horses and pay for any equipment lost on campaign or that needed to be repaired. The need for soldiers to be ready at all times led to a class of professional soldiers maintained at state expense. Such troops would have had time to train and gain expertise and these may have been the Hittite and Hurrian troops called 'Teheru' in Egyptian texts. Kings raised regiments of bodyguard chariotry, spearmen and archers as small standing armies.

Some idea of the largest tactical units of the Hittite army can be gleaned from Egyptian records of the Battle of Kadesh. The initial attack consisted of 2,500 chariots organised into four bodies. This would suggest formations of six hundred chariots. One Hittite king incorporated a contingent six hundred 'Lords of the Bridle' into his army from the kingdom of Arzawa which may well have been their entire chariot force, and 10,000 infantry as well. The largest infantry formation was probably a brigade of 1,000 men.

The formations of six hundred chariots were probably made up of three or four regiments of two hundred or one hundred and fifty chariots brigaded together. The Hurrians of Mitanni certainly had regiments of Maryannu numbering two hundred chariots which were mentioned in Hurrian records. Inventories of equipment for chariot warriors written on clay tablets found in Hurrian sites frequently list items such as coats of scale armour in quantities of a hundred or two hundred, presumably to equip a regiment.

The regiments of two hundred and one hundred and fifty men or chariots were composed of sub units of fifty men or chariots as in the better known Egyptian and Israelite military organisation. The unit of fifty men was commanded by the Rab Hansa (Commander of Fifty). The smallest unit of chariotry known from Hurrian records is a unit of five or ten chariots (Hurrian Emanti) commanded by an officer called an 'Emantukhlu'. An officer of a small unit whether infantry or chariotry was known as a 'Rab' which is the same as in the Assyrian army.

HITTITE EMPIRE ARMY LIST

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one Character to command it. The army commander will be the character with the highest Leadership value and so, for example, a small army of 1,000 points can be commanded by a Senior Officer (or Vassal King) rather than a General (Great King, Prince or Ally King).

Chariotry: At least a quarter of the points value of the army must be spent on troops chosen from the Chariotry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to half of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Great King	4	5	5	4	4	3	6	3	10	170
Prince or Ally King	4	5	5	4	4	3	6	3	9	160

Equipment: Armed with a hand weapon, thrusting spear and light armour. May have shield (+2 pts). May have a composite bow (+3 pts) and javelins (+2 pts). Rides in a chariot bought at an additional cost from this list.

Special Rule: Army General.

Hittite and Mitanni kings were known as Great Kings because they ruled over many conquered kingdoms and subordinate kings. A large army, which might have included contingents of subject kingdoms, would be commanded by the Great King in person. When the Great King wished to delegate command of an army to a general if, for example, he was occupied on another front, he would usually choose a royal prince or a trusted vassal king for this task. The large and powerful subject kingdoms of Arzawa, Naharin and Carchemesh were granted special status within the Hittite Empire and were ruled by Hittite princes or kings who had gained their thrones with Hittite help. The army of a small kingdom or city state was commanded by its own king who usually belonged to the Maryannu aristocracy. When several independent Canaanite or Syrian kingdoms joined forces in a confederation they appointed the most senior among them to be commander-in-chief, for example, the king of Kadesh who led the Canaanites at Megiddo. He would also be represented by a 'Great King' character.

VASSAL KING

	M	WS	BS	S	T	W	I	A	Ld	Pts
Vassal King	4	5	5	4	4	3	6	3	8	140

Equipment: Armed with a hand weapon, thrusting spear and light armour. May have shield (+2 pts). May have a composite bow (+3 pts) and javelins (+2 pts). Rides in a chariot bought at an additional cost from this list.

Special Rule: Any units within 12" of the Vassal King, who are of the same nationality as him, may use his Leadership when it takes a Leadership test.

The Hittite and Mitannian Empires included many conquered kingdoms, whose rulers were bound by treaties and oaths of allegiance to their overlord, the Great King. These subordinate rulers were known as vassal kings and were bound by treaty to bring their contingents to support the Hittite army in wartime. Likewise, the independent kings in a great confederation fulfilled the role of contingent commanders.

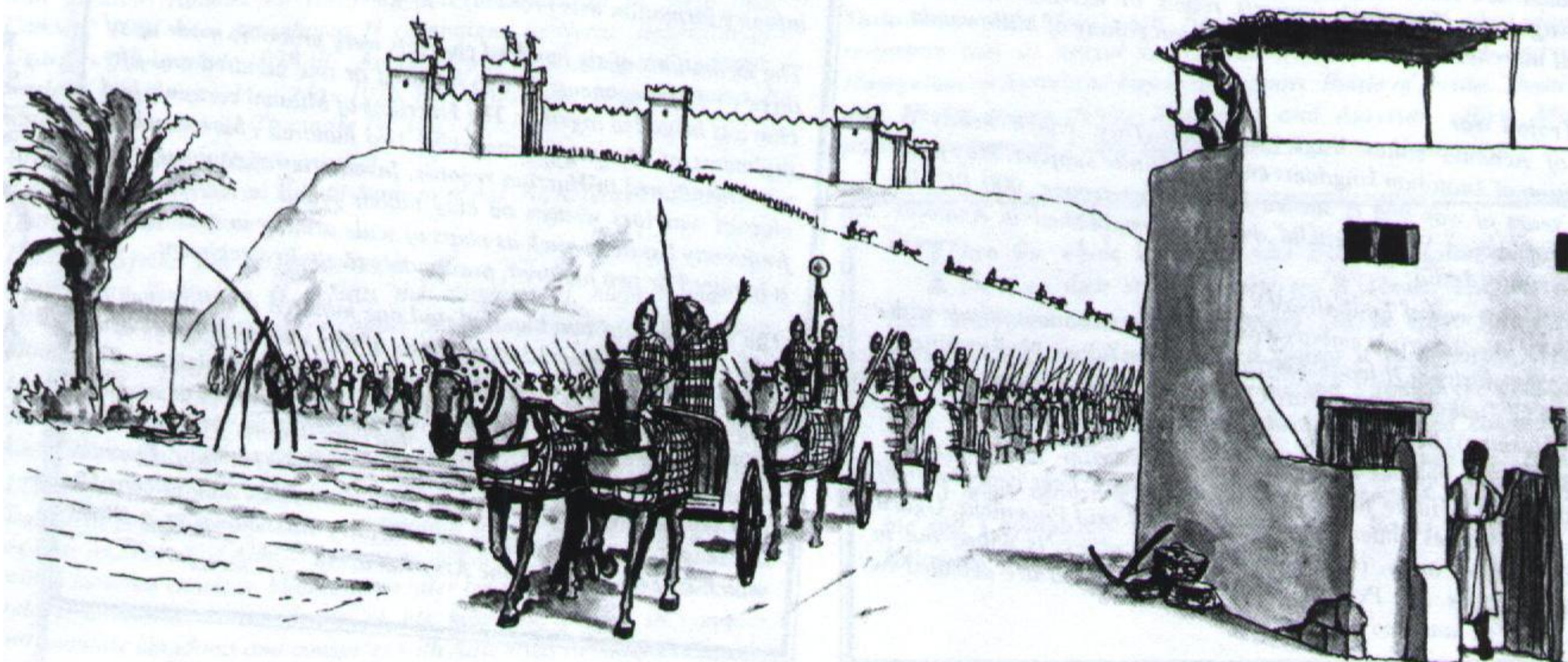
0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	73

Equipment: Armed with a hand weapon and light armour. May have shield (+2 pts). Rides in chariot bought at an additional cost from this list.

Special Rule: Army Standard.

The army may include an army standard bearer who rides in a chariot. The standard usually depicted the Hittite storm god Teshub or a winged sun disc.



“Wurrukunni, son of Shubilu, took a copper corselet for his body made of five hundred and ninety eight large scales and five hundred and forty small scales... and leather armour for his horses, as well as chamfrons of polished copper. Irwikhuta, the baker, one polished copper helmet, one shield for his right arm. These are the men whose equipment was lost on campaign.”

Scribes record the equipment issued to Hurrian chariotry.
Extracts from the Nuzi Archive.

CHARIOTRY

HITTITE CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
3-Crew Chariotry	7	4	4	4	4	1	4	3	8	52
2 Crew Chariotry	8	4	4	3	4	1	4	2	8	38

Equipment: One or two crewmen armed with a hand weapon, thrusting spear, javelins, light armour and shield riding in a two-horse light chariot with a driver.

Special Rule: Two-crew chariots may transport Chariot Runner models as described in *Warhammer Ancient Battles*.

The core of the Hittite army and their main striking force were the chariotry. The Hittite nobility fought as chariot warriors armed with thrusting spears as did those of allied Anatolian kingdoms. These included Arzawa (from which the name Asia derives), Dardany (a Dardanelles kingdom), Wilusa (kingdom of Ilios, ie Troy?) Karkisha (Karia), Arwen (unknown location), Kaska (the Pontic region) Masa (Mysia), Pitassa (Cappadocia), and Lukka (Lycia). At Kadesh the Hittites and their Anatolian allies adopted new tactics by mounting their chariot runners in chariots which were more robustly built to carry the extra weight. To quote the Egyptian records, 'They were three to a chariot, acting as a unit'. These tactics gave Hittite chariotry more fighting crew than their opponents. Previously the Hittites presumably used two-crew light chariots with the runners operating on foot, as did the Egyptians and Syrians. The Hittite successor kingdoms used two and three crew chariots.

MARYANNU CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
2-Crew Chariotry	8	4	4	3	4	1	4	2	7	35

Equipment: One crewman armed with hand weapon, composite bow, light armour and shield riding in a two-horse light chariot with a driver. Crewman may have javelins (+3 pts); thrusting spear (+3 pts).

The Hittite army at Kadesh included chariotry from subject Hurrian and Syrian kingdoms including Carchemish, Alalakh, Kadesh, Khaleb (Aleppo), Ugarit (Phoenicia), Kizzuwatna (Cilicia) and Naharin (Mitanni). Hurrian and Syrian chariot warriors were known as Maryannu which is a Hurrian word used throughout the Biblical east meaning 'noble chariot warriors' or it perhaps translates better as 'chariot knights'. These were the aristocracy of the Hurrian kingdom of Mitanni and the city states of Syria and Canaan. The Egyptians described all the Hittite chariotry including their allies as 'Maryannu'. Many kingdoms had an elite unit of ruler's bodyguard chariotry such as the Ne'arim (known from Amurru, Israel and Canaan), the Martiannu of Hanigalbat (Mitanni), and the the Repa'im and Gazerim (from Phoenician and Philistine cities).

CHARIOT RUNNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hittite Chariot Runner	5	3	3	3	3	1	3	1	7	6
Hurrian, Syrian etc. Runner	5	3	3	3	3	1	3	1	6	5

Equipment: Armed with hand weapons and javelins. May have shields (+1 pt).

Special Rules: *Light Infantry. Chariot Runner.* You may include one unit of Chariot Runners for each unit of two-crew chariots in the army.

Chariot runners were the retainers of the chariot warriors. They fought on foot as light infantry skirmishers. Their task was to support the chariots by skirmishing, fighting alongside them in combat, scouting for ways through rough ground, capturing fallen enemy chariot crews and rescuing their own fallen charioteer crews.

Hittite chariot runners rode in chariots at the Battle of Kadesh as a tactical innovation whilst Hurrian, Syrian and Canaanite chariot runners ran after the chariots on foot in the traditional way.

0-1 UNIT OF CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout Cavalry	8	3	3	3	3	1	3	1	6	16
Hittite Successor Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with hand weapon and composite bow. Hittite Successor Cavalry can be armed with thrusting spear and shield instead of composite bow (at no extra additional points cost).

Special Rules: *Light Cavalry.* Hittite Successor Cavalry may fight in the gaps between chariots in the same way as Chariot Runners.

TACTICS

These suggested tactics are based on applying what is known of historical Hittite and Canaanite battle tactics to the wargames army.

The army relies on a strike force of numerous chariotry and should therefore include several units of these, perhaps as many as four or five. One unit should be an elite retinue accompanying the General acting as a reserve. The other contingents should be led by Vassal Kings.

Deploy the chariots carefully in suitable terrain for a massed chariot charge, with plenty of room to manoeuvre. The chariotry should attack in successive waves, aiming to engage the enemy when they are unprepared and at a disadvantage. Try to use deception, or the landscape, to lure the enemy into a trap and conceal the chariots until ready to strike as the Hittites did at Kadesh, and as the Canaanites hoped to do at Megiddo. Your chariots might perhaps wait behind the crest of a gently sloping hill, or be positioned ready to cross a stream by a ford. The reserve is committed if the main chariot attack meets with determined resistance. The chariots are supported by runners and light troops able to exploit any gaps created when enemy units flee or are trampled beneath the chariots. Massed spearmen can be held back in reserve ready to block any enemy counter-attacks and provide shelter for your chariot units should they have to fall back and regroup. Light troops and tribal auxiliaries should be used to hold terrain features, set up ambushes and to lure the enemy into where they can be attacked by chariots.

Sea Peoples



Hittites, Hurrians, Syrians and Canaanites all used small numbers of cavalry scouts. The Hittite successor kingdoms such as Carchemish had cavalry armed with spears and round shields to support the chariotry that were gradually replacing chariot runners in this role.

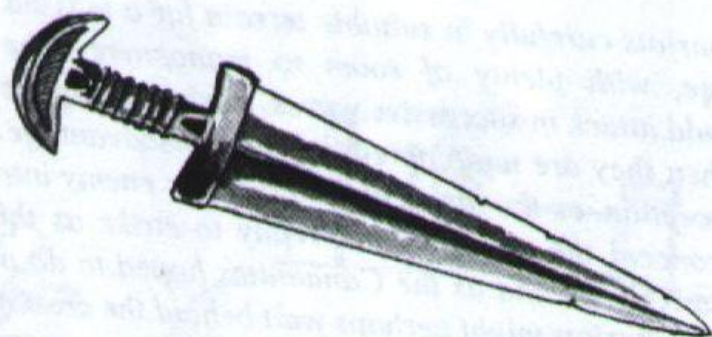
INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	5

Equipment: Armed with hand weapon and thrusting spear. May have shields (+1 pt).

These can be Hittites, Hurrians or Syrians from the city states of Carchemish and Aleppo in north Syria or warriors from various Anatolian kingdoms subject to the Hittites, such as Arzawa. The Hittite army at Kadesh included infantry contingents from the same subject kingdoms that supplied chariotry. The carved scenes of the Battle of Kadesh indicate that the Hittites used dense formations of massed spearmen armed with quite long thrusting spears like those used by the chariotry. This is backed up with Hurrian written evidence which refers to spearmen as 'Shukitukhlu'; armed with the same shukudu-spear as the Maryannu. These troops were probably armed in this way to resist chariots.



0-1 UNIT OF HITTITE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	7

Equipment: Armed with sword or other hand weapons. May have thrusting spear and shield (+5 pts) or double-handed weapon (+3 pts).

Probably the best example of Hittite guards are those depicted on Neo-Hittite carvings from Carchemish. These guards wear the typical Hittite boots and kilts, carry a round shield and spear and wear an impressive crested helmet with small horns mounted above

the forehead. Similar carvings depicting earlier palace guards of the Empire period show them wearing boots, short kilts and armed with swords and helmets. Anachronistic carvings depicting men with battle axes reflect the armament of the bodyguards of the Hittite princes of pre-Hittite times.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	2	1	6	6

Equipment: Armed with hand weapon and composite bow.

Special Rule: Light Infantry.

A large proportion of the Hurrian and Syrian militia were archers that were armed with composite bows. Most of the archers used by the Hittites were provided by their Hurrian and Syrian allies and subjects.

PHOENICIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phoenician	4	3	3	3	3	1	3	1	6	7

Equipment: Armed with hand weapon, javelins and composite bow. May have light armour (+2 pts).

The wealth and power of the Phoenician kingdoms of Ugarit, Amurru, Byblos, Tyre, Sidon and also the cities of Cyprus depended on sea trade. They had few chariots but well armed infantry equipped for fighting onboard warships. Hittite armies could include contingents of Phoenicians as could Hurrian, Syrian and Canaanite armies.

ALLIES & MERCENARIES

LUKKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lukka	4	4	3	3	3	1	3	1	6	9

Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts).

Special Rule: Subject to Warband psychology rules 1 & 2.

These were Lukka pirates or other mercenaries hired from among the so called Sea Peoples. Apart from Lukka (Lyceans), these included the Sherden, Teresh, Tjekker, Peleset, Sheklesh, Ekweh, Denyen and Weshwesh. Some of these were Anatolian tribes, others came from such places as the Aegean or Mediterranean islands. Those serving as mercenaries and allies in the Hittite army probably came from Anatolia, since the others were enemies who raided the Anatolian coastal settlements, Phoenicia and Cyprus, although as in Egypt, some of these may have been captured and impressed into the army.

"I took soldiers and went up against the land of the Hittites and I sacked seven of their fortresses. The Hittites did not mobilise their soldiers, nor did they march against me. I could do what I liked! I took prisoners from them, plundered their treasures and property and distributed it to my soldiers, my auxiliaries, my brothers and my friends. I, myself, took a share like theirs. Then I returned to the country of Mukish and entered in triumph to the city of Alalakh."

Idrimi, King of Alalakh

SYRIAN & CANAANITE HUPSHU



HABIRU MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Habiru	5	4	4	3	3	1	3	1	6	9

Equipment: Armed with mixed weapons.

Special Rules: Light Infantry. Subject to Warband psychology rules 1 & 2.

At this time the Habiru were bandits who roamed the Canaanite uplands gradually conquering the region from the Canaanites. The Habiru included nomadic tribesmen and all kinds of fugitives including even the retinues of princes who had been exiled from the various cities of Canaan and Syria. The Habiru raided the trade routes and hired themselves out as bands of mercenaries. Earning themselves a notorious reputation as good fighters. Cities such as Jerusalem, located in the Judean hills, were particularly vulnerable and the Amarna Letters include pleas for help against them from the last Jebusite ruler of Jerusalem to the Pharaoh of Egypt. Chief among the Habiru at this time was Labaya 'Lion Man', who may well be the Biblical Saul. (Lion of Judah). King David also began as a leader of a band of Habiru mercenaries.

ARAMAEANS, SUTU OR SHOSU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout/Skirmisher	5	3	3	3	3	1	3	1	6	5
Slinger	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapon and javelins. May have short bows instead of javelins (at no additional points cost). May have bucklers (+1 pt). Slingers are armed only with slings.

Special Rule: Skirmishers.

Scouts or skirmishers were recruited from such tribes as the Aramaeans (Akhlamu), Suhi of Sutu and Shosu. Some of these were highland tribes of Anatolia, others desert nomads. The Aramaeans were nomadic tribes that settled in northern Mesopotamia and Syria in the period following the break up of the Hittite Empire and were recruited by the Hittite successor kingdoms as light troops. They wore short kilts and turbans. Slingers are depicted on carvings from Carchemish. The Hittites, Hurrians and Syrians either used peasant slingers or Aramaean nomads from the Mesopotamian desert. Canaanite peasants, Habiru and Amorites would also provide slingers. The Hittites made a speciality of surprise attacks, forced marches at night and other cunning strategies and also made good use of scouts, which were considered an important part of the army. The Shosu seem to have been prone to change sides which is perhaps why the Egyptians were taken in by the false reports of the Shosu 'deserters' which they apprehended near Kadesh, and who tricked the Pharaoh into a reckless advance.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Syrian	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with both hand weapon and javelins. May have composite bows (+2 pts). May have mixed weapons (+1 pt).

Special Rules: Light Infantry.

Hupshu were peasant levies from the Syrian and Canaanite city states. This troop type also represents mercenaries or auxiliaries from such peoples as the Kharu (Hurrian highland tribes) or from Amurru (Lebanese highlands).

PAINTING HITTITE, HURRIAN & SYRIAN ARMIES

Hittites, Hurrians, Syrians, Phoenicians, and Canaanites all shared a similar culture and style of dress and may have resembled modern inhabitants of these regions in physical appearance. Hurrians, Syrians and Canaanites favoured long beards and their long dark hair was often bound by a headband. Maryannu however, shaved their heads in order to wear tightly fitting helmets. Hittites were clean shaven and wore their hair long in a scalplock or pigtail and sometimes their heads would be shaved except for the pigtail.

Clothing was made of wool or linen in various shades of white but was also often dyed and embroidered. Phoenicia was the source of the famous dye known as 'Tyrian purple'. It was made from the murex shellfish and was known in Egypt and Mycenaean Greece as Kanana, after Canaan where it was obtained through trade. The colour produced with it could be any shade of purple or crimson and was an expensive dye reserved for the rich, hence the colour's association with royalty ever since. Embroidered Hurrian 'shirts' were found in Tutankhamun's tomb with embroidered bands at the neck and hems, as shown in Egyptian wall paintings of these robes being worn by Syrian dignitaries.

Leather was used for all kinds of armour and military equipment and Hurrian style leather scale armour was found in Tutankhamun's tomb. The scales had been tinted different colours in alternate rows in the manner shown on painted carvings depicting Hittite charioteers. The colours chosen were usually red and blue. The more expensive bronze and copper scale armour was also arranged in bands of differently patinated metal, or copper and bronze alternating with iron, this being shown as red and blue in paintings. The wide variety of armour worn by Maryannu is depicted in a battle scene which decorates a chariot of Pharaoh Thutmose IV, showing him at war against the Mitannians. Armour and equipment is described in detail in the cuneiform records of the Nuzi Archive, which were inventories of equipment compiled by Mitannian military scribes of the armouries in the subject kingdom of Arrapkha.

Bronze was the principle metal for all armour and weapons. Iron was beginning to appear at this time but was still rare and bronze technology was still far superior so iron was only considered when tin and copper were in short supply. Neither the Hittites or the Sea Peoples introduced iron weapons to the Middle East, but rather the land-locked Assyrians who were forced to begin using iron when they were cut off from sources of tin and copper by Hittite trade embargoes. Indeed, it was the desire to acquire tin and copper via the trading network of the Phoenicians that caused the great powers of the age to fight so hard for control of this region.

It is interesting to note that the Hittite soldiers, who were clean shaven, wore long robes and long plaited pigtails, were called 'Women Warriors' by the Egyptians. The Egyptian expression is 'Ahaut-Hamaty' and is only one of many Egyptian army slang expressions included in Egyptian battle accounts of the Ramesside period. The word occurs in the epic poem of the Battle of Kadesh. Ramesses shouts at the fleeing soldiers around him: 'Why are you scared of these woman warriors!'. The reports of the Trojan War hold that a contingent of Amazons came to help the Trojans. Perhaps these were Hittites honouring the treaty they had with the kingdom of Wilusia!

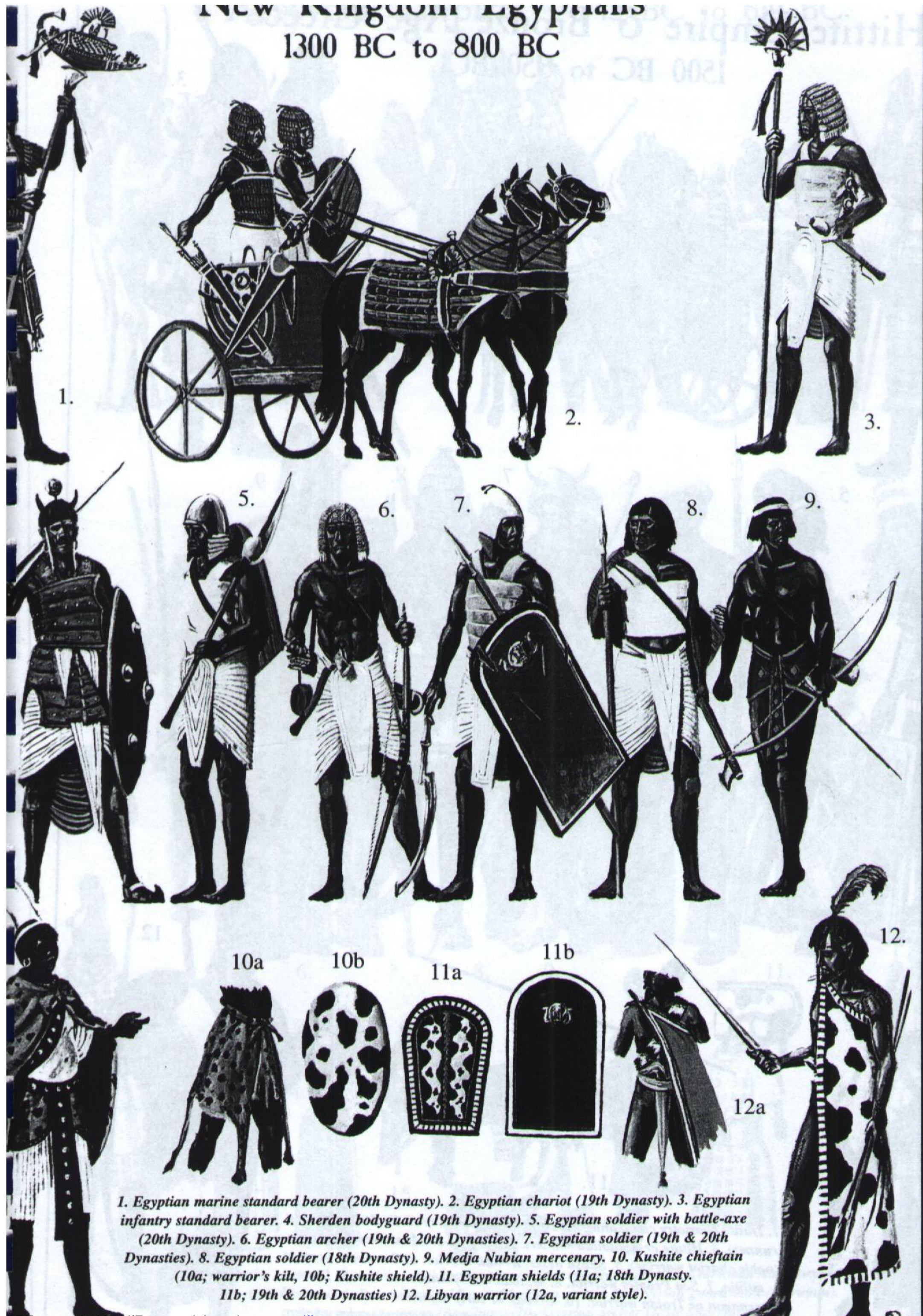
Sumer and Akkad

3000 BC to 1800 BC



New Kingdom Egyptians

1300 BC to 800 BC



1. Egyptian marine standard bearer (20th Dynasty). 2. Egyptian chariot (19th Dynasty). 3. Egyptian infantry standard bearer. 4. Sherden bodyguard (19th Dynasty). 5. Egyptian soldier with battle-axe (20th Dynasty). 6. Egyptian archer (19th & 20th Dynasties). 7. Egyptian soldier (19th & 20th Dynasties). 8. Egyptian soldier (18th Dynasty). 9. Medja Nubian mercenary. 10. Kushite chieftain (10a; warrior's kilt, 10b; Kushite shield). 11. Egyptian shields (11a; 18th Dynasty. 11b; 19th & 20th Dynasties) 12. Libyan warrior (12a, variant style).

Hittite Empire & Bronze Age Greece

1500 BC to 850 BC

1.



2.



3.



4.



5.



6.



7.



8.



9.



10.



11.



12.



1. Hittite chariotry commander. 2. Hittite chariot and crew (including chariot runner). 3. Hittite or Anatolian soldiers. 4. Hurrian or Mitannian Maryannu (noble chariot warrior). 5. Shosu desert nomad warrior. 6. Canaanite peasant militia. 7. Sea Peoples warrior. 8. Minoan or Mycenaean archer. 9. Later Mycenaean or Trojan warrior. 10. Minoan or early Mycenaean spearman with tower shield. 11. Mycenaean Egeta (chariot warrior) wearing Dendra armour. 12. Minoan or Mycenaean spearman with figure-of-eight shield.

M. Perry

Assyrian Empire – 745 BC to 610 BC



1. Midianite Arabs. 2. Cimmerian. 3. Assyrian chariot. 4. Assyrian cavalry. 5. Aramaean Auxiliary (with variant kilt designs). 6. Babylonian soldier 7. Chaldean archer. 8. Assyrian guardsman (Qurubuti). 9. Assyrian spearman (Auxiliary). 10. Assyrian archer (Kisir Sharruti). 11. Assyrian spearman (Kisir Sharruti). 12. Assyrian king (Ashurbanipal). 13. Urartian Auxiliary. 14. Assyrian shields. 15. Assyrian standard. 16. Assyrian uniform styles. 17. Judean soldier.

TROJAN WAR

MYCENAEAN, MINOAN & TROJAN ARMIES

1600 BC to 800 BC

"Nestor put his chariots in the front, and at the back a mass of first class infantry to serve as the rearguard. In between he deployed his inferior troops, so that even shirkers would be forced to fight. He told his charioteers, whom he instructed first, to rein in their horses and not to get entangled in a melee. 'Do not think,' he said 'that bravery and skill entitle a charioteer to break ranks and fight the Trojans on his own, and do not let anybody drop back and weaken the whole force. When a man in his own chariot comes within reach of an enemy chariot, it is time for him to try a spear thrust. Those are the best tactics!'"

Homer: The Iliad

This army list is designed to enable you to create a Mycenaean Greek, Minoan Cretan or Trojan wargames army for Warhammer Ancient Battles. The list is intended to cover the period of the Greek Bronze Age from the rise of the Minoan maritime empire to the fall of Mycenae. The period therefore includes the Trojan War.

MINOAN CRETE

Ancient Cretan civilisation is called Minoan after the legendary king Minos. Just as Egyptian kings were known by the title of Pharaoh, Cretan rulers were known as Minos and so the legends may record the deeds of several rulers. Minos ruled from his palace at Knossos but there were other palaces at Phaistos, Mallia, Khania and Zakro. We know from Egyptian records that these were also their names in antiquity. It's not clear whether Minos ruled over all of Crete or just the most powerful of several Cretan kingdoms, but it seems likely that he was the pre-eminent ruler. Indeed, he may have ruled over a maritime empire (the Cretan Thalassocracy spoken of by Thucydides) including Aegean islands and colonies in Greece, Rhodes and the coasts of Anatolia, Libya and Sicily. At one time mainland kingdoms appear to have paid tribute to Minos.

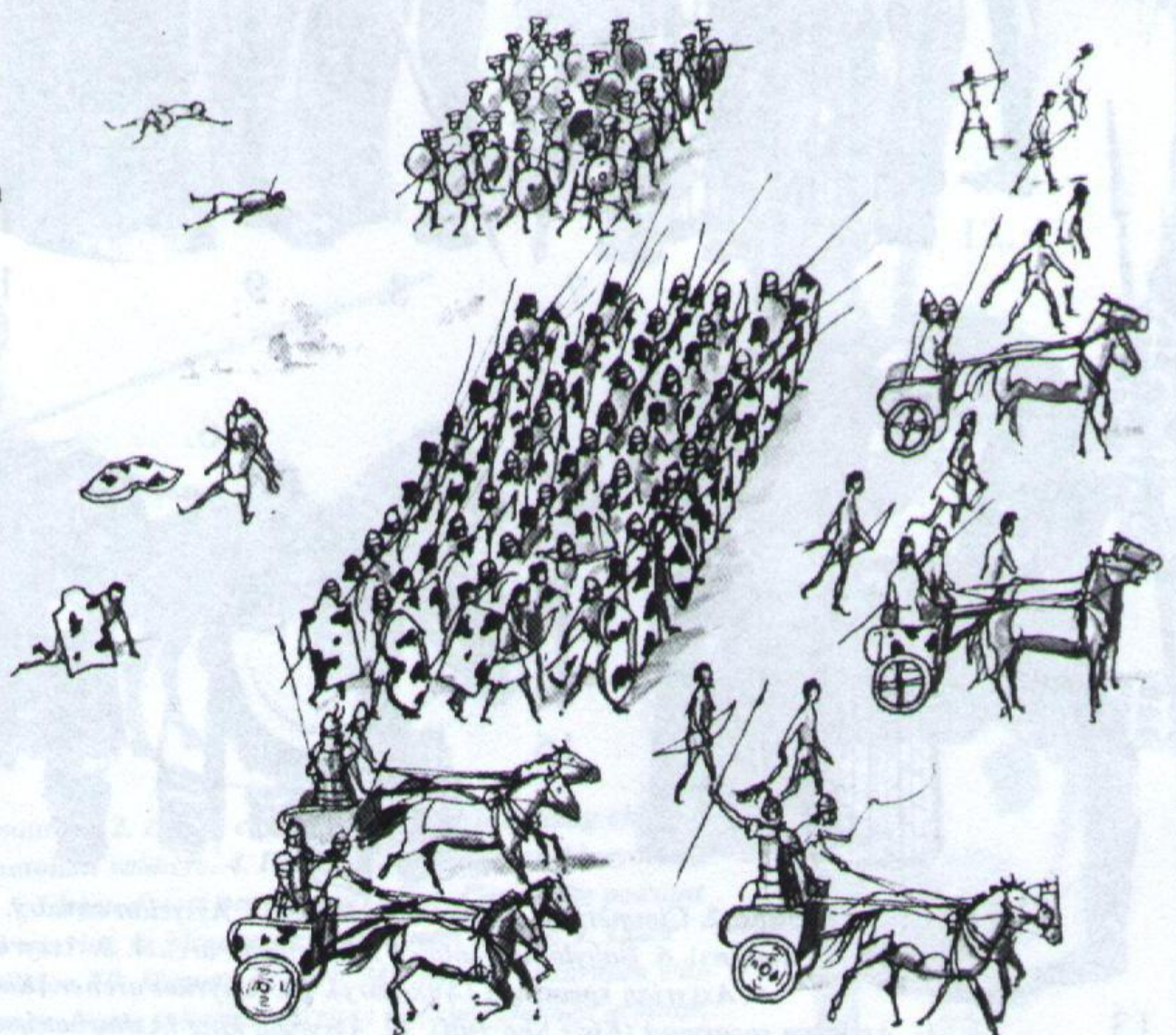
After the eruption of Santorini, which destroyed the Minoan port in Thera, Cretan power ended. The tidal wave may also have wrecked the northern ports of Crete and wiped out the fleet. Mainland kingdoms were free from Cretan domination and warlords from mainland Greece took the opportunity to capture Minoan cities and colonies and establish new dynasties. At this time the Linear B Mycenaean Greek language replaced the Linear A Cretan language in official documents. Crete eventually recovered power under its new rulers, the greatest among them, ruling from Knossos, was still known as Minos.

MYCENAEAN GREECE

The Bronze Age civilisation of mainland Greece was called Mycenaean after the citadel of Mycenae, legendary capital of Agamemnon and greatest of all the Bronze Age Greek citadels. Other powerful kingdoms included Pylos, Argos, Tiryns, Athens, Thebes and Orchemenos. The Mycenaean Greeks were known as Achaians and Danaians at this time and these may have been dynastic names

referring to the ruling houses and their subjects. It seems likely that the land of Ahhiya mentioned in Hittite archives refers to the Achaians, but could also be an Achaian kingdom in Anatolia, or whichever Achaian kingdom the Hittites were dealing with at the time. In all probability a group of several kingdoms with related dynasties claiming descent from the same ancestor, perhaps speaking the same dialect, were collectively known as Achaians, and another group were the Danaians. The Achaians appear to have lived mainly in the Peloponnese. This name is itself traditionally said to derive from Pelops, a warlord who migrated to Greece from Anatolia and founded the dynasty destined to rule Mycenae. His descendants were Atreus and Agamemnon.

Mycenae rose to become the leading kingdom in the Peloponnese and by Agamemnon's time, it included many islands and colonies. However, the king of Mycenae probably did not rule over the kingdoms as an overlord, he was just the most powerful and influential king among them. Other kingdoms remained independent, but co-operated with each other according to family ties, alliances and mutual interests. The collective military power of all the Greek kings acting



her under the leadership of Mycenae would rank the Greeks as great power alongside Egypt and the Hittites. Hittite diplomats were uncertain as to whether the king of Ahhiya would be accorded the status of Great King or not.

Achaean kings and princes made forays into western Anatolia, conquering parts of it from time to time, established colonies and supported rebels opposed to Hittite rule. Thus Hittite forces campaigning in the west, may have had to enter territory claimed by the Achaeans before they reached the Aegean Sea. This has led scholars to debate furiously as to whether Ahhiya refers to mainland Greece or a kingdom of Anatolia. Mycenae itself is mentioned as Meken in Egyptian records, so the name hasn't changed in 3000 years.

THE TROJANS

Troy was capital of a kingdom of north-west Anatolia. Excavations have shown that the legendary fortified city was founded and rebuilt many times during its long volatile history, which stretched back to the 3rd millennium BC. During the later Bronze Age, Troy was clearly at the centre of a powerful realm with cultural links to both the Mycenaean and Hittite civilisations.

At this time (Troy VI & VII) the Trojan culture and language were probably similar to that in Mycenaean Greece, but as yet it is uncertain whether the Trojans were more like Mycenaeans or Hittites in their political and military organisation. In the Hittite records the lands of Wilusa, Dardany, Arwen, Taruisha and Ahhiya could all be references to the kingdom of Troy. Some

may refer specifically to the city, others to the kingdom or geographical territory. Greek legendary history speaks of Troy and Ilion.

The Iliad provides a list of Trojan allies during the Trojan War. This is the counterpart to the list of Greek kingdoms that supplied ships to Agamemnon's expedition. Both lists are considered to be genuine tradition passed down from the time of the war. If so, the Trojans may have headed a confederation of Anatolian kingdoms, cities and tribes.

This may have been a defensive coalition against the Greeks which formed after the Hittites lost control in the west. Before this time, the kingdom of Wilusa, usually identified with Troy, was regarded by the Hittite king as one of his most reliable allies, having always stood aloof from any anti-Hittite rebellion or confederation organised by the king of Arzawa.

MILITARY ORGANISATION

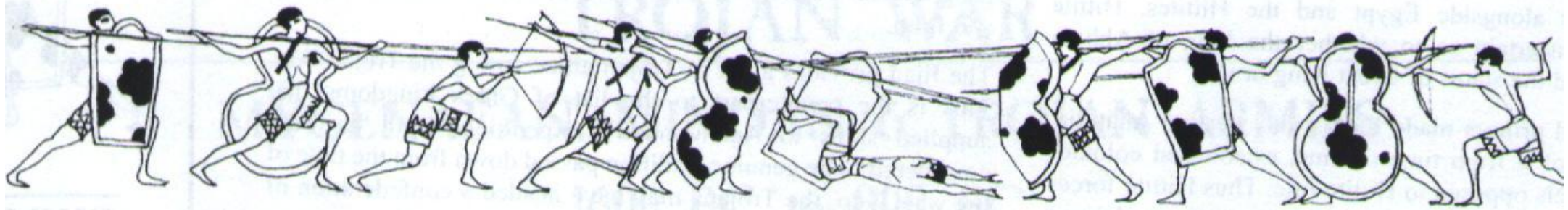
The administrative centre of the kingdom was the citadel, where the king's palace was located. Cretan palaces were unfortified, but Greek and Trojan kings usually ruled from massive fortified strongholds such as Mycenae, Tiryns and Troy itself. Here the scribes organised the military forces and kept records on clay tablets. These are the so called Linear A and Linear B tablets. The Linear B script has been deciphered and found to be an archaic form of Greek whereas the older Linear A script, probably representing the Cretan tongue remains undeciphered.

The Linear B tablets refer to 'Oka' meaning units or commands. These units were named after the region from which they were raised. The basic unit of organisation seems to have been ten men and larger units would consist of multiples of ten. Military service was owed by various classes of society according to their wealth and status. The nobles served as chariotry, and chariots were called 'woka' (which is clearly ancestral to the modern words wagon and vehicle). Their grooms, followers and servants would provide javelin-armed light troops perhaps equivalent to chariot runners in other armies. Tenants on a noble's estates and artisans from towns would have provided the spearmen or archers. Some men owing military service would have served as ship's crews and rowers. Cretan forces were probably mainly naval, with most of the effort of the state directed towards shipbuilding and arming crews.

The palace scribes regularly inspected the equipment of those required to render military service, probably because maintaining serviceable equipment was part of the obligation. If they found that the chariots or equipment were not up to scratch, new equipment was made to order in the palace workshops and issued to the warriors, who were probably charged for it. This seems to be what the Linear B tablets are all about. In Knossos, the scribes were trying to bring a force of around four hundred chariots to battle readiness. When raiders were seen off the coast or a big war was looming, there would be a frenzy of scribal activity as the army was mobilised, and any kingdoms which were not ready had a shock when they mustered their troops and saw the state of the chariots that had been driven recklessly over stoney cart tracks! A certain amount of training and drilling may also have occurred during these periodic reviews.

Troop reviews at Pylos are dated to coincide with the spring month of Poroweto which means 'sailing time' indicating that naval activity began at the same time and no doubt raiders could be expected! The Linear B tablets from Pylos reveal the arrangements made for coastal defence and sending naval expeditions. The coastline was divided into sectors each guarded by a squad of ten 'watchers' and one charioteer, who presumably raced off to raise the alert. Six hundred rowers were also mustered and assigned to ships, each needing a contingent of thirty rowers.





CHRONOLOGY

Although there are written documents in the Linear A and Linear B script, so far neither a Trojan king list nor annals of any kind have been found. However a legendary history survived through oral tradition into later times. These legends and epic tales became incorporated into Homer's Iliad, and provided plots for many Greek dramas. Hittite archives record their dealings with the kingdom of Ahhiya, usually identified with Achaia and I shall attempt to reconstruct the history accordingly. The chronology of the Greek Bronze Age, is derived from that of Egypt. A revision of Egyptian chronology therefore affects the dating of the Greek Bronze Age, revealing that the 'dark age' following the end of Mycenaean civilisation to be a much shorter period than previously thought, just as the archeological evidence indicates. The events of the Bronze Age are therefore only a few generations before Homer's time. Greek historians counted generations to calculate the dates of legendary events. The revised chronology tends to agree with their calculations if we take a generation to be 25-30 years.

1190 BC: Rise of Danaus

Danaus, mercenary chief serving Epaphus (Hyksos pharaoh, Apophis) in Egypt, flees upon defeat of Hyksos and serves Pelasgus of Argos, subsequently becoming king of Argos and founding Danaid dynasty.

1160 BC: Achaian wars in Peloponnese

Achaian warlords from Thessaly settle in Argos and Lacedaemon. Cadmus lands in Greece from Phoenicia and becomes king of Thebes.

1150 BC: Fall of Minos in Crete

Thera eruption (dated stratigraphically to Egyptian early 18th Dynasty) destroys Minoan fleet. Theseus of Athens ceases to pay tribute to Minos. Achaian warlords land in Crete, depose Minoan rulers and establish new dynasties.

1120 BC: Rise of Mycenae

Perseus, grandson of Danaus, becomes ruler of Mycenae. Founds Perseid dynasty. Mycenaean colony established at Miletus and in Sicily and Italy.

1080 BC: Rise of the Pelopid Dynasty in Achaia

Tantalus ousted from Anatolia by Ilus of Troy and flees to Greece. Pelops, son of Tantalus, becomes ruler of Elis in Greece. Pelops becomes king of Mycenae. Pelopid dynasty succeeds Perseids. Pelops extends his rule over Achaia and his hegemony gives rise to the name Peloponnese. Atreus of Mycenae acknowledged as overlord of Achaia excepting Pylos.

1058 BC: Achaians in Anatolia

Attarsiyas of Ahhiya (Atreus of Achaia?) ousts Hittite vassal Madduwatta from his kingdom. Attarsiyas invades Hittite territory with one hundred chariots. Later Madduwatta changes sides and joins forces with Attarsiyas to make raids on Cyprus. Achaians open trade route through Bosphorus to Cholchis in Caucasus (Argonauts).

990 BC: Millawanda incident

Millawanda (Miletus) rebels on instigation of Arzawa and seeks help from Achaians.

960 BC: Cretan raid on Sicily

Minos of Knossos raids Sicily. This Minos belongs to an Achaian dynasty in Crete.

949 BC: Western war of Muwatalli

Muwatalli clashes with forces of Ahhiya in dispute concerning Wilusa; 948 BC. Muwatalli makes treaty of alliance with Alaksandus of Wilusa (Ilium, Troy?); 947 BC.

940 BC: Argive war

Tydeus of Aitolia captures Argos and becomes king.

930 BC: First Heraklid war

Battle of the Isthmus. Hyllus and the Heraklidae (descendants of Herakles) attempt to invade Peloponnese.

925 BC: War of Seven against Thebes

Oedipus, king of Thebes, is deposed. Eteokles and Polynikes dispute the throne. Siege of Thebes. Polynikes gathers allies and makes war on Eteokles. Both contenders fall. Kreon becomes king of Thebes after

defeat of the Seven.

920 BC: War of Epigoni against Thebes

Sack of Thebes. The Epigoni and Adrastus of Argos defeat Thebes.

915 BC: Hittite-Achaian conflict

Achaians extend influence along Anatolian coast to Cyprus. Colonies established at Tarsus and Enkomi. Renegade Arzawan prince Piyamaradu raids Lazpas (Lesbos, Hittite territory). Achaian prince Tawagalawa (Eteocles) supports rebels in western Anatolia. Hattusili III marches west and occupies Achaian colony of Millawanda (Miletus).

910 BC: Trojan War

Agamemnon of Mycenae gathers Achaian armada to make war on Troy. Troy heads a confederation of Anatolian kingdoms enjoying Hittite support, which is defeated. Siege of Troy. Troy falls after ten years of war and is sacked by the Achaians; 900 BC. In aftermath of Trojan War, Heraklid dynasties established in Anatolia leading to rise of Lydia.

895 BC: Heraklids attempt invasion

Temenos, Heraclid leader, builds fleet to invade Peloponnese, but his army disbands.

890 BC: Civil strife in Achaia

Rebellions and coups in Achaia following Trojan War. Agamemnon deposed. Orestes, son of Agamemnon, ousts Aegisthus from Mycenae. Orestes extends his rule over Argos, Arkadia and Sparta.

875 BC: Second Heraklid war

Heraklid army invades Peloponnese and defeats Tisamenus of Argos, last of Pelopids. Heraklids allied with Dorian tribes to attack Argos and Mycenae. Pylos goes on alert against sea raiders. Soon after alert, Pylos is sacked. Cresphontes the Heraklid defeats and ousts descendants of Nestor from Pylos. Heraklid dynasty established in Anatolia and becomes ruling house of Lydia.

870 BC: Cypriot war of Tudhaliya IV

Hittites assert control over Cyprus which is being settled by Achaians and Sea Peoples.

867-855 BC: Sea Peoples war

Suppiluliuma II's Hittite fleet engages Sea Peoples fleet near coast of Cyprus. Sea Peoples raiders invade Cyprus and raid Phoenicia. Sea Peoples attack Egypt and are defeated in land and sea battles.

Thus they drew up, shield touching oxhide shield, and resolutely advanced on the Danaians, in the confidence that nothing could stop them...

Homer; The Iliad

ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value and so, for example, a small army of 1,000 points can be commanded by a Senior Officer (Hero) rather than a General (King or Lawageta).

Chariotry: Up to a half of the points value of the army may be spent on troops chosen from the Chariotry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to half of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King (Wanax)	4	6	6	4	4	3	6	4	9	191
Lawageta	4	6	6	4	4	3	6	4	9	191

Equipment: Armed with a sword, thrusting spear and heavy armour. May change equipment to sword, javelins, light armour and shield. Rides in a chariot bought at an additional cost from this army list.

Special Rule: Army General. Legendary Warrior: The General is the foremost hero in the army and so benefits from the special rule for *Legendary Warriors* (see Heroes entry below).

In Bronze Age Greece kings were also war leaders. In the Linear B texts, the word 'Wanax' is used to describe kings of powerful states such as Pylos and Mycenae. Such kings could call upon the armed contingents of many lesser kings in order to gather together a large army for battle. Regional governors were called 'Paserewo' from which is derived the later Greek word 'Basileus', meaning 'king' (perhaps because these local lords were left in charge of their own regions when the Mycenaean kingdoms were overthrown). Another military commander was the Lawageta (Legate?) who commanded the regional contingents from within the kingdom or small forces that were dispatched by sea to collect tribute or raid enemy territory.

HEROES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	5	5	4	4	1	5	2	8	50

Equipment: Armed with a sword, thrusting spear and heavy armour. May change equipment to sword, javelins, light armour and shield. Rides in chariot bought at an additional cost from this army list.

Special Rule: Legendary Warriors: Heroes were mighty warriors of near legendary ability – after all, they were the prototypes of Achilles, Hercules and Agamemnon! To represent their almost superhuman ability they may re-roll one failed to hit and one failed to wound roll each combat phase. In addition they may re-roll a failed armour save if the wound suffered is their last one remaining (ie, they can re-roll their 'last' armour save).

Heroes include kings, princes or nobles renowned as mighty warriors. Heroes were often believed to be marked out for greatness by the gods. A Hero might become a king by force of arms, marriage into a royal dynasty or the sort of deeds that might spark off a dynastic blood feud. Exiled princes may have served another king in his retinue until an opportunity came up to further their own claim. Rival heroes who encountered each other on opposite sides of the battlefield would single each other out to engage in heroic duels, sometimes even dismounting from their chariots to fight.

CHARIOTRY

EQETA CHARIOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Eqeta	8	4	4	3	4	1	4	2	8	39

Equipment: One crewman armed with sword, thrusting spear and heavy armour riding in a two-horse light chariot with driver. May change chariot warrior's equipment to sword, javelins, light armour and shield.

Chariot warriors were known as 'Eqeta', which is usually translated as 'follower' perhaps because they belonged to the followings of kings and heroes. They wore bronze armour, which could either be scale armour or plate armour of the kind discovered at Dendra. The latter had a high neck guard to protect against spear thrusts to the throat. As well as extensive body armour, the warrior wore a helmet made of sheet bronze, or boar's tusks, bronze armguards and greaves. He was armed with a long spear which was thrust with both hands to push opponents out of their chariots. This weapon would be ideal for the individual duels between rival warriors that are described in the Iliad. The long spear was later discarded in favour of a short spear and javelins, and the use of round shields. The two styles of combat may have been in use at the same time for a while. In the Iliad the chariotry of Nestor of Pylos used the older tactics, which seems to have required more training and discipline.



"His left shoulder was exhausted by the prolonged effort of swinging his shield, though even the impact of their volleys failed to bring it crashing in upon him. He was panting hard, and the sweat streamed from his limbs. He had not an instant to relax..."

Homer: The Iliad

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with a sword, thrusting spear and large shield. May change equipment to sword, javelins, light armour and shield (+1 pt).

Special Rules: Subject to Warband psychology rules 1 & 2. A unit of spearmen armed with thrusting spears may include a proportion of archers (see the special rule for archers mixed into units of spearmen in the Archers entry below). Your army may include any number of units of spearmen.

Well equipped spearmen may have been provided by the section of society known as the 'Tereta', who may have been freemen rather like the Hoplites, but were less wealthy than the aristocratic Egeta, or tenants from a noble's estates. Minoan and Mycenaean spearmen were armed with long thrusting spears and huge bull-hide 'tower' shields or 'figure of eight' shields. Armament eventually changed to short spears, round shields and breastplates towards the end of the Bronze Age. This change was taking place gradually during the time of the Trojan War and marks the origin of the 'Hoplite'.

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a dagger and javelins. May have bucklers (+1 pt).

Special Rule: Light Infantry. May operate as a unit of Chariot Runners.

Mycenaean frescoes depict foot warriors armed with javelins who sometimes wore bronze or boar's tusk helmets and carried round bucklers. They also wore kilts or linen jerkins and often also linen greaves, which would have been useful when moving through the thorny Mediterranean scrub.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and composite bow.

Special Rule: Light Infantry. Archers may be mixed into a unit of spearmen armed with thrusting spears, in a ratio of one archer for every three spearmen (25%) and will count as part of the spearman unit. They are placed randomly among the spearmen but count as shooting from the front of the unit, between the shields. The archers cannot be picked out as targets separately from the spearmen and all count as shielded against missiles and in hand-to-hand combat. If included within a unit of spearmen, the archers become subject to Warband psychology rules 1 & 2.

The better armed archers, some of whom had boar's tusk helmets, sometimes formed up with the spearmen. They are shown shooting from between the rank and file of the spearmen, benefiting from the protection of the large shields. It is difficult to say whether the archers usually formed part of the unit of spearmen, or operated as a kind of skirmishing detachment which could move out or fall back to the shelter of the shields. Poorly equipped archers, rather like the slingers described in this army list, operated as an irregular screen of skirmishers sometimes mingled in with slingers.

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling.

Special Rule: Skirmishers.

Peasants, perhaps slaves and other subjects who were too poor to arm themselves as spearmen, archers or chariotry, were called upon to fight as slingers, or even just to hurl stones. Minoan art shows mobs of such warriors, some, so poorly armed as to be naked, resisting enemy warriors who have landed on the beach and are approaching the settlement (the scene is probably intended to show that the raid took the locals by surprise). On a campaign, an army would also be able to call upon camp servants, or perhaps a unit of skilled slingers recruited from the peasantry to act as skirmishers.

PAINTING BRONZE AGE GREEK ARMIES

Minoan and Mycenaean wall paintings depict tall elegant bronzed warriors with long wavy dark hair. Short beards were fashionable among the Mycenaeans, but Minoans tended to be clean shaven.

Armour and weaponry were made of bronze. Sheet bronze armour is well known from excavated examples but scale armour was also made as indicated in the Linear B tablets. Most armour was restricted to the wealthy chariot warriors until the later period when armoured infantry appeared. Later Mycenaean helmets and cuirasses were made of sheet bronze or leather covered with bronze studs. Tower and figure-of-eight shields were made of several layers of bull hide, with the black, brown and white blotches forming a pattern on the face of the shield. Chariot frames were also covered in bull hide or red-tinted leather. Some armour was made from bull hide. Helmets were made from rows of boars' tusks, slivers of horn laced together or from sheet bronze. These were often adorned with horsehair crests and plumes.

Clothing was made from wool, linen and leather. Kilts were fringed and decorated with embroidered strips. White was the predominant colour, but Tyrian purple, red, light blue and yellow were also used. Some linen tunics were quilted suggesting that they could have been worn as padding under bronze armour as well as on their own. Warriors protected their feet with sandals and their lower legs with linen greaves. Oval bronze greaves could be worn over the top of these. Apart from providing protection in battle, the linen greaves would protect the legs from the thorny scrub and animal attacks during hunting trips. Peasants and hill tribesmen who provided skirmishers were often poorly equipped and wore nothing more than loincloths, kilts, sheepskins or even nothing at all. Evidence for standards is scarce, but there are some that are depicted on frescoes of ships and on fragments of later Mycenaean pottery. These take the form of sun discs or other emblems on poles.

Two chariots inlaid with ivory, fully assembled, coloured crimson, fitted with harness, leather chamfrons and horn bits.'

'A corselet set: two shoulder pieces, two plates, a helmet, four plates for a helmet, two cheek plates.'

Scribes record equipment issued to charioteers: Linear B tablets

ALLIES & MERCENARIES

LUKKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lukka Pirate	5	4	3	3	3	1	3	1	6	9

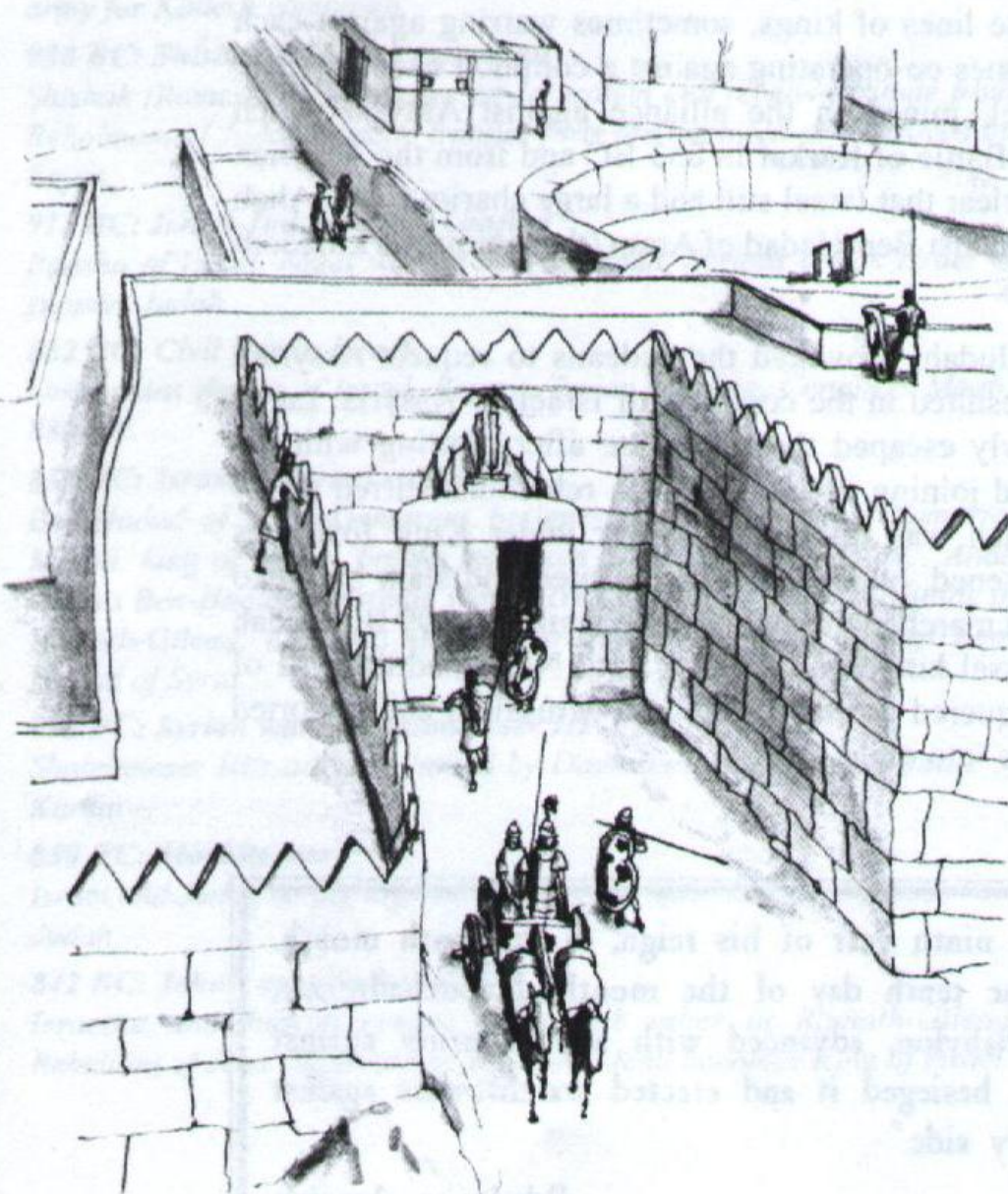
Equipment: Armed with sword, javelins and shield. May have light armour (+3 pts).

Special Rule: Subject to Warband psychology rules 1 & 2.

Lukka pirates (Lyceans) or other mercenaries hired from among the tribes of Sea Peoples such as the Sherden (Sardinians?), Teresh (Trojans/Etruscans or Iberians from Taras?), Tjekker (from Phoenicia?), Peleset (Pelasgians/Philistines), Sheklesh, (Sikeloi, Sicilians?) and Denyen (Danaïans/Dardani).

The Ekwesh (Achaïans), and the Weshwesh (from Wilusia, Ilios?) mentioned in Egyptian records, may refer to warbands of Achaïan Greeks and Trojans who took to piracy in the aftermath and devastation of the Trojan War. These warlike peoples came from the Mediterranean islands, the Aegean, coastal regions of Anatolia and possibly Thrace. They sometimes allied with either the Mycenaeans or Trojans and fought as mercenaries for the Hittites and Egyptians.

The Lion gateway at Mycenae



LIBYANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with mixed weapons.

Special Rules: *Light Infantry*. Subject to Warband psychology rules 1 & 2.

Libyan tribesmen were recruited by the rulers of Minoan Crete as tribal auxiliaries. The coast of Libya is only about a hundred miles directly to the south of Crete and the Minoans probably established trading posts there. The Minoans engaged in regular trade with Egypt where they were seeking the exotic products of Africa and would have traded with the Libyans for similar things. The Aegean connections with Libya may date back as far as the Hyksos period and continued until the time of the Sea Peoples invasions. Sea Peoples, including the Ekwesh (Achaïans) fought as allies of the Libyan tribes that attacked Egypt at the end of the New Kingdom.

TACTICS

During the early Bronze Age, corresponding to the period of Minoan supremacy, spearmen were armed with long spears and large shields and formed up in a wall of shields. The spearmen were supported by archers who either skirmished or sheltered among the spearmen, shooting from between the shields. More skirmishers were provided by peasant slingers and tribal mercenaries, including Libyan javelinmen. The style of fighting is reminiscent of Sumerian and Akkadian tactics.

These tactics continued in use into the period of Mycenaean ascendancy, the main innovation being the introduction of the chariot around 1600 BC. The noble charioteers concentrated on tackling their opposite numbers on the enemy side and avoided the infantry. The Bronze Age Greeks may have acquired their chariotry skills and tactics from the Hittites and favoured close combat with long spears rather than shooting tactics with bows and javelins like the Egyptians. Although the charioteers charged as a unit, they would also single out opponents to fight heroic duels. The standard tactic was to drive at an enemy charioteer, pass very close and thrust with the long spear to knock him out of his chariot. To guard against this, defensive armour of scale or sheet bronze in large overlapping plates, with a high neckguard was worn. Charioteers also wore boar's tusk helmets but did not carry shields. The chariot warrior could then either choose to dismount to finish off his fallen foe or leave him to the infantry following up behind.

Around the time of the Trojan War, new tactics were adopted. The long spear was discarded in favour of a short spear backed up by javelins. The big tower shields and figure of eight shields were replaced by smaller round shields. Spearmen began wearing bronze bell cuirasses and so did not need such large shields. The short dirks originally carried by spearmen as a back up to their spears were replaced by longer slashing swords. Charioteers changed their equipment in the same way, replacing their thrusting spear with javelins and their body armour for bronze bell cuirasses and bronze armour. Archers declined in importance and were replaced by javelin-armed skirmishers.

The cause of these dramatic changes in equipment may have been the impact of new methods of warfare coming in from central Europe. This is where sheet metal armour and long swords were first invented. Mycenaean kingdoms may have hired mercenaries from Balkan tribes who brought in these new weapons, but perhaps the Heraclidae, by enlisting the help of the Dorian tribes of the north, first used these tactics against the southern kingdoms. The Mycenaeans adopted the new weapons and tactics probably because volleys of javelins, followed up by slashing swords in the hands of armoured men, could break into the old style spear phalanx.

Late Mycenaean equipment resembles that used during the 'Geometric' period which preceded the Archaic period in Greece. Some shield designs and chariots seem to be direct evolutions from Mycenaean times if not identical. This makes sense if the Geometric period follows the end of the Mycenaean Age as a revised of chronology would suggest.

ISRAELITES

1200 BC to 500 BC

And Solomon got together many chariots and horses; he had 1,400 chariots and 12,000 horses, and he stabled some in the chariot houses and kept others at hand in Jerusalem. Horses were imported from Egypt and Que for Solomon. Chariots were imported from Egypt for six hundred silver shekels each and horses for one hundred and fifty; in the same way the merchants obtained them from all the kings of the Hittites and the kings of Aram."

Solomon raises a chariot force: I Kings 10:26-29

This army list is designed to enable you to create an Israelite wargames army for Warhammer Ancient Battles. The list is specifically intended to cover the reigns of Saul, David and Solomon (1020 BC to 930 BC) and can also be used to create an earlier Hebrew army or a later Israelite or Judean army, and so covers the period from Joshua up to the fall of Jerusalem to the Babylonians in 587 BC. In addition this list could also be used to create a Philistine army by using the Philistine mercenaries as a core troop type instead of taking them as allies, alternatively use the Hittite list, taking only the Canaanite options and maximising the Sea Peoples as allies.

The Habiru tribes were renowned warriors as far back as the time of Hammurabi. Indeed, Amorite tribes such as the Banu-Yamina may have been the original Benjaminites. These nomadic tribes wandered out of the Syrian desert and settled at some point in the marginal lands around the fertile crescent. From here entire tribes and clans were often recruited as mercenaries by city dwellers as an alternative to constantly fighting them off. Hebrew tribes were probably already in Canaan by the time of the Egyptian Middle Kingdom and entered Egypt during the times of famine or were allowed to settle in the border region between the Sinai and the Delta (the land of Goshen) perhaps in return for service as mercenaries. Such service may later have been exacted as forced labour. In the period of famine, plague and internal strife which preceded the Hyksos invasion of Egypt, the Hebrews made a mass exodus from Egypt, organising themselves like an army, and migrated into the Sinai. They slowly moved east, avoiding the Canaanite cities until they were east of the Jordan. From there they invaded Canaan and began to conquer and occupy the sparsely settled Canaanite highlands. Here they were joined by other tribes and gradually began to create a realm for themselves.

These tribes were known to the Canaanites, Hittites and Egyptians as 'Habiru', a name which may have originally meant 'bandits' and from which the name Hebrew derives. The Habiru were often hired as mercenaries and were regarded as fierce and dangerous warriors. They struggled for a long time against the Canaanite cities, such as Hazor and the confederation of five cities of the Philistines (Askelon, Ashdod, Gath, Gaza and Ekron) and against desert raiders such as the Midianites and Amelekites. Eventually the Hebrews dominated most of the highlands of Canaan and the Canaanites were restricted to the coastal plains and a few enclaves. This was the situation when Saul became king over all the tribes. He is probably the Labaya (Lion of Ya) mentioned in the Amarna Letters, which were desperate requests for help sent by Canaanite kings to Pharaoh Akhenaten in Egypt. The Philistines eventually defeated Saul, but his former retainer (and the Philistines former mercenary leader) David, took over the kingship. He in turn defeated the Philistines, captured Jerusalem and made it his capital. David then went on to defeat the Syrians (Hadad-Ezer of Aram, probably Aziru of Amurru) and created a powerful kingdom. This was later inherited by Solomon.

King Solomon secured his position by entering into an alliance with Egypt and marrying the Pharaoh's daughter, receiving the Canaanite city of Gezer as her dowry. The Pharaoh, probably Horemhab, was pleased to have such a strong buffer state between Egypt and the Hittites and so from his point of view the situation was better than before, without several squabbling Canaanite city states to keep in check. Solomon made an alliance with the Phoenicians and gained a fleet and port on the Red Sea. Tribute flowed in from Syria and surrounding subject peoples and his fame spread as far as Sheba in southern Arabia.

Solomon went on to organise an army appropriate to the wealth, power and extent of his dominions which included a strong force of 1,200 chariots. This was perhaps as big as that of the Egyptians or Hittites and was probably a considerable burden upon the state to keep up. It was deployed in twelve fortified cities.

The burden of taxation led to the division of Solomon's realm into two kingdoms after his death. The northern kingdom was known as Israel, the southern as Judah. Egypt, now ruled by Shishak (probably Ramesses II), continued the alliance with the northern kingdom (probably because that was where the bulk of the chariotry were), and campaigned in Judah, exacting tribute and taking strongholds, probably to re-open and secure the coast road to Phoenicia. The kingdoms of Israel and Judah continued under separate lines of kings, sometimes warring against each other, sometimes co-operating against a common enemy. Ahab, king of Israel, joined in the alliance against Assyria which fought at the Battle of Karkar in 853 BC and from the Assyrian account it is clear that Israel still had a large chariot force. Ahab also fought against Ben-Hadad of Aram (the Aramaean kingdom of Damascus).

War against Judah, provoked the Judeans to request Assyrian help which resulted in the conquest of Israel by Assyria. Later, Judah narrowly escaped the same fate after plotting with the Egyptians and joining in anti-Assyrian rebellions stirred up by Babylon. Judah was revived in power under King Josiah as Assyria weakened, but Josiah was defeated and slain by Neco II's army as it marched through to Carchemish in 609 BC. Judah became a vassal kingdom of Egypt until Nebuchadrezzar II of Babylon conquered the land, captured Jerusalem and deported many Judeans into exile.

"In the ninth year of his reign, in the tenth month, on the tenth day of the month, Nebuchadrezzar, king of Babylon, advanced with all his army against Jerusalem, besieged it and erected watchtowers against it on every side."

Babylonian chronicle

CHRONOLOGY

The Biblical Kings lists provide a reliable chronology for Israel, which is unlikely to be greatly affected by a revision of Egyptian or Mesopotamian chronology. The new Egyptian chronology reveals that the reigns of Saul, David and Solomon were contemporary with the reigns of the pharaohs, Akhenaten, Tutankhamun, Ay, Horemhab and Seti I. The rise of the Hebrew kingdom in the Canaanite highlands are the Habiru Wars documented in the Amarna Letters. Shishak can be identified with Ramesses II, re-asserting Egyptian rule in the region when Solomon's realm broke up, instead of the later Pharaoh Sheshonq. The Hebrew kingdom did not extend to the Mediterranean coast except for a short time during the reigns of David and Solomon. It can be seen that Egypt kept control of Philistia and the coastal plain to secure the route to her subject and ally kingdoms in Phoenicia and so the Hebrew kingdom and Egyptian Empire co-existed. This redating makes sense archaeologically since the massive building foundations in the Late Bronze Age layers on sites of various Canaanite cities would be redated to Solomon's reign, confirming instead of contradicting Biblical records.

1220 BC: Conquest of Canaan

Joshua leads Hebrews across the Jordan and captures Jericho and Ai. Battle of Mount Tabor. Deborah and Barak rout Canaanite army of Jabin of Hazor; 1160 BC. Battle of Ain Harod. Gideon routs Midianite raiders in night attack on their camp; 1151 BC.

1050 BC: Hebrew-Philistine conflict

Battle of Aphek. Philistines defeat Hebrews and capture their sacred Ark. Battle of Michmash. Saul's Hebrew army of 3,000 men defeats Philistines; 1020 BC. Battle of Elah. Saul's retainer David slays Philistine champion Goliath with a sling; 1010 BC. David (Dadua) leads Habiru mercenaries in service of Achish of Gath; 1007 BC. Battle of Mount Gilboa. Saul slain in battle against the Philistines; 1006 BC. David becomes Hebrew king and captures Jerusalem from Jebusites; 1003 BC. Battle of Sorek. David defeats Philistine army marching to overthrow him; 1002 BC.

1000 BC: Conquests of David

David forms alliance with Tyre and defeats Aram. David subjugates kingdoms of Edom, Moab and Ammon.

976 BC: Revolt in Israel

Battle of Forest of Ephraim. David's forces suppress rebels.

970 BC: Solomon's alliances

Pharaoh Horemhab (or Ay) makes alliance with Solomon. Gezer ceded to Solomon as dowry of Pharaoh's daughter. Solomon creates powerful chariot force, network of fortress cities and fleet based at Ezion-Geber (Aqaba).

943 BC: Jeroboam's rebellion in Israel

Break-up of Solomon's kingdom. Rebel Jeroboam seeks refuge in Egypt. Jeroboam becomes king of Israel with Egyptian help and approval. Israelite elite chariot contingent (Ne'arin/Ne'arim) reinforce Egyptian army for Kadesh campaign.

938 BC: Shishak's Judean campaign

Shishak (Ramesses II) marches on Jerusalem and receives tribute from Rehoboam of Judah. Judean frontier forts are captured or destroyed by Egypt.

911 BC: Israel-Judah border conflict

Baasha of Israel wages war on Asa of Judah. Syrians attack Israel to support Judah.

882 BC: Civil war in Israel

Omri gains throne of Israel. Renews Tyrian alliance. Conquers Moab; 880 BC.

855 BC: Israelite-Syrian conflict

Ben-Hadad of Aram-Damascus besieges Ahab of Israel in Samaria. Mesha, king of Moab, breaks free from Israelite rule; 855 BC. Ahab defeats Ben-Hadad in Yarmuk Valley. Treaty of Aphek; 855 BC. Battle of Ramoth-Gilead; 851 BC. Ahab of Israel falls in battle against Ben-Hadad of Syria.

853 BC: Syrian war of Shalmaneser III

Shalmaneser III's advance halted by Damascus and allies at Battle of Karkar.

850 BC: Moabite war

Israel and Judah acting together fail to reconquer Moab. Moabites raid Judah.

842 BC: Jehu's coup in Israel

Israelite and Judean armies fight each other at Ramoth-Gilead. Rebellion of Jehu supported by Prophets. Jehu becomes King of Israel.

806 BC: Third Assyrian-Syrian war

Damascus submits to Adad Nirari III of Assyria. Philistia, Israel, Edom render tribute.

798 BC: Shoshenq's Judean campaign

Sheshonq campaigns in Israel in support of Jehoahaz. Syrian forces ousted.

786 BC: Judean-Edomite war

Amaziah of Judah defeats Edom. Later he is captured by Joash of Israel.

750 BC: Judean frontier conflicts

Uzziah of Judah campaigns against Philistia, Edom and Arabian nomads.

738-732 BC: Fall of Damascus

Uzziah organises league of Syrian kingdoms to resist Tiglath Pileser III of Assyria. Tiglath conquers Aram-Damascus. Aramaean and Hittite subject kingdoms are annexed and turned into provinces of Assyria.

735 BC: Assyrian intervention

Judah, Edom and Philistia attack Israel. Ahaz appeals to Assyria. Capture of Gaza; 734 BC. Tiglath Pileser III campaigns in Philistia and Israel. Pekah is slain. Hoshea pays tribute; 733 BC.

721 BC: Fall of Samaria

Hoshea of Israel rebels against Assyria on death of Tiglath-Pileser III; 724 BC. Shalmaneser V of Assyria campaigns against Israel and besieges Samaria. Fall of Samaria to Sargon II of Assyria after three year siege; 712 BC. Israel incorporated as province of Assyrian Empire.

712 BC: Philistine rebellion

Battle of Rapihu (Raphia). Sargon II of Assyria defeats Egyptian general Sibe coming to aid of Gaza. Sargon crushes Egyptian incited revolt in Ashdod. Judah, Edom and Moab submit.

701 BC: Assyrian-Judean war

Hezekiah of Judah rebels against Assyria. Fall of Lachish. Sennacherib of Assyria captures Lachish then besieges Jerusalem. Battle of Eltekeh; Assyrians repulse Egyptian-Kushite army sent to aid Jerusalem, but plague in Assyrian camp causes abandonment of siege.

630 BC: Assyria retreats from Judea

Pharaoh Psamtik I captures Ashdod in Palestine; 630 BC. Josiah of Judah annexes former Assyrian province of Israel; 628 BC.

610 BC: First Egyptian-Babylonian war

Pharaoh Neko II's army marches to support Assyria against Babylonians. Second Battle of Megiddo. Josiah's Judean army defeated by Pharaoh Neko II; 609 BC. Battle of Carchemish; 605 BC. Nebuchadnezzar II defeats Assyria- Egyptian allies. Battle of Hamath; 604 BC. Babylonians defeat Egyptian army and Nebuchadnezzar captures Askalon. Judea becomes vassal kingdom of Babylon; 603 BC. Battle of Migdol. Nebuchadnezzar's Babylonian army is repulsed at Egyptian border; 601 BC.

589 BC: Fall of Jerusalem

Intermittent war breaks out between Babylon and Egypt over Levant and Cyprus. Pharaoh Apries breaks Babylonian siege of Jerusalem; 589 BC. Fall of Jerusalem to Nebuchadnezzar II of Babylon; 587 BC. Deportations to Babylonia. Judean soldiers flee to Egypt and enter service as mercenaries; 586 BC.

ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value and so, for example, a small army of 1,000 points can be commanded by a Senior Officer rather than a General (or King).

Chariotry: Up to half of the points value of the army may be spent on troops chosen from the Chariotry section of this list.

Infantry: At least a quarter of the points value of the army must be spent on troops chosen from the Infantry section of this list.

Allies & Mercenaries: Up to half of the points value of the army may be spent on troops chosen from the Allies & Mercenaries section of this list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	2	9	145
General	5	5	5	4	4	2	5	3	8	110

Equipment: Armed with a sword, light armour and shield. May have composite bow (+3 pts), spear (+2 pts), javelins (+2 pts). May ride in a chariot bought at an additional cost from this army list.

Special Rule: *Army General.*

Saul and David led their armies on foot, as did the Hebrew tribal war leaders who preceded them, who were known as the 'Judges'. It was King Solomon who created a chariot force for his kingdom and from Solomon's time the king and other high commanders would ride into battle in chariots. Perhaps the most notable Israelite king who fought in battle as a chariot warrior was Ahab, who met his death in the midst of a chariot melee against the Syrians.

TACTICS

There were two sorts of Hebrew army; the early armies of Joshua, Saul and David which were almost entirely infantry and the later armies of Solomon and his successors which featured a powerful chariot force as their core. The two armies used different tactics. The early army triumphed in the rugged terrain of the Judean highlands where the mobility of Canaanite and Philistine chariotry and Midianite camelry was cancelled out.

When Solomon ascended to a greatly expanded kingdom, with large areas of plain and valley to defend and desert trade routes to guard, he found that he needed a strong chariot force able to take on his enemies in the lowlands. Fortunately he could harness the expertise of his Canaanite subjects and use his gold to buy chariots and horses from Egypt and the Hittites.

The early Hebrew army fought in the tradition of Amorite nomads. Lacking chariots or cavalry it was at a disadvantage in the lowlands, but proved superior in the rugged hills. In this kind of terrain enemy chariotry could be trapped and defeated by the fierce and determined Hebrew warriors.

A player that has an early army, lacking chariots or cavalry, should pick rough terrain. Rugged hills provide high ground to deploy slingers and archers, scrub to hide skirmishers and troops lying in ambush and a stream or wadi guarding the front of the mass of the tribal levy. Try to lure the enemy into difficult ground where they can be attacked on all sides.

The later army, which should have a strong force of chariots, can use tactics similar to those of the Canaanites, and will be at no greater disadvantage in the open plains. The army combines the fierce determination of the Hebrew infantry with good quality chariotry to create a tough army.

"But one man drew his bow at random and hit the King of Israel between the scales of his armour. So he said to his driver, 'Wheel around and take me out of the line; I am badly wounded.' But the battle was so intense that the king had to stay stood up facing the Aramacans, and the blood from his wound flowed down onto the floor of the chariot; and in the evening he died."

I Kings 22: 34-36

SENIOR OFFICER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Senior Officer	5	4	4	4	3	2	5	2	8	63

Equipment: Armed with a sword and light armour. May have shield or buckler (+1 pt); sling (+2 pts); composite bow (+3 pts); spear (+2 pts). May have javelins (+2 pts). May ride in a chariot bought at additional cost from this army list.

The Hebrew kings had an inner corps of military commanders known as the 'Thirty', from among whom commanders of task forces and contingents were chosen. Together they made up a council of war to advise the king. Only valiant and expert warriors were promoted to become one of the Thirty.

0-1 ARMY STANDARD BEARER OR SACRED ARK

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75
Ark & four priests	4	4	0	3	3	4	4	1	10	150

Equipment: Armed with a sword and light armour. May have shield or buckler (+1 pt). May ride in a chariot bought at an additional cost from this army list. The Ark of the Covenant is a portable shrine accompanied by four priests who are armed with swords and light armour.

Special Rules: *Army Standard.* The Sacred Ark may be chosen instead of an army standard bearer. It may only be chosen if the army does not include any chariots. The Ark and the Priests form a single unit and may not join other units. They should all be placed on a single base and move and manoeuvre in the same manner as a heavy chariot. They may not charge. Any unit within 6" of the Ark may automatically rally. Any unit within sight of the Ark may re-roll any Break or Rally tests. If the Ark flees or is captured or destroyed, all units within sight must take an immediate Panic test. The Priests are treated as being *stubborn*.

Apart from the Ark, the Hebrews certainly had tribal standards for each tribe during the Exodus and this tradition probably continued for a long time after. Another option for the army standard might be the Star of David mounted on a pole as seen in many Hollywood biblical epics!

CHARIOTRY & CAVALRY

HARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
chariotry	8	4	4	3	4	1	4	2	8	46

Equipment: Crewman armed with sword, composite bow, velin and light armour riding in a two-horse light chariot with driver armed with a hand weapon and shield. May have rusting spear (+3 pts).

Special Rules: *Stubborn.* Chariots do not suffer -1 to hit for moving on the move.

Saul and David fought against Canaanite and Philistine armies which used chariots, but had no use for chariotry themselves, or no means of organising a chariot force. When David captured a large number of chariots and horses, he had to hamstring them to deny them to the enemy, since he could not use them in his own army. At that time Hebrew tactics were entirely based on infantry and Hebrew armies were limited to the rugged terrain of the Judean hills, where their infantry were superior to chariotry. It was King Solomon who organised a chariot force and the network of supply depots for stabling the horses, storing fodder and workshops for repairing chariots. He established twelve store cities in all, including Megiddo, where the Israelite stables have been excavated. Solomon used his newly gained wealth from trade with Arabia and Phoenicia to buy horses from the Hittites and chariots from Egypt. Thus his force would have had light chariots drawn by heavier horses than the Egyptian breeds. The chariot force was also very large, numbering 1,500 to 2,000 chariots, more than enough to command the respect of Egypt and the Hittites. Solomon needed a chariot force to dominate the plains of Canaan which had been conquered by David. No doubt the vanquished Canaanite cities provided expert personnel from the Maryannu class to be recruited to the new force. An elite royal guard of chariotry was also created known as the Ne'arim.

CHARIOT RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot Runner	5	3	3	3	3	1	3	1	7	8

Equipment: Armed with a hand weapon, javelins and buckler.

Special Rules: *Light Troops.* Chariot Runner.

Foot retainers and grooms of the Israelite charioteers accompanied them into battle as chariot runners thus adopting the custom as the Canaanites and Syrians. They operated as light infantry supports for the chariots. In later Israelite and Judean armies chariot runners were replaced by cavalry outriders.

HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
horseman	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with a hand weapon, thrusting spear and shield.

Special Rule: *Light Cavalry.* May fight in the gaps between chariots in the same way as chariot runners.

Elite armies used few if any horsemen until after the time of Solomon and then probably only as scouts and messengers. Later elite and Judean armies used cavalry in increasing numbers as the Aramaean kingdoms. These operated as cavalry outriders supporting the chariotry. May fight in the gaps between chariots in the same way as Chariot Runners.

INFANTRY

0-1 UNIT OF GIBBORIM

	M	WS	BS	S	T	W	I	A	Ld	P
Gibborim	4	4	4	3	3	1	4	1	8	1

Equipment: Armed with a hand weapon, light armour and shield. May have thrusting spears (+2 pts); javelins (+2 pts).

Special Rule: *Stubborn.*

The Gibborim (Mighty Men) were an elite unit of shock troops. The original unit was David's personal retinue during his time as mercenary for the Philistines when he was a fugitive from King Saul. Earlier leaders also had personal warbands of picked warriors. Saul (and Labayiu) seem to have had such a retinue of warriors known as the 'Lions'.

JUDEAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pt
Judean Spearman	5	4	3	3	3	1	3	1	6	12

Equipment: Armed with a hand weapon, thrusting spear and shield.

Special Rules: *Stubborn.* Subject to Warband psychology rules 1 & 2.

The Hebrew tribal tradition was that all able bodied men could be called up by their chief to defend the tribe in times of danger. The Israelite kings made use of this custom to gather their armies and, during the reign of King Solomon, the duty to serve as warriors became an obligation to the king and state. During the period of the Assyrian Empire, Judean tribes provided most of the infantry and they wore fringed kilts in the Assyrian style and conical bronze or iron helmet. Some troops wore scarfs wrapped around their heads instead of helmets, or over the top of them. Round, conical shields were carried, with bronze bosses and rims. These look good on models when decorated with the Star of David.

ISRAELITE TRIBAL MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gadite	5	4	4	3	3	1	3	1	6	10
Zubulanite	5	3	3	3	3	1	3	1	6	6
Danite	5	3	3	3	3	1	3	1	6	7
Issachar	5	2	3	3	3	1	4	1	6	5

Equipment & Special Rules:

Gadites are armed with sword, javelins and shield. They are *Light Infantry* and subject to Warband psychology rules 1 & 2.

Zublanites are mixed spearmen and archers. Half of the unit is armed with sword, thrusting spear and shield and the other half is armed with composite bow. Archers may shoot over front rank of spearmen. They are *Light Infantry*.

Danites are armed with sword, light armour and buckler. They are subject to Warband psychology rules 1 & 2.

Issachar are armed with hand weapons and either javelins or composite bows. They are *skirmishers*.

Some of the Hebrew tribes fought according to their own distinctive tribal tradition and favoured certain weapons. This would have provided specialist units among the full tribal militia of the Israelite kingdom. Other tribes are represented by Judeans and Benjamites.

The king of Aram's ministers gave him this advice. "Their gods are the gods of the hills; that is why they defeated us. Let us fight them in the plain; and then we shall have the upper hand. What you must do is relieve the kings of their command and appoint other officers in their place. Raise another army like the one you have lost. Bring your cavalry and chariots up to their former strength, and then let us fight them in the plain, and we shall have the upper hand." He listened to their advice and acted on it."

I Kings 20: 22-25

BENJAMINITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Benjaminite	5	3	4	3	3	1	3	1	6	8

Equipment: Armed with hand weapon and composite bow. May have sling instead of a bow. Benjaminites may have bucklers (+1 pt). Archers and slingers may be mixed into the same unit.

Special Rule: *Light Infantry.*

Among the tribal militia were troops from tribes such as the Benjaminites who had a reputation as excellent scouts, skirmishers, archers and slingers. Guerrilla warfare, ambushes and raids had been the traditional methods of warfare among the Hebrew tribes and such tactics were well suited to the rugged terrain of the Judean highlands. Here the Canaanite and Philistine enemies were at a considerable disadvantage against tribal infantry and could not use their chariotry to scatter them.

ALLIES & MERCENARIES

MIDIANITE ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab Camel Rider	8	2	3	3	3	2	3	2	5	16

Equipment: Two riders armed with hand weapons and short bows riding a camel.

Special Rule: *Light Cavalry.* Camels cause fear in cavalry and chariots.

At first, the Midianite Arabs and other tribes such as the Amelekites, were enemies of the Hebrews and raided their lands. These Arabian tribes had come out of the deserts of Arabia and were making forays northwards into Canaan, Syria and the Sinai. They were perhaps the first desert nomads to domesticate the dromedary camel, whereas earlier waves of nomads had depended only on the donkey. The camel was probably native to southern Arabia, the land of Saba (Sheba) where it was originally domesticated.

According to Assyrian carved battle scenes, two Arabian warriors rode each camel. This may have been a deliberate tactic of raiding forces, enabling more warriors to travel long distances across the desert. The extra riders may have dismounted to fight on foot as infantry and could be picked up later when the raiders made off into the desert. The Arabs in Assyrian battle scenes, however, may be doubling up on their camels because the Assyrians had poisoned the wells, causing the camels to die, and the tribesmen are fleeing in desperation on the remaining camels. Arabian tribes at this time were often led by queens rather than kings. Solomon, himself, made a trading alliance with the Queen of Sheba which allowed him access to the Red Sea coast.

PHILISTINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Philistine	5	3	3	3	3	1	3	1	6	11

Equipment: Armed with a sword, javelins, light armour and shield.

Special Rule: *Stubborn.*

When King David conquered the Philistine cities, he recruited Philistine warriors into his army as mercenaries. These were known as Pelethites and Celethites and their names imply that they were Peleset and Cretans, so they may well have been equipped and armed in the manner of the Sea Peoples, with bronze helmets, cuirasses, round shields with several bosses and long slashing swords.

The Philistines who opposed King Saul and David formed a league of five cities: Askalon, Gaza, Ashdod, Gath and Ekron. These cities had Canaanite style armies which included a strong force of chariots as well as archers, infantry armed in the manner of the Sea Peoples and Habiru mercenaries. The kings of the Philistine cities usually joined forces in order to gather an army large enough to fight the Hebrews.

The name 'Philistine' derives from the Peleset, one of the Sea Peoples, who may have settled in the Gaza region after being repulsed from Egypt by Ramesses III. The Peleset may have already been settled in the region and joined forces with the Sea Peoples' conspiracy against Egypt. The Biblical accounts of the Philistines, written down in the 6th century BC or later, may be using the name anachronistically for Canaanite cities of the 11th century BC opposing the Hebrew kings; their forces being heavily reliant on Sea Peoples mercenaries, or the cities having been later taken over by Sea Peoples.

PAINTING ISRAELITE ARMIES

The nomadic Hebrew tribes were very much like the Amorites in appearance, distinguished by their brightly coloured and patterned woollen kilts and robes. During the period of conquest, the Hebrews adopted the styles of dress and equipment of their Canaanite neighbours and enemies. They captured Canaanite equipment in battle and gained access to the same craftsmen and trade routes when they took over the cities. By the time of Solomon, the city dwellers within his realm had adopted Canaanite material culture and some had gone as far as worshipping Canaanite gods. A large proportion of his subjects would of course have been of Canaanite descent, having been absorbed within the kingdom of Israel when Canaanite cities and enclaves were conquered or annexed.

The Hebrews favoured shorter hair and beards than the Syrians until the period of the Assyrian Empire when they began to adopt Assyrian styles and dress such as fringed kilts and cloaks. At this time the Judean warriors wore long scarves wrapped around their bare heads or around their helmets with one end hanging loose. Weaponry and armour, including chariots, were acquired by trade with the Egyptians, Phoenicians and Hittites and these were copied and adapted by their own craftsmen. The Habiru warbands of Saul and David were probably equipped with a motley selection of weapons and armour of Egyptian, Canaanite or Philistine origin, much of which was either captured or supplied as part of their payment as mercenaries. Solomon and later kings organised and equipped their armies in the style of the great powers with whom they were allied. So Solomon used either Egyptian or Hittite style chariots and equipment, while Ahab's army would have been equipped in Aramaean style with ideas adopted from Assyria.

The colours used for clothing would be similar to those in Canaan and Syria. White woollen cloth for the ordinary tribal levies, with the highest ranking officers perhaps wearing robes of Tyrian purple or other bright colours. Each tribe may have had its own distinctive patterns on their clothing, functioning as a rudimentary uniform. It is tempting to imagine the Star of David being used as a shield device as in the Hollywood epics. Weapons and armour would have been bronze in the time of this army list, with iron blades for swords and spears being replaced by bronze during the Assyrian period.

Israelites

EDOMITES, MOABITES & AMMONITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Edomite etc	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins.

Special Rule: Skirmishers.

Edom, Moab and Ammon were desert regions to the east of Canaan. The Egyptians seem to have known the Moabites or Edomites as 'Shosu'. By the time of King David these lands were a separate kingdom, which he defeated and brought within his empire. The warriors from these kingdoms wore kilts and tassled headcloths.

PHOENICIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phoenician	4	3	3	3	3	1	3	1	6	7

Equipment: Armed with a hand weapon, composite bow and javelins. May have light armour (+2 pts).

The Phoenician cities, most important of which at this time was Tyre, were naval powers. They had large fleets, but only small land forces. Their best troops were probably able to fight on board ship as marines as well as on land. They had few chariotry and made extensive use of mercenaries, especially Sea Peoples, Hurrians and Habiru. David entered into an alliance with the kingdom of Tyre which was renewed periodically by later Hebrew kings. Phoenician maritime expertise helped Solomon establish a port at Ezion-Geber (Eilat) in the Gulf of Aqaba and a Red Sea fleet.



Israelites ambush
Assyrians at a pass

HOW THE ISRAELITE ARMY WAS ORGANISED

A single Hebrew tribe could raise a small army made up of all the men able to fight; the younger ones perhaps operating as scouts and skirmishers, while older, experienced warriors formed fighting units and provided the leader's bodyguard. When several tribes joined forces the army simply got bigger with each tribe providing a contingent. Different tribes specialised in different styles of fighting; the Benjaminites, for example, were good archers and slingers, while the Gadites were fast shock troops, Judeans favoured spears and bucklers and the Zebulunites fought in ranks with mixed weapons.

During David's reign, the entire tribal levy mustered 24,000 men organised into twelve brigades. Each brigade was required to stand in readiness for one month in rotation. This could mean that each tribal district raised 2,000 man brigades, with one brigade on standby for military service each month, while the other was stood down, meaning that a total force of 12,000 men would be ready for action. This sounds like the kind of part-time militia army that formed the basis of old Assyrian and Babylonian military organisation in the time of Hammurabi. It would have been developed to enable the frontier strongholds to be garrisoned at all times and to counter frequent incursions of nomads and other invaders.

The only regular forces would be the 3,000 Ish-Bahur in the retinue of King Saul or the Hebrew mercenary band of David, during his service with the Philistines. These were the Gibborim (Mighty Men) and later formed the core of the army when David became King of Israel, providing him with officers. His inner council of war were known as the 'Thirty'. It was Solomon who created a standing force of chariotry on the Egyptian and Hittite model. Solomon is said to have raised 1,400 chariots and 12,000 men which must have included numerous grooms, runners and outriders as well as charioteers and chariot warriors, although it seems likely that the 12,000 'horsemen' is a scribal error and refers to the rest of the Israelite army. King Ahab had 2,000 chariots and 10,000 infantry at the Battle of Karkar.

The Hebrew tribal militia were organised into large brigades (A'Laphim) of a 1,000 men led by elected leaders known as 'Valiant Men' (Is-Hayil). The best warriors would be grouped together in a brigade of 'Picked Men' (Ish-Bahur) and such units might have become the semi-regular retinue of a war leader such as Saul or David. Warbands were often under strength depending on the available manpower, especially the

elite brigades which were called upon to fight more often, and so brigades of six to seven hundred men are often recorded. Saul was able to gather 3,000 Ish-Bahur amounting to three brigades. Brigades of 1,000 men were made up of companies of a hundred men (Me'eth). These were the basic tactical units for skirmishing and ambushing as, for example, when Gideon divided his three hundred men into three groups in order to attack the enemy camp from three sides.

Chariotry was not important until the reign of King Solomon, who went to great lengths to create a chariot force equal in strength to that of Egypt and the Hittites. The city of Megiddo was one of Solomon's twelve chariot cities where the chariot squadrons were stationed and supplied. Excavations revealed stables with room for a unit of one hundred and fifty chariots, which could be a squadron made up of three troops of fifty chariots. These stables are dated to the time of Ahab, when Solomon's system was still operating, but according to a revised chronology might actually date to Solomon's reign. Twelve chariot bases with similar sized squadrons would give a total of 1,800 chariots. A further two hundred chariots would be provided by the king's elite Ne'arin squadron which accompanied him in the capital.

Solomon's Israel was divided into twelve administrative and military districts, corresponding to the regions settled by the twelve Hebrew tribes. Each district or tribe raised militia and supplied the twelve chariot depots by means of taxation. This resulted in total armed forces of 12,000 infantry and up to 2,000 chariots. Creating and maintaining a chariot force to rival Egypt or the Hittite kingdom was a colossal effort on the part of such a relatively small and newly united state.

Solomon's Israel was however very rich due to alliances with the Phoenicians and Arabs, enabling him to corner the Levantine trade. Perhaps in former times the combined strength of all the Canaanite city states would have provided such a strong chariot force, but they had seldom acted effectively in unison. Solomon however ruled over most of former Canaan and had access to the combined wealth and resources of the cities. Solomon's chariot force must certainly have deterred Israel's neighbours from attempting conquest and was still a powerful fighting force years later in the time of Ahab. The strain, however, of taxation to supply the force led to the division of Solomon's kingdom upon his death. The greater part of the chariot force had been stationed and supplied in the northern region of Israel, while the southern region, Judah, had supplied the bulk or the best, of the infantry.

ASSYRIAN EMPIRE

ASSYRIAN & BABYLONIAN ARMIES

850 BC to 500 BC

"In my first campaign I brought about the defeat of Merodach-Baladan, king of Babylonia, together with the army of Elam, his army, in the plain of Kish. In the midst of the battle, Merodach-Baladan abandoned his position, ran away alone and saved his own life. I captured the chariots, horses, wagons and mules which he had left behind on the battlefield."

*The Babylonian War;
Inscriptions of Sennacherib, king of Assyria.*

This army list is designed to enable you to create an Assyrian or Babylonian wargames army for Warhammer Ancient battles. The list covers the period of the Assyrian Empire from the military reforms of Tiglath-Pileser III (745 BC) to the fall of Nineveh in 612 BC, soon after the death of Ashurbanipal. The conquering Assyrians raised one of the most ruthless and efficient professional armies of antiquity. An earlier Assyrian army of the time of Ashurnasirpal II and Shalmaneser III (900-850 BC) can be made using this list with a little modification and genuity, as can a Babylonian, Uruartian or Elamite army of the same period. Note that any revision of Middle Eastern chronology in line with a new Egyptian chronology should not affect the Assyrian period after 911 BC. The reigns of earlier kings, some of which we know very little about, may eventually be re-dated.

ASSYRIA

Assyria began as the land of the city of Ashur in northern Mesopotamia. The origins of the kingdom of Assyria go back to the time of Shamsi-Adad I, a rival of Hammurabi. But following the fall of his empire, Assyria became a subject kingdom of the Hurrian Empire of Mitanni. When civil war broke out in Mitanni, the Assyrian king asserted his independence. Between them, the Hittites and Assyrians partitioned Mitanni and Assyria seized the eastern region of Hanigalbat. This greatly increased the wealth and power of Assyria and brought her western frontier up to the Euphrates. Then the Assyrians began to interfere in Babylonia and menace the eastern frontiers of the Hittite Empire. Tukulti-Ninurta invaded Babylonia and sacked Babylon while Tiglath Pileser I, campaigning in the west, pushed through to the Phoenician coast.

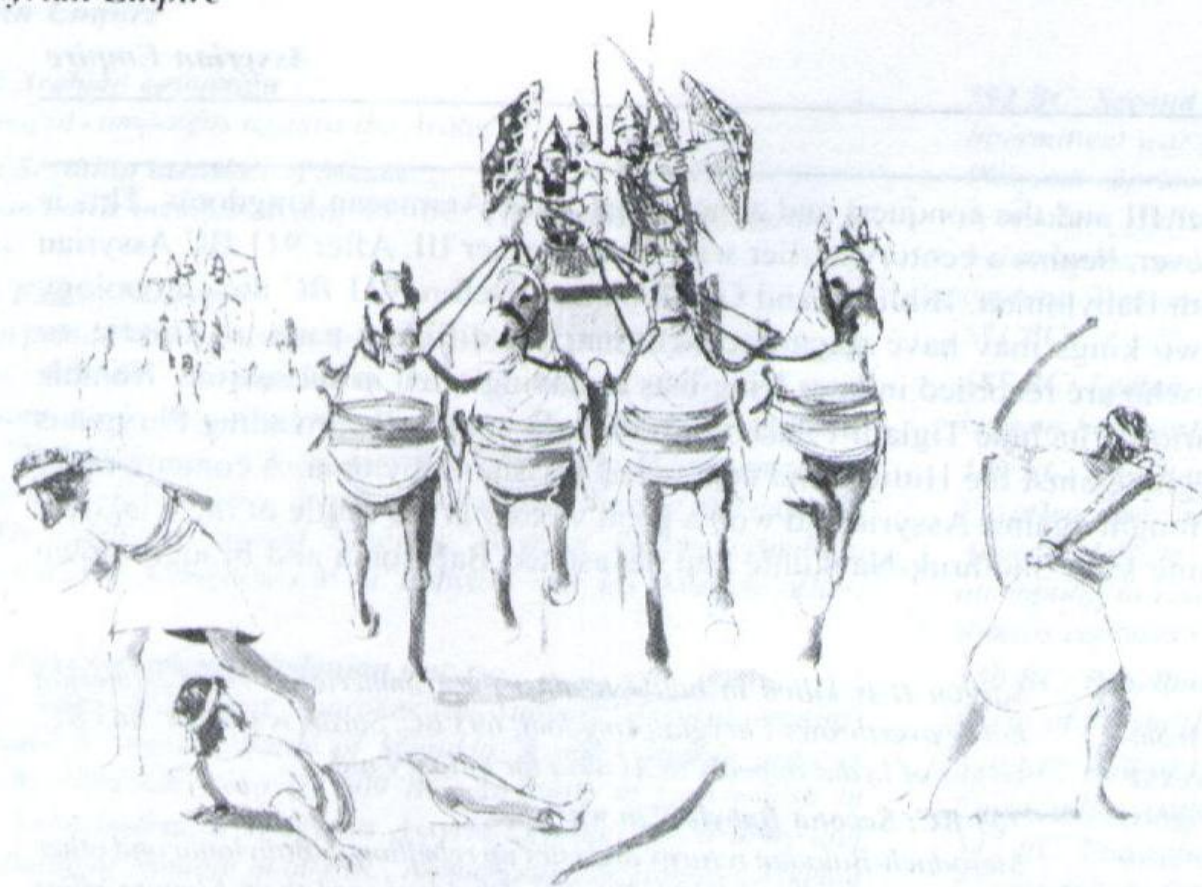
Assyria was suddenly thrown back onto the defensive by the invading Aramaean tribes who moved into Hanigalbat and Syria. I follow the view that these invasions occurred when Assyria was weak and divided between two or more ruling houses, each claiming the kingship. This situation had probably arisen as a result of the murder of Tukulti-Ninurta. Later King lists arranged the reigns of the kings of this period in succession when really they ruled concurrently, thereby adding about a century of Assyrian 'dark age' before the accession of Nur-Adad in 911 BC. With Assyria united behind a new strong dynasty, the kings resumed their policy of imperialism. Ashurnasirpal conquered the mountainous regions to the north and east of Assyria and Shalmaneser took on the Hittite successor states and the newly founded Aramaean kingdoms of the west. It was only by joining together in a great alliance that the Hittites and Aramaeans halted Shalmaneser III's advance at the Battle of Karkar in 853 BC.

A struggle for the succession led to Tiglath-Pileser III taking the throne and founding the last great Assyrian dynasty. During this period of internal strife, Urartu had grown in power and formed an alliance against Assyria. Tiglath-Pileser, known in his lifetime as 'Pul', reformed the army, defeated Urartu and conquered the Neo-Hittite and Aramaean kingdoms. These were annexed and turned into provinces of Assyria. Tiglath-Pileser then intervened in Babylonia and assumed the Babylonian crown. Sargon II completed the defeat of Urartu, but the weakened Urartu were unable to halt the invading Cimmerians who threatened the Assyrians. Sargon was later slain in battle against the Cimmerians in Anatolia.

Sennacherib suppressed Egyptian-inspired rebellions in Phoenicia and Judah which were part of a wider conspiracy against Assyria stirred up by Merodach-Baladan of Babylon. After hard campaigning against the Chaldeans in Babylonia and their Elamite allies, Sennacherib sacked Babylon. Esarhaddon tackled Egypt by invading and defeating the Kushite pharaoh. In Babylonia he attempted to create a dual monarchy to succeed him. His son Ashurbanipal was to reign in Assyria, his other son in Babylon. Ashurbanipal inherited the continuing Egyptian war and sacked Thebes, ousting the Kushites from Egypt. In Babylonia, his brother rebelled against him and was defeated. Ashurbanipal put an end to Elamite intervention by invading and subjugating Elam. Egypt finally broke free from Assyrian rule with Lydian help. After Ashurbanipal, the empire began to fall apart. The Babylonians, Medes and Scythians joined forces and inflicted a series of defeats on the Assyrians until Nineveh itself fell in 612 BC. Egypt tried to prop up what remained of the Assyrian Empire, but the last Assyrian forces and their Egyptian allies were wiped out at Carchemish in 605 BC.

BABYLON

The ancient nation and culture of Babylonia was greatly respected by the Assyrians, while Babylonians tended to regard Assyria as an upstart nation. There was great rivalry and often bitterness in relations between the two countries. The history of Assyrian intervention in Babylonia goes back a long way, with Assyrian kings posing as protectors of Babylonia and its heritage. In Babylonia, the pro-Assyrian faction, which often invited Assyrian intervention was concentrated in the cities. Large parts of the country were at this time settled by Chaldean tribes and these were usually anti-Assyrian. Chaldean princes, including Merodach-Baladan made attempts to take the throne and break free from Assyrian domination. To achieve this they made an alliance with the Elamites, provoking war with Assyria. The rebellions in Babylonia were very costly to the Assyrians, tied down masses of troops in long drawn out campaigns and had the danger of spreading the revolt to other subject nations.



In exasperation, Sennacherib and then Ashurbanipal sacked Babylon. This was something that Assyrian kings hoped to avoid doing and which shocked many Assyrians as well as Babylonians due to the respect for the older culture. Hatred of Assyria increased until the Chaldean dynasty of Nabopolassar gained power. Allied with the Medes, the Babylonians finally threw off Assyrian rule and went on to conquer the Assyrian Empire. The Babylonians, under Nebuchadnezzar II rapidly conquered most of the former Assyrian Empire and ruled it until Babylon was captured by Cyrus the Great of Persia in 539 BC.

URARTU

Urartu was a mountain kingdom roughly corresponding to later Armenia. Indeed Armenia may have begun as a province of Urartu which may itself have evolved out of earlier Hurrian kingdoms in the region. The northern border of Assyria was also the southern border of Urartu and the two countries shared a similar culture. The Urartian army was much like the Assyrian army in equipment and organisation and it had very good cavalry and infantry units who were expert in mountain warfare.

During the period of Assyrian weakness before the accession of Tiglath-Pileser III, Sarduri II, king of Urartu, organised a confederation of Hittite, Aramaean and Iranian kingdoms against Assyria. The Assyrians managed to defeat this confederation after a long war and arduous campaigning in the mountains of Urartu. At one point, when Sargon had almost vanquished the Urartians and was pushing on to their most remote stronghold, the Assyrian army mutinied and refused to go on. Sargon sent the army home and proceeded with only his elite corps to capture the last stronghold. Thus weakened, the Urartians were unable to withstand the incursions of Cimmerian horse nomads, an earlier wave of the Scyths, from pouring through their land from the Caucasus, into Anatolia, overthrowing the Phrygian kingdom, and into Iran. Urartu managed to survive the onslaught as a much weaker state, later superseded by Armenia.

ELAM

Elam was a very ancient nation located in south-west Iran. The Elamites are mentioned in the earliest records of Sumer and Akkad, usually as enemies of the Mesopotamian rulers, or as a conquered people. During this time, Sumerian culture spread

into Elam and the region was for a time part of the Akkadian Empire. The Third Dynasty of Ur was overthrown by Elamites, who were attacking at the same time as the Amorites. Later, Elamites joined in the confederations which opposed Hammurabi of Babylon. The Kassite dynasty of Babylon was weakened by the devastating invasion of King Shuthruk Nakhunte of Elam in which many works of art were pillaged and taken to the Elamite capital at Susa. This king ruled over a large Elamite Empire in Iran. The Elamites were heavily defeated at the Battle of the River Ulai by Nebuchadnezzar I around the year 1000 BC.

Elam remained a powerful kingdom whose rulers could gather large armies and were ready to intervene in Babylonia. The Babylonia rebels made alliances with them and relied on Elamite support against Assyria. The Elamites rapidly came to the aid of their allies but sometimes had to fight the Assyrians without help from the wily Babylonians. These were hard fought and costly battles for Assyria which on two occasions forced the Assyrians to retreat. The Assyrians record that the Elamite royal family was prone to hereditary madness and coups and usurpations occurred regularly in Susa, with drastic changes of policy towards Assyria. Ashurbanipal inflicted a heavy defeat on Elam, after the Elamite king Teumman's attempted invasion of Assyria, in an effort to end the Elamite problem. When the ruler he imposed was overthrown, Ashurbanipal invaded again, sacked Susa and imposed his own governors once more. With the fall of Assyria, the weakened Elam was taken over by the King of Persia, a land which had previously been a subject kingdom of Elam. The Persian kings made Susa one of their capitals and incorporated Elamite troops into their army.

TACTICS

The Assyrian Empire was spread over many different regions so its tactics had to be adapted to suit the terrain. The army had three arms: chariotry, cavalry and infantry and was the first to develop a true cavalry arm. With good cavalry available, chariotry was no longer needed to carry out long range scouting or skirmishing and so became bigger and more heavily armoured for carrying out a shock role. It was intended to engage and defeat enemy chariots in a straight fight and could probably break through most infantry opposition; only the massed ranks of the Egyptians, Babylonians or Hoplites could halt them. Chariots were supported by cavalry who protected their flanks and rear against enemy cavalry.

In difficult terrain such as the mountains of Iran or Urartu or marshes of Babylonia, where chariotry could not be used effectively, the Assyrians relied on their infantry supported by cavalry. Assyrian infantry were well equipped and had many specialist auxiliary troops from the provinces who were skilled at fighting in the mountains or marshes. The heavily armoured charioteers could also operate on foot as siege troops against enemy strongholds. Unit organisation was very flexible enabling companies of spearmen and archers to co-operate so that each unit could shoot volleys of arrows or engage in hand-to-hand combat as the situation demanded.

Players with a large Assyrian army could use the Assyrian strategy and organise it into up to five divisions. If the army represents only one of the regional armies or a smaller force, then divide it into a left and right wing and appoint Turtans to command each. Both wings should have chariotry, cavalry and infantry units with the general commanding one of the wings or presiding over two subordinate generals from the centre, attended by his elite bodyguard. First sweep away enemy chariotry and cavalry by a charge from your own chariotry and cavalry. Then the infantry can move up and send a hail of arrows into the centre of the enemy until your chariots and cavalry wheel around the enemy's flanks. Finally all arms should attack at once to completely destroy the enemy.

CHRONOLOGY

The Assyrian Empire began with the reign of Tiglath-Pileser III and the conquest and annexation of the Aramaean kingdoms. This is the era represented by this army list. This chronology, however, begins a century earlier with Shalmaneser III. After 911 BC Assyrian chronology is reliable and confirmed by cross reference with Babylonian, Biblical, and Greek history. Before 911 BC the chronology is less accurate with gaps in certain periods. Sometimes two kings may have reigned concurrently in different parts of Assyria, or princes were delegated to rule as viceroys over Hanigalbat, who are recorded in later King lists as having ruled in succession. Notable warrior kings of the earlier period, the era of two-horse chariotry, include Tiglath-Pileser I who fought against the invading Phrygians and Aramaeans and before him, Tukulti-Ninurta I, who fought against the Hittites and conquered Kassite Babylonia. A contemporary of Tiglath-Pileser I was Nebuchadnezzar I of Babylon who fought against Assyria and won a great victory at the Battle of the Ulai over the Elamites. Shortly before his time, the conquering Elamite king Shuthruk-Nahkunte had devastated Babylonia and brought down the Kassite dynasty.

853 BC: Syrian war of Shalmaneser III

Shalmaneser III's westward advance is halted by army of Aram-Damascus and her allies at Battle of Karkar. Shalmaneser advances as far as Galilee; 841 BC. At Battle of Mount Senir (Golan Heights) Shalmaneser defeats Aram-Damascus and Hamath. Shalmaneser also campaigns against Hittite kingdoms of Que (Cilicia) and Tabal; 839 BC.

806 BC: Renewed Syrian war

Aram-Damascus submits to Adad-Nirari III of Assyria. Philistia, Israel and Edom render tribute.

752 BC: Hittite-Urartian war

Siege of Malatya; Sarduri II of Urartu conquers Hittite kingdom of Melid.

743 BC: Assyrian-Urartian war

Battle of Kummuh (Commagene); Tiglath-Pileser III of Assyria defeats Urartu and her allies.

738 BC: Conquest of Syria/Palestine

Israel joins with Aramaean kingdoms of Syria in a confederation against Assyria. Tiglath-Pileser III campaigns as far as Philistia to subjugate the region, conquering Aram-Damascus and securing submission and tribute of her allies. Aramaean and Hittite vassal kingdoms are annexed and become provinces of Assyria; 732 BC.

734 BC: Rebellion in Babylonia

Tiglath-Pileser crushes rebellion of the Chaldean prince, Ukin-Zer and assumes crown of Babylon.

730 BC: Phrygian wars in Anatolia

Mita (Midas) completes Phrygian conquest of central Anatolia.

721 BC: Fall of Samaria

Hoshea of Israel rebels against Assyria on death of Tiglath-Pileser III; 724 BC. Shalmaneser V of Assyria campaigns against Israel and besieges Samaria. Samaria falls to Sargon II of Assyria after three year siege; 712 BC. Israel incorporated as province of Assyrian Empire.

721 BC: Babylonian war

Chaldean prince Merodach-Baladan seizes Babylonian throne and allies with Elam. At first Battle of Der, Humbannikash's Elamites force Sargon II's Assyrian army to retreat; 720 BC. Merodach's Chaldean contingent arrives too late for the battle. The Assyrians finally regain Babylonia and Merodach-Baladan flees into Chaldean marshes; 710 BC.

717 BC: Elamite campaigns in Iran.

Shuthruk-Nahkunte II of Elam conquers thirty two territories in Iran.

716 BC: Kushite conquest of Egypt

Battle of Perpeg and siege of Memphis; Kushite king Piankhy defeats Libyan pharaoh Tefnakht and conquers Lower Egypt. By 696 BC all Egypt ruled by Pharaoh Shabataka of Kushite 25th Dynasty.

714 BC: Second Urartian war

Assyrians conquer Carchemish and last Hittite kingdoms are annexed to Assyria; 717 BC. Battle of Mount Simirra; 714 BC. Sargon II of Assyria decisively defeats Rusas I of Urartu.

712 BC: Philistine campaign

Sargon crushes Egyptian incited revolt in Ashdod. Judah, Edom and Moab submit. Battle of Rapihu (Raphia); Sargon II defeats Egyptian general Sibe coming to aid of Gaza.

705 BC: Cimmerian war

Urartian army destroyed in battle by an invading Cimmerian horde. The horde splits up, one group invades Anatolia and the other invades Iran.

Sargon II is killed in battle against the Cimmerians. The Cimmerian horde overthrows Phrygian kingdom; 693 BC. Sardis is sacked; 663 BC. Gyges of Lydia appeals to Assyria for military aid.

703 BC: Second Babylonian war

Merodach-Baladan returns and stirs up rebellion in Babylonia and other provinces. Battle of Kish; 703 BC. Chaldean and their Elamite allies defeat Assyrian forces in Babylonia. Assyrians win second Battle of Kish and Battle of Cutha; 703 BC. Sennacherib besieges Merodach-Baladan in Cutha but he escapes. Assyrian army pursues him into the marshes and devastates Chaldea; 702 BC. Fighting continues until 700 BC when Merodach-Baladan flees to Elam.

701 BC: Judean campaign

Hezekiah of Judah rebels against Assyria. Fall of Lachish to Sennacherib. Assyrians besiege Jerusalem. At Battle of Eltekeh the Assyrians repulse an Egyptian-Kushite army sent to help Jerusalem, but plague in Assyrian camp causes abandonment of siege.

694 BC: Elamite war

Sennacherib's army builds a fleet in Persian Gulf and invades Elam by sea. The Elamites respond by invading Babylonia. Second Battle of Der; 694 BC. Returning Assyrian army engages Elamites forcing them to retreat. Battle of Halule; 691 BC. The Elamite-Chaldean allied army engage Sennacherib's Assyrians in indecisive but bloody battle. Assyrians retreat. Sennacherib besieges, captures and sacks Babylon; 689 BC.

680 BC: Assyrian civil war

Civil war in Assyria on death of Sennacherib. Battle of Habur; Esarhaddon defeats his brother's army and assumes throne.

675 BC: Assyrian-Egyptian war

Esarhaddon's first attempted invasion of Egypt is repulsed. Battle of Ishupri; 671 BC. Esarhaddon invades Egypt, defeats Pharaoh Taharka's Kushite army and captures Memphis. Battle of Karbaniti; 668 BC. Ashurbanipal recaptures Memphis from Taharka's forces. Assyrians sack Thebes in Upper Egypt, ending Kushite rule; 664 BC. Psamtik I of Egypt expels Assyrian troops with help from Lydian mercenaries; 651 BC.

666 BC: Siege of Tyre

Assyrians besiege and capture Tyre. Cyprus renders tribute to Assyria.

665 BC: Second Elamite war

Urtaki of Elam invades Babylonia but retreats as Assyrian army advances. Teumman (Tempt-Humban) usurps Elamite throne.

653 BC: Third Elamite war

Teumman declares war on Assyria and invades Babylonia. The Assyrian army advances to Der. The Elamites retreat and take up defensive position along River Ulai. Battle of the Ulai; 652 BC. The Assyrians defeat Elamites and Teumman is slain. Assyrians occupy Elam. Battle of Diz; 646 BC. Ashurbanipal invades Elam again. Susa is sacked and Elam is devastated.

648 BC: Lydian-Ionian war

Miletus defies a Lydian siege for several years until Alyattes recognises her independence. Siege of Smyrna; Croesus of Lydia completes conquest of Greek cities on Anatolian coast.

648 BC: Revolt in Babylonia

Esarhaddon appoints his sons, Ashurbanipal and Shamashshumukin to be joint monarchs in Assyria and Babylon. Shamashshumukin later rebels and Ashurbanipal crushes the rebellion.

Assyrian Empire

640 BC: Arabian campaign

Ashurbanipal campaigns against the Arabs.

625 BC: Scythian invasion of Media

A Scythian horde invades Media; 653 BC. The Scyths are driven out by Cyaxares.

612 BC: Fall of Nineveh

Chaldean prince Nabopolassar seizes throne of Babylon; 626 BC. Battle of Takrit; 616 BC. Nabopolassar invades Assyria. Assyrians push Babylonians back with help from Scythian allies. Battle of Kabinu; 616 BC. Nabopolassar defeats Assyrians and their Mannaian allies. Cyaxares, king of the Medes, invades Assyria from the east and captures Ashur. The Medes surround Nineveh. Assyrian Empire crumbles. Nineveh falls to Nabopolassar of Babylon and his Median allies; 612 BC.

610 BC: First Egyptian-Babylonian war

Pharaoh Neko II's army marches to support Assyria against Babylonians. At Second Battle of Megiddo, Josiah's Judean army is defeated by Pharaoh Neko II; 609 BC. At Battle of Carchemish in 605 BC, Nebuchadnezzar II defeats Assyria-Egyptian allied army and again at Battle of Hamath in 604 BC. Nebuchadnezzar captures Askalon and Judea becomes a vassal kingdom of Babylon; 603 BC. Battle of Migdol; 601 BC. Nebuchadnezzar's Babylonian army is repulsed at Egyptian border.

592 BC: Second Egyptian-Babylonian war

Intermittent war between Babylon and Egypt over Levant and Cyprus. Pharaoh Apries breaks Babylonian siege of Jerusalem; 589 BC. Jerusalem falls to Nebuchadnezzar II of Babylon; 587 BC. Nebuchadnezzar's second invasion of Egypt repulsed; 582 BC. Apries captures Tyre and Sidon in Phoenicia; 574 BC. Apries attacks Cyprus; 571 BC.

585 BC: Lydian-Median war

Lydians halt westward expansion of Median Empire in Cappadocia.

569 BC: Egyptian civil war

Egyptian army mutinies. Civil war in Egypt. Battle of Mo-Memphis; Amasis defeats and deposes Pharaoh Apries. Babylonian army attempting to restore Apries is defeated by Amasis; 567 BC. Pharaoh Amasis captures Cyprus; 560 BC.

550 BC: Rebellion of Persia

Cyrus of Persia (Parsuash) rebels and overthrows Median overlords.

549 BC: Fall of Lydia

Egypt allies with Lydia against Cyrus of Persia. Battle of Halys; 547 BC. Lydia defeated by Persians. King Croesus captured; 546 BC. Cyprus falls to Persians; 545 BC.

539 BC: Fall of Babylon

Babylon falls to Cyrus of Persia.

ARMY COMPOSITION

Characters: Up to a quarter of the points value of the army may be spent on Characters. The army should include at least one character to command it. The army commander will be the character with the highest Leadership value and so, for example, a small army of 1,000 points can be commanded by a Senior Officer (Shaknu) rather than a General (King or Turtanu).

Chariotry & Cavalry: Up to half of the points value of the army may be spent on troops chosen from the Chariotry & Cavalry section of this list.

Infantry: At least a quarter of the points value of the army may be spent on troops from the Infantry section of this list.

Allies & Mercenaries: In an Assyrian army up to a quarter of the points value of the army may be spent on the Allies & Mercenaries section of this list. In a Babylonian army up to half the points value of the army may be chosen from the Allies & Mercenaries section of this list. Only a Babylonian army can include Elamites or Hoplites.

BABYLONIAN ARMIES

The Assyrian army list can also be used to represent a Babylonian army of the same period. The following notes apply to the Babylonian army:

- The special rules that apply to Assyrian armies do not apply to Babylonian armies. To compensate for this and represent the patriotic fervour of a typical Babylonian army (more often than not in revolt against their hated Assyrian overlords), you may include an army standard bearer in the army for free, though you must pay for his chariot as normal if he has one.
- Babylonian armies may not include Assyrian Cavalry, Assyrian Kisir Sharruti Infantry, Heavy Slingers or Urartians.
- Only Babylonian armies may include the following troops as Allies and Mercenaries: Chaldeans armed with spears and shields, Elamite Chariots or Cavalry, Medes or Hoplites.

"The face of the sun was darkened by dust. In the storm of battle, the chariot warrior cannot even see his companion at his side."

Ritti-Marduk, Babylonian chariotry commander at the Battle of the Ulai

ASSYRIAN SPECIAL RULES

The following special rules apply to the Assyrian army. Note that if your army includes Elamites or Hoplites it is a Babylonian army and so does not benefit from these rules.

TERROR

The Assyrians had a well deserved reputation for ferocity which could overawe their opponents. To represent this they cause *fear* in all units in an enemy army that have a Leadership value of 7 or less, after any modifications have been applied. This rule no longer applies once an Assyrian chariot, cavalry or infantry unit has been broken in combat.



HIGHLY PROFESSIONAL

The Assyrians probably had the best organised and most efficient army of the Biblical era. A large part of this efficiency was their excellent intelligence organisation and communications network, which allowed them to bring an enemy to battle on the Assyrian's terms. To represent this the Assyrians may always choose who moves first or second in a battle if this would normally be decided randomly. In battles where who moves first is not determined by a dice roll, the Assyrians follow the normal rules.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	5	4	3	3	6	3	10	186
Turtanu	4	5	5	4	3	3	6	3	9	176

Equipment: Armed with a sword, composite bow, light armour. May ride in a chariot bought at an additional cost from this army list.

Special Rule: *Army General.*

Assyrian kings and crown princes often commanded their armies in person. Sargon II was particularly reckless in this respect. When his army became mutinous on his epic Urartian campaign in the mountains, he allowed them to begin the return march to Assyria, while he himself, leading his bodyguard units pushed on to capture the last and most inaccessible Urartian stronghold. In a later campaign in Anatolia against the Cimmerians, Sargon's boldness may have led to his death in battle when the Assyrian camp was attacked. The general of an Assyrian army was known in Assyrian as the 'Turtanu'. If the King of Assyria led the army in person, there would be one or two Turtanus as his seconds-in-command. These were called the 'Turtanu of the Left' and the 'Turtanu of the Right' and commanded the left and right wings of the army. Another high official who sometimes acted as general on behalf of the king was the 'Rab Shaki'.

SHAKNU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shaknu	4	4	4	4	3	2	5	2	8	66

Equipment: Armed with a sword, composite bow and light armour. May ride in a chariot bought at an additional cost from this army list.

The Shaknu was a provincial governor who commanded a brigade made up of regiments raised from or stationed within his province. Assyria was divided up into several such provinces. In the reign of Tiglath-Pileser III, Aramaean and Neo-Hittite subject kingdoms were annexed to Assyria and converted into provinces. Their rulers were replaced by governors.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard Bearer	4	4	4	4	3	1	4	2	8	63

Equipment: Armed with a sword and light armour. May ride in a chariot bought at an additional cost from this army list.

Special Rule: *Army Standard.*

The Assyrian army was divided into five army corps. Each of these armies was named after one of the principle Assyrian gods: Ashur, Ishtar, Adad, Sin and Shamash and had its headquarters in one of the five principle cities of Assyria: Ashur, Arbela, Nimrud, Nineveh and Dur-Sharrukin. Each army had an army standard, representing their god, usually depicted on a disk which was mounted on a pole with streamers, and this was carried in a chariot when the army was on the march, and in battle.

‘We are through the gates and beating them!
Ukin-Zer is defeated. Shumakin, his son, is
defeated. The city is taken. May the king rejoice!’

Assyrian report from the front, Ukin-Zer's rebellion, Babylonia

CHARIOTRY & CAVALRY

FOUR-HORSE HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	2	4	2	8	97

Equipment: Two crew armed with thrusting spear, shield and light armour riding in a four-horse heavy chariot with a driver. One crewman has a bow. May have an extra crewman adding +1 to Attacks (+5 pts per chariot). Archer may have darts (*siltahi* – count as javelins) kept in quivers at front of chariot (+2 pts).

Special Rule: Chariot archers do not suffer the -1 to hit for shooting on the move. Automatic hits inflicted by a charging heavy chariot are added to the hits scored by the crew and happen at the same time.

The royal bodyguard of the Assyrian kings, known as the 'Qurubuti' included a regiment of elite chariotry. The rest of the chariot force belonged to the professional standing army, known as the 'Kisir Sharruti'. The Assyrians built heavier and stronger chariots than their opponents, which were pulled by three and then four horses. The crew inturn increased from two to four crewmen. Assyria's enemies strived to follow their example but Assyria was usually one step ahead in technology. The transitional stage when three-horse chariots may have been in use was short, the third horse was probably an outrigger harnessed to a two-horse chariot which may have been untied to allow a crewman to become a cavalry outrider. This tactic was superseded by the development of true cavalry. During the climax of the Assyrian Empire, from Tiglath-Pileser III to the fall of Assyria, four-horse chariots were the rule, and so this is the type described here. If you want to do something else, I leave it up to you to adapt the list. Babylonian and Urartian chariotry were armed and equipped in a similar way to Assyrian chariotry.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Assyrian Cavalryman	8	4	4	3	3	1	4	1	8	25
Babylonian Cavalryman	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with a sword and light armour. Half the unit are armed with composite bow, the other half are armed with thrusting spear. In an Assyrian army, one unit of Assyrian cavalry may be upgraded to Royal Guard cavalry with cavalrymen in the unit armed with both thrusting spear and composite bow and riding barded horses (+6 pts).

Special Rule: Mounted archers in the second rank of the unit may shoot over the first rank.

The cavalry arm of the Assyrian army evolved rapidly during the Assyrian Empire. As the empire expanded, the horse breeding regions of Anatolia, Iran and Urartu (Armenia) came under Assyrian control, providing the army not only with better mounts but expert riders as well. The Assyrians fought against the Cimmerians and Scythians and recruited many of them into the regular standing army and the royal guard. Wearing Assyrian uniform, they become indistinguishable in the sculpted scenes, but written records give the names and origins of many soldiers, showing that cavalry was recruited from all the regions renowned for horsemanship. Initially Assyrian cavalry consisted of mixed units of unarmoured mounted archers and shield bearers, and the latter held the reins for the archer while he took aim. By the time of Tiglath-Pileser III, riders discarded their shield and consisted of mixed units of armoured archers and spearmen. This list describes the fully developed cavalry in use at the same time as four-horse chariotry. By the time of Ashurbanipal, the royal guard cavalry were equipped with spears and bows, wore armour and rode mounts protected by felt bards like those worn by chariot horses.

INFANTRY

KISIR SHARRUTI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Qurubuti	4	4	3	3	3	1	3	1	8	18
Assyrian Infantry	4	3	3	3	3	1	3	1	7	12
Babylonian Infantry	4	3	3	3	3	1	3	1	7	9

Equipment: Half the unit are armed with sword, light armour and composite bow; the other half are armed with sword, light armour, thrusting spear and shield. Spearmen may have large shields (+1 pt). All Qurubuti are armed with sword, light armour, throwing spear and large shield.

Special Rules: A single rank of archers may shoot over a single rank of spearmen of the same unit. Qurubuti Royal Guard and Assyrian infantry are *stubborn*.

In the time of Shalmaneser III, Assyrian infantry was composed of two types: Asharittu, who were the first class, armoured infantry and Hupshu who were peasant levies. Both were organised into mixed units of archers and spearmen. By the time of the military reforms of Tiglath-Pileser III, the Asharittu had evolved into the Kisir Sharruti (regular standing army) and the Hupshu had become the Sab Sharri (provincial territorial army). Mixed units of archers and spearmen were still the rule and the basis of recruitment was still an obligation to render military service in return for land holdings from the king. The difference in quality and quantity of equipment continued as well, with Kisir infantry being armoured and the Sab Sharri being unarmoured. As the empire expanded the Sab Sharri were increasingly recruited from subject regions, while the Kisir continued to be Assyrians. In addition to Kisir infantry, the Assyrian kings had a brigade of bodyguard infantry, probably a thousand strong as part of the Qurubuti (royal bodyguard).

SAB SHARRI AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	5	3	3	3	3	1	3	1	5	6

Equipment: Half of the unit are armed with sword, thrusting spear and shield. The other half are armed with swords and composite bows.

Special Rules: *Light Infantry:* A single rank of archers may shoot over a single rank of spearmen.

Crossing Water: One unit of Auxiliaries in the army may be equipped with inflated goatskins to enable them to cross water obstacles such as wide rivers, lakes and marshes that would otherwise be impassable or cause considerable delay. Each soldier in the unit requires one goatskin (+1 pt each). An entire unit equipped with goatskins may cross normally impossible water obstacles at half their Movement rate to represent swimming. You must have at least five models converted to represent troops swimming with inflated goatskins if you intend to use this tactic. These should be swapped with normal models to indicate what the unit is doing.

Auxiliaries were recruited from such peoples as the Aramaeans and Chaldeans, especially after the Aramaean kingdoms were annexed to Assyria and converted into provinces during the time of Tiglath-Pileser III. These provincial troops were called the Sab Sharri, which means that they were part-time territorial troops raised by the local governors. They were issued with Assyrian-style weapons and equipment. These troops were especially useful when the Assyrian army was on campaign in difficult terrain such as the mountains of Iran or the marshes of southern Iraq.

0-1 UNIT OF HEAVY SLINGERS

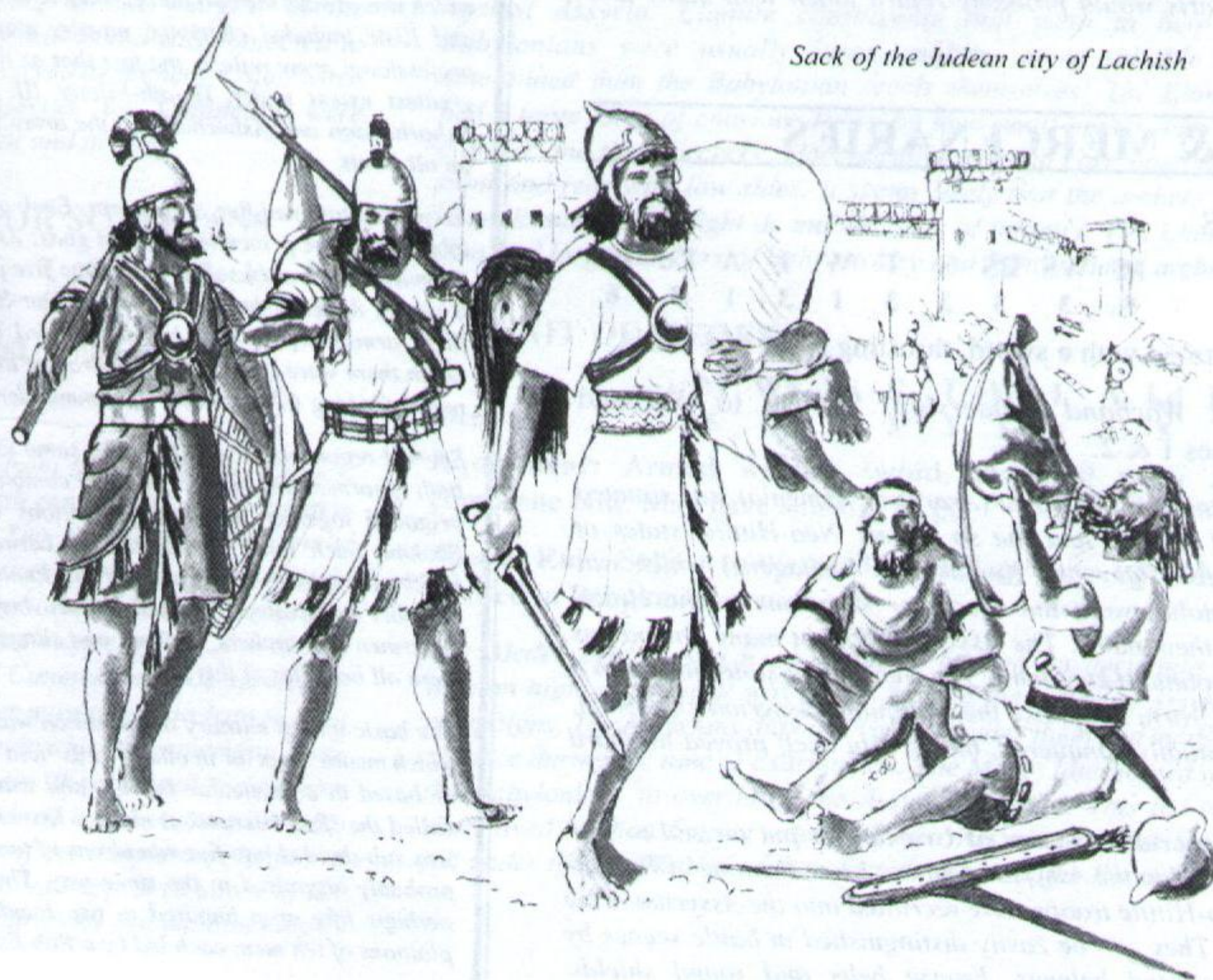
	M	WS	BS	S	T	W	I	A	Ld	Pts
Armoured Archer/Slinger	4	3	3	3	3	1	3	1	7	7

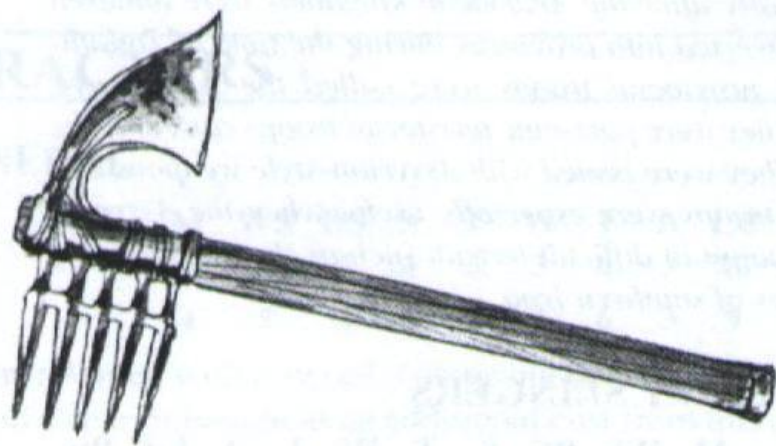
Equipment: Armed with a sword and light armour. Archers have composite bows (+2 pts). Slingers have slings (+1 pt). A unit of heavy slingers contains both archers and slingers in equal proportions.

Special Rules: Models in a unit can have different weapon combinations. Armoured slingers in the second rank may shoot at full effect as long as the unit does not move. Slingers may shoot even if not in *skirmish* formation. Enemy units may not use shields against sling shot hits.

The Kisir Sharruti standing army included slingers who wore armour which was standard issue to Kisir units. The slingers were experts at high-angle shots with heavy slingshot and often formed up in a single rank behind the archers and hurled slingstones over their heads. This tactic meant that the enemy would lower their shields to protect themselves from the horizontal shots of the archers in the front rank and thus expose their heads to the slingstones dropping from above. In turn, if the enemy lifted their shields, they would expose themselves to the incoming arrows. The deadliness of this tactic becomes more apparent when you see the size of an Assyrian slingstone, many of which have been found at the sites of Assyrian sieges such as Lachish in Judea. These stones can be as large as a cricket ball! Mixed formations of archers and slingers were often used in sieges.

Sack of the Judean city of Lachish





1-1 UNIT OF MOUNTED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Infantry	4	3	3	3	3	1	3	1	5	8
Mule Cart	6	-	-	-	-	-	-	-	-	free

Equipment: Armed with a sword, composite bow and light armour. The entire unit is mounted on two-wheeled carts, each drawn by two mules. Each cart may carry up to a maximum of five soldiers.

Special Rules: The entire unit must be equipped with the required number of cart models in order for them to be used. The infantry will automatically dismount from the carts in order to fight or shoot, even if they have been charged. The carts are non-combatant and are always placed directly behind any dismounted infantry. The carts do not count as chariots. When mounted on carts the unit may march move, but may not charge. Dismounted infantry must remount for them to be able to flee. If the unit pursues, they do so as infantry and the carts simply follow up behind.

Mounted infantry riding in carts were known as Kallipani. This tactic of putting foot troops into carts gave infantry units a much greater mobility in battle. Similar tactics were used by the Elamites (see entry for details). The cart should be a basic flat cart similar to the Elamite chariot in appearance. Following a successful campaign, the carts would probably return laden with booty and captives.

ALLIES & MERCENARIES

URARTIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Urtarian	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a sword, thrusting spear and shield.

Special Rule: Warband Leadership. Subject to Warband Psychology rules 1 & 2.

The powerful kingdom of Urartu (Ararat or Armenia) was situated to the north of Assyria and the so called 'Neo-Hittite' states of Carchemish, Tabal, Que and Kumukhu (Commagene) which was located in Anatolia, were the successor kingdoms to the Hittite Empire, hence their name. The Assyrians fought many campaigns against these mountain kingdoms. The Neo-Hittite states joined in a coalition with Urartu to oppose the continuing Assyrian expansion. They were eventually conquered, but Urartu itself proved too hard to beat.

It was the Cimmerian invasion of Urartu that put an end to that kingdom as a rival to the Assyrian Empire. From the time of Tiglath-Pileser III, Neo-Hittite troops were recruited into the Assyrian army as auxiliaries. They can be easily distinguished in battle scenes by their bronze crested helmets, bronze belts and round shields. Urartians were also recruited into the Assyrian army after the fall of

their land to Cimmerian invaders, especially as cavalry because they were good horsemen. These entered service in the regular Assyrian units of the Kisir and so wore Assyrian uniforms and equipment. Urartian infantry were equipped in a similar way to the Neo-Hittites, with crested helmets, bronze belts and round convex shields. This troop type also represents Phrygian and Mannaeian infantry who fought as allies or mercenaries of Assyria.

MILITARY ORGANISATION

The army of the Assyrian Empire grew out of the military system of the Hurrians. Before Assyria emerged as a major power, the country was under the domination of the Hurrian Empire of Mitanni and had to pay tribute to the Mitannian king. The Hurrian military system prevailed Assyria and neighbouring provinces such as Arrapkha. When Mitanni was defeated by the Hittite king, Suppiluliuma I, the western half of Mitanni (known as Naharin) became a subordinate kingdom within the Hittite Empire. The eastern half of Mitanni, the region known as Hanigalbat, was conquered by the Assyrians. The Mitannian Empire was destroyed and Assyria suddenly emerged as a major power.

The core of the Assyrian army at this time was a strong force of well armoured chariotry, no doubt based on the Hurrian model. There were two classes of infantry: the well equipped Asharittu who owed military service to the king in return for land and status, and the Hupshu, who were called up from the peasantry. All troops rendered military service as a form of taxation. There were some cavalry, who at this time were a branch of the chariotry. Subject nations and tribes were called up to serve as Hupshu. Infantry units, whether Asharittu or Hupshu, included archers and spearmen and fought in mixed units. Cavalry units included archers and shield bearers armed with spears. This was the type of army that fought under Tiglath-Pileser I, Ashurnasirpal II and Shalmaneser III.

Tiglath-Pileser III re-organised, re-equipped and reformed the Assyrian army. The new style army consisted of a royal bodyguard; the Qurubuti, a royal standing army of professional soldiers, the Kisir Sharruti and a territorial army, the Sab Sharri. The soldiers owed military service in return for land or as a form of taxation as before, except that there were now professional soldiers. Elite troops from subject nations were recruited into the Qurubuti or Kisir or into a special foreign legion called the 'Shaglute'. The Qurubuti and Kisir had a distinctive uniform of red and blue and standardised equipment, which was always the best and most up to date available. The Qurubuti and Kisir included chariotry, cavalry and infantry. The rise of a professional army reflects the fact that as the empire expanded to its greatest extent under Tiglath-Pileser III, Sargon II, Sennacherib, Esharhaddon and Ashurbanipal, the army was fighting continuously on all fronts.

Assyria maintained five army corps. Each of these armies was named after one of the principle Assyrian gods: Ashur, Ishtar, Adad, Sin and Shamash and was based in one of the five principle cities of Assyria: Nineveh, Ashur, Arbela, Nimrud and Dur-Sharrukin. One or more of these army corps would be commanded by the general (Turtanu). Often there were two Turtanus operating as subordinate commanders under the king (Shar) acting as commander-in-chief.

Several regiments (Kisri) from the same locality, but often including both spearmen and archers or other combinations of troops, would be brigaded together in larger formations under the command of a Shaknu. Such units would number between two hundred and six hundred or even 1,000 infantry or one hundred and fifty to six hundred chariots or cavalry. The well known Assyrian mixed formations of spearmen and archers, archers and slingers or chariots and cavalry were all brigades of this kind.

The basic unit of military organisation was the Kisrum (plural: Kisri) which means 'knot' or in other words 'unit'. Each unit was raised from or based in a particular locality and was commanded by an officer called the 'Rab Kisrum'. A chariot Kisri numbered fifty chariots and was sub-divided into five squadrons of ten chariots. The cavalry were probably organised in the same way. The infantry Kisri, numbering perhaps fifty or a hundred to two hundred men were divided into platoons of ten men, each led by a Rab Eshirte (Commander of Ten).

ARAMAEANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Aramaean	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a sword, javelin and shield. May instead be armed with sword and composite bow.

Special Rule: *Light Infantry*.

The Aramaean kingdoms were to the south-west of Assyria in the region of present day Syria and western Iraq. These were the old Bronze Age kingdoms of Syria which had formerly been under Hittite/Hurrian rule and had been settled by Aramaean nomads from the Mesopotamian steppes. The most powerful kingdom was Aram-Damascus. The armies raised by these states were strong and well equipped and put up a powerful resistance to Assyrian expansion for a long time. A confederacy of Aramaean and Neo-Hittite states successfully blocked the Assyrian army of Shalmaneser III at the bloody Battle of Karkar in 853 BC. These kingdoms were eventually conquered and became tributary vassal kingdoms of Assyria. Later they were annexed as provinces. The Aramaean chariotry and cavalry were incorporated into the Assyrian Kisir (regular army) while the Aramaean infantry were called up to serve as *Sab Sharri*.

CHALDEANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chaldean	4	2	3	3	3	1	2	1	5	5

Equipment: Armed with a hand weapon and composite bow. Chaldeans in a Babylonian army may have thrusting spears as well as bows (+1 pt) or may have thrusting spears and replace their bows with large shields (+1 pt). Half the unit may be equipped with spear and bow, and the other half can be equipped with thrusting spear and large shield or the whole unit may all be equipped in the same way.

Special Rule: In mixed units, a single rank of archers may shoot over a single rank of spearmen.

Chaldeans were nomadic tribes who settled in Babylonia where they became a powerful influence. The Chaldeans were in the process of becoming absorbed into the age old Babylonian culture, but there were still semi-nomadic tribes settling on the margins of the cultivated land. During the time when Babylonia was subjected to Assyrian domination these tribesmen served as archers. Later, when the Babylonians had overthrown Assyria, the Chaldeans were organised into mixed units of spearmen and archers.

0-1 UNIT OF CIMMERIANS OR SCYTHIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cimmerian etc	8	3	3	3	3	1	3	1	5	16

Equipment: Armed with a sword and composite bow.

Special Rule: *Light Cavalry*.

Cimmerians were nomadic horsemen from the Caucasian steppes. They invaded Urartu and Anatolia in 8th century BC and overthrew the Urartian and Phrygian kingdoms. The Assyrians were alarmed at this although they managed to keep their frontiers secure against them. However Sargon II was slain in battle against the Cimmerians somewhere in Anatolia going to the assistance of the Neo-Hittite provinces of his empire. One group of Cimmerians took service as mercenaries with the Urartians and later moved on into Iran to fight for the Mannaeans kingdom. Many individual Cimmerians were recruited into the Assyrian Kisir where they served as cavalry wearing the Assyrian uniform and bands of Cimmerians were also hired as tribal mercenaries. By the time of the Babylonian Empire a new wave of steppe nomads, the Scyths, had appeared south of the Caucasus and were recruited as mercenaries by Babylonian kings.

0-1 UNITS OF ARAB CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab Camelry	8	2	3	3	3	2	3	2	5	16

Equipment: Each camel has two riders both armed with short bows.

Special Rule: *Light Cavalry*: Camels cause *fear* in cavalry and chariots.

Ashurbanipal led a campaign against the Arab nomads which may have brought part of Arabia under his control, but for most of the period of the Assyrian Empire, the Assyrians entered into temporary alliances with various Arab tribes. Sometimes the Arabs would side with Assyria's opponents. The most important Arabian realm was Saba (Sheba). The Assyrians enlisted Arabian help whenever they planned a campaign across the Syrian Desert or the Sinai and wanted to secure their lines of communication and access to desert wells. Alliances with various Arabian tribes formed part of the complex political manoeuvring to divide and rule potential enemies, forestall and suppress the many revolts in Babylonia and Judea and to curtail raids along the frontier. As in later times, there were inter-tribal feuds which could be exploited. The Arabs fought on camels and each camel was ridden by two warriors.

ELAMITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elamite Chariot	8	3	3	3	3	1	3	1	7	25
Elamite Cavalry	8	3	3	3	3	1	3	1	6	17
Elamite Infantry	5	3	3	3	3	1	3	1	6	6

Equipment: Elamite chariots are four-horse heavy chariots, crewed by a driver, armed with a sword. Elamite cavalry are armed with swords, thrusting spears and composite bows. Elamite infantry are armed with swords and composite bows.

Special Rules: Elamite cavalry are *Light Cavalry*. Elamite infantry are *Light Infantry*. Elamite chariots may transport up to three infantry models per chariot. Only Babylonian armies may include Elamite Chariots or Cavalry.

The powerful Iranian kingdom of Elam was an implacable enemy of the Assyrians and always supported the Babylonians in their revolts against Assyria. Elamite contingents that went to help the Babylonians were usually large, mobile, more reliable and determined than the Babylonian rebels themselves! The Elamites had a large force of chariots drawn by four small horses, carrying a driver and three archers. The chariot was a flat cart, open to the front and rear with low sides. It seems likely that the archers may have dismounted to fight as mobile units of infantry. The Elamites also had large numbers of light cavalry and light infantry archers.

0-1 UNIT OF MEDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mede	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with a sword, thrusting spear and composite bow. May have shields (+1 pt).

Special Rule: Subject to Warband Psychology rules 1 & 2. May be used in Babylonian armies only.

The Medes began as a weak kingdom located so deep into the Iranian highlands that it was at the limit of the range of Assyrian campaigns. The Assyrians did however encounter them and made an alliance during the time of Esarhaddon. The Medes later joined with the Babylonians to overthrow the Assyrian Empire. This led to a short lived Median Empire extending over Assyria until the Medes fell under the domination of their former subjects, the Persians.



CHALDEAN OR ARAMAEAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling. May have short bows or javelins and bucklers instead of slings.

Special Rule: *Skirmishers.*

The Assyrians used specialist units of skirmishers armed with slings or bows from the various nomadic tribes partly settled within their empire. These were usually Aramaeans, Arabs or Chaldeans. Babylonian and Aramaean cities also recruited from these tribes.

Sab Sharri operating in wooded countryside

0-1 UNIT OF GREEK OR LYDIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek/Lylian Hoplites	4	4	4	3	3	1	4	1	8	19

Equipment: Armed with a sword, thrusting spear, shield and heavy armour.

Special Rules: *Stubborn.* May only be used in Babylonian armies. *Phalanx:* Greek Hoplites fight in a special formation called a *phalanx*. To represent this, as long as they are in a unit of at least sixteen models and have a rank bonus of at least +1, then the following rules apply. As soon as a phalanx is reduced to less than sixteen models or loses its rank bonus (including when attacked in flank or rear) the following rules no longer apply:

Cavalry may not charge the front of the phalanx.

Phalanx models may charge and still fight in two ranks.

All enemy attacks (shooting and hand-to-hand combat) at the front of the phalanx suffer a -1 to hit modifier.

The only formation change allowed is an 'about face' (ie, a 180 degrees turn). Phalanxes may wheel, but can not march or charge if they do so. However, they are allowed to drift (or rather slide) 1" to the right when they march or charge.

During the Babylonian Empire, the Babylonians employed a contingent of mercenary Hoplites. These seem to have been formerly part of the Egyptian army of Neko II, which marched to support Assyria in 609 BC and had been among the defenders of Carchemish against Nebuchadnezzar's army. Following the Egyptian defeat the Hoplites were recruited into the Babylonian army. The Babylonians later made an alliance with the kingdom of Lydia against the rising power of Persia so it is possible that Lydian Hoplites could have fought for Babylonian generals just as Lydian and Karian Hoplites fought as mercenaries for Egypt at this time.

PAINTING ASSYRIAN ARMIES

The Assyrian army can be reconstructed in great detail thanks to the rich sources of evidence available. These include the carved palace reliefs from the ruined cities of Nineveh and Ashur. Scenes depicting the Assyrian army in battle were carved onto huge stone panels which were placed in the state rooms of the king's palace. The scenes recorded his victories and were intended to inspire awe in visiting dignitaries. These incredibly detailed carvings may be considered the Assyrian equivalent of Trajan's Column. The British Museum has an excellent display of these carved reliefs which is well worth seeing. The carved reliefs were once painted, although the paint has since weathered off. However, wall paintings survive from Til Barsip, a Neo-Hittite city which became an Assyrian fortress. These depict Assyrian soldiers, revealing the uniform colours of the Assyrian Kisir Sharruti as red and blue. Both iron and bronze military equipment have been found, including helmets and scales from lamellar corselets.

The prevailing fashion among Assyrians and Babylonians were thick curled beards and fairly long hair swept back and curled at the nape. The beard was a sign of masculine pride and any man lacking a beard was likely to be a palace eunuch. Clothing was made of wool and richly embroidered or dyed. Kilts and cloaks were decorated with fringes. Soldiers wore long leather lace-up boots over the top of long socks, which are sometimes misinterpreted as trousers or mail leggings. Belts and quivers for arrows would have been made out of embossed leather or sometimes sheet bronze. It was common for wealthy or important people to wear clothing decorated with bronze or gold clasps and rosettes. The elite troops may have been issued with expensive bronze armour and helmets, while the dull but effective iron equipment was issued to the rest of the army.

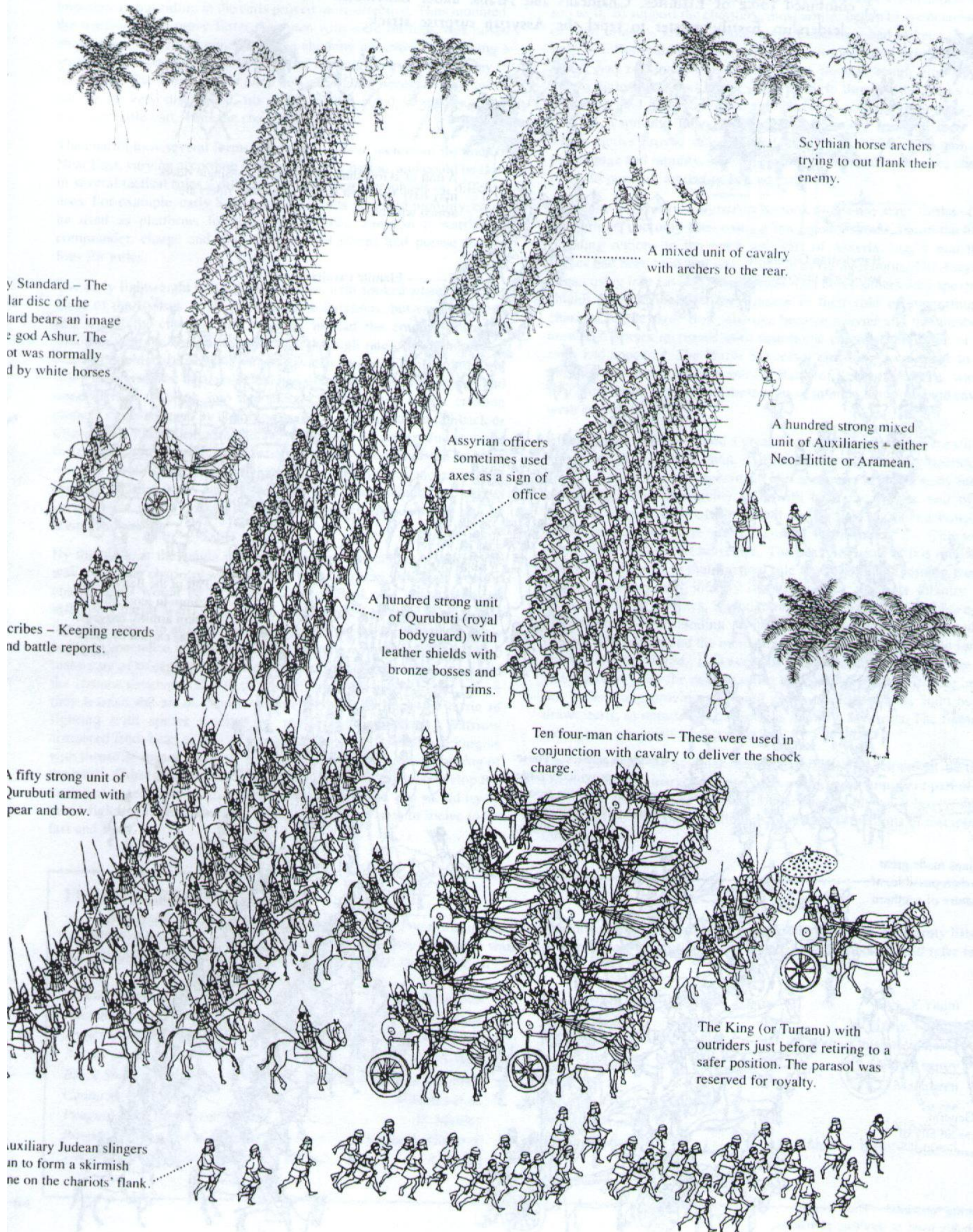
Assyrian troops wore lamellar armour in which the scales were laced together so that each one overlapped another. This would be more effective than ordinary scale armour. The large round shields seem to have been decorated with red and blue circular bands and edged with bronze. Bucklers were often covered in bronze studs and the large rectangular shields were made of woven reeds faced with leather. Some of the largest round shields, big enough to cover a man, were made of boiled leather. Many troops wore crested helmets and the chariot horses were decorated with crests. These were dyed and may have helped to distinguish units. Tunics were either plain or decorated with broad bands of colour.

The textile barding worn by the chariot horses and elite cavalry was made of several layers of felt and fastened by toggles and appears to have been quite thick and inflexible. Horses were mainly black or greys and duns, different breeds came from different regions; some considered as being better suited to being chariot horses while others were preferred as cavalry mounts.

ASSYRIAN TASK FORCE

7th CENTURY BC

A small force is sent into southern Babylonia to track down and eliminate Babylonian rebels.



Scythian horse archers trying to out flank their enemy.

A mixed unit of cavalry with archers to the rear.

Standard – The large disc of the standard bears an image of the god Ashur. The standard was normally carried by white horses

A hundred strong mixed unit of Auxiliaries – either Neo-Hittite or Aramean.

Assyrian officers sometimes used axes as a sign of office

A hundred strong unit of Qurubuti (royal bodyguard) with leather shields with bronze bosses and rims.

Scribers – Keeping records and battle reports.

Ten four-man chariots – These were used in conjunction with cavalry to deliver the shock charge.

A fifty strong unit of Qurubuti armed with spear and bow.

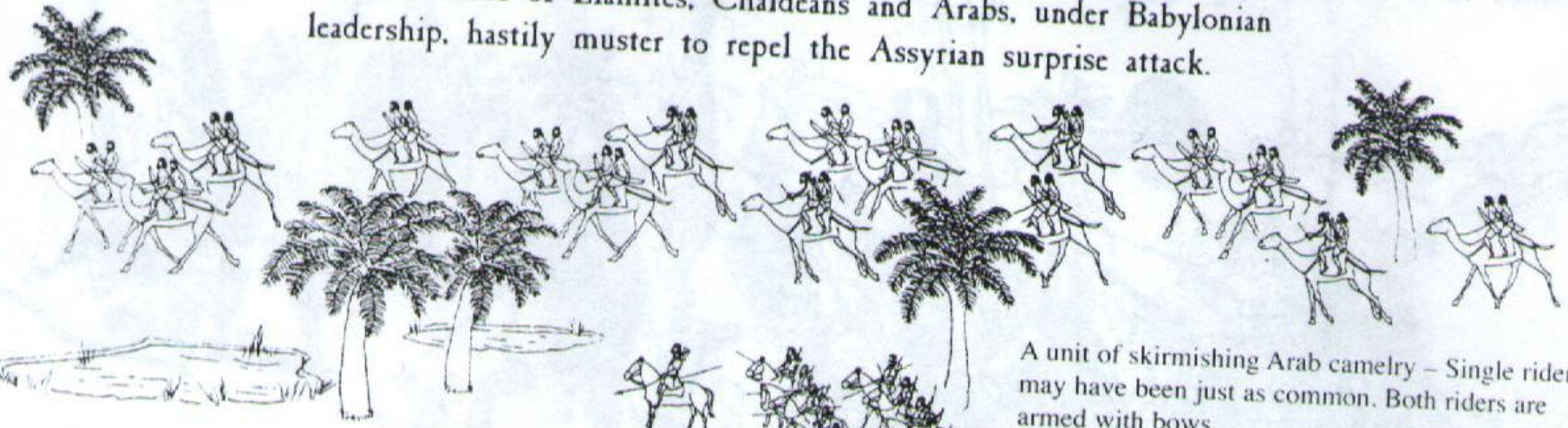
The King (or Turtanu) with outriders just before retiring to a safer position. The parasol was reserved for royalty.

Auxiliary Judean slingers in to form a skirmish line on the chariots' flank.

BABYLONIAN REBEL FORCE

7th CENTURY BC

A combined force of Elamites, Chaldeans and Arabs, under Babylonian leadership, hastily muster to repel the Assyrian surprise attack.



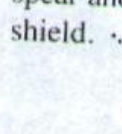
A unit of skirmishing Arab camelry – Single riders may have been just as common. Both riders are armed with bows.

Babylonian General in two-horse chariot



..... Elamite cavalry

Chaldeans armed with spear and shield.

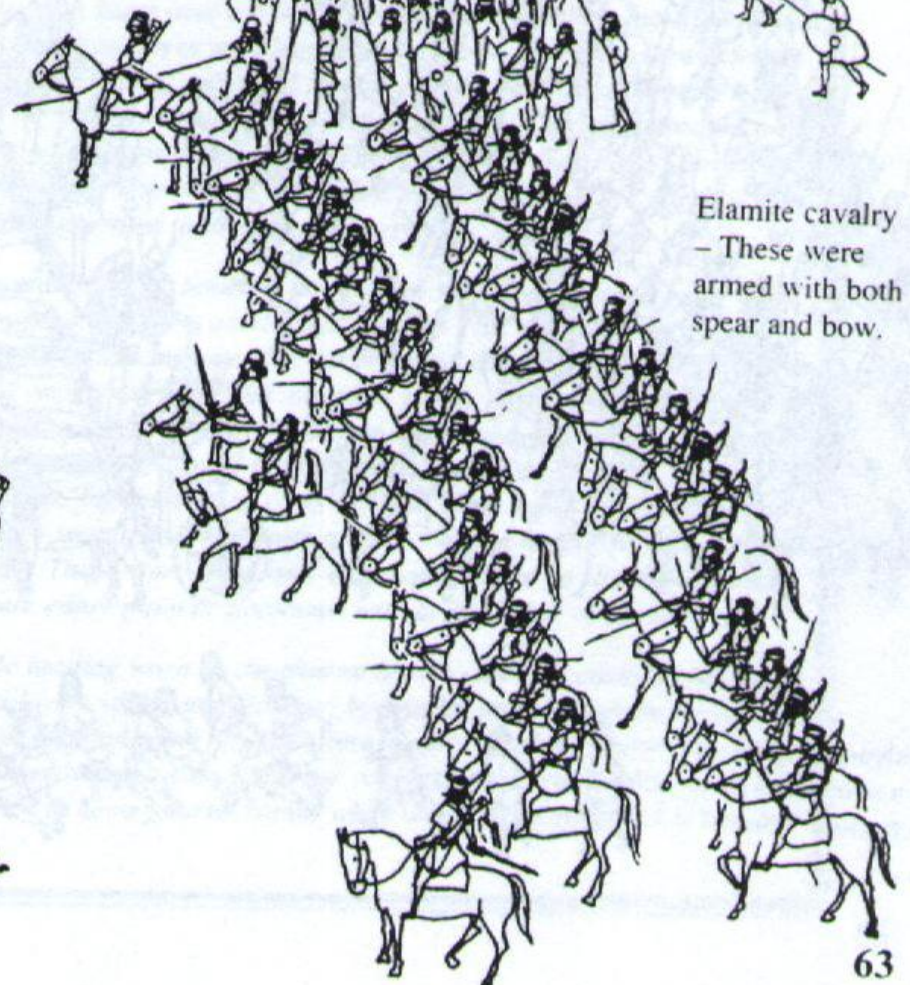


Chaldean archers – These provided a large proportion of the troops levied by Neo-Babylonian kings.

Part of the Babylonian camp. In most Middle Eastern armies, baggage was carried by these means.



Elamite cavalry – These were armed with both spear and bow.



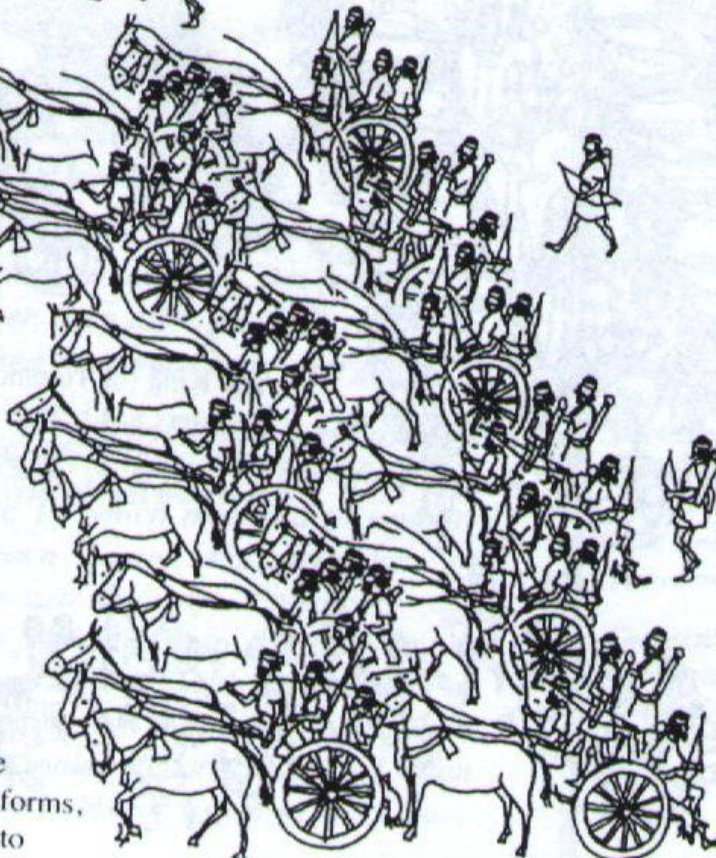
The Babylonians made great tactical use, when possible, of the marshy nature of southern Babylonia.



Elamite General – Fighting as an ally of Babylonian rebels.



Elamite 'chariots' – They were probably used as shooting platforms, but might have just been used to transport archers into position, the archers then dismounting to fire.



CHARIOT TACTICS

Sometime before 3000 BC, people in several lands, including Sumer, domesticated wild asses and ponies and began to harness them to wheeled carts. Attempts to use such carts in warfare must have followed soon after. Trying to ride the small, fiery beasts in battle was found to be impractical, but riding in the carts proved more effective. Thus mounted, the warrior could move faster than men who were on foot, was raised above them and could concentrate on shooting an arrow or throwing a spear while a companion held the reins, instead of struggling to stay in the saddle. The warrior could jump down to fight if necessary and unless they were very disciplined, no enemy would stand in the way of a hurtling battle-cart. Thus the chariot was born.

The chariot took several forms among the warlike nations of the ancient Near East, varying according to the region and period, and could be used in several tactical roles – different armies placing emphasis on different uses. For example, early Sumerian battle carts provided mobility, could be used as platforms for throwing javelins, transport a warrior or commander, charge and rout undisciplined troops and pursue fleeing foes for miles.

The early lightweight horse-drawn chariots with spoked wheels, such as those of the Hyksos, could perform these functions, but were probably less useful for charging into infantry. Instead the emphasis was on shooting with the composite bow. With the high rate of shooting, these chariots could skirmish, and harass masses of infantry, outflanking and tiring them out. The dust, noise and hail of arrows created confusion and opportunities to break into and among disorganised troops creating panic. Troops engaged by chariotry would find it difficult to fall back or disengage without being immediately pursued and ridden down, while the chariots could keep up a hail of arrows from just outside the range of infantry javelins. This kind of chariot was improved by increasing the armour of the crew and horses, so that they would be almost invulnerable to the missiles of the enemy when manoeuvring around them at speed.

By this time, at the height of the Egyptian and Mitannian empires, the way to counter chariotry was with your own chariotry. Whoever won the chariot duels would be in a position to outflank and wear down the infantry. Chariot warriors began to arm themselves with javelins and thrusting spears to attack or fend off enemy charioteers. Some chariotry began to specialise in fighting at close quarters with enemy chariotry to make sure of sweeping them away. The Hurrians began using spears and the Hittites developed this tactic further. In Mycenaean Greece, where they learned the art of chariot warfare from the Hittites, the tactic of fighting with spears reached its most developed form. Warriors armoured from head to foot in bronze plate armour jousted like knights with thrusting spears. Such heroic duels even became a ritual opening of the battle. Other armies, notably the Egyptians, continued to develop the tactics of speed, manoeuvrability and rate of shooting and would try to avoid fighting at close quarters. They preferred the chariot melee to be fast and fluid.

Chariot warfare enabled battles to spread out over a wide area and chariots would sometimes find themselves separated from the main army or running into rough ground. In rugged terrain the advantages of the chariot were cancelled out as the early Hebrew commanders knew too well. To support the chariotry, most armies began to use detachments of light infantry, known as runners because they had to keep up a fast pace to follow behind the chariots. These troops could help out chariots which had run into trouble, scout ways through rough ground, clear enemy light troops lurking in scrub ready to threaten the flanks of the chariotry, and mop up after the chariots, preventing routs from rallying, capturing fallen enemy charioteers and rescuing their own. These tactics proved effective and the Hittites, wishing to gain even more range and rapidity, arranged for their runners to ride in the chariots to be dropped off among or behind the enemy.

It was the innovative Assyrians who took things one stage further. Up to now armies had only been using a few cavalry scouts, but in the horse breeding regions to the north and east of Assyria, bigger and better horses had been bred that were suitable as riding mounts. The Assyrians began using true cavalry, some armed with bows, others with spears and shields – these replaced the runners in their role of supporting the chariots. At the same time, chariots became heavier and the number of crew and horses increased until four-horse chariots with three or four crew had appeared. The Hittite Successor kingdoms were quick to take on these new developments and the Battle of Karkar in 853 BC was the first great battle in which all three arms of infantry, chariotry and cavalry were engaged.

Although cavalry now posed a great threat to chariots, they were still not good enough to replace them. At first the Assyrian cavalry operated in teams of an archer and spearman; the spearman held the reins for his companion while the archer shot with his bow. By the end of the Assyrian empire, elite cavalry could handle both spear and bow, ride barded horses and were often recruited from among the Cimmerian tribes, who were expert horsemen. The heavy chariots of this time were likely to be limited in their tactical role to charging and routing weaker enemy chariotry and infantry. Probably only the best infantry and massed ranks of Hoplites, Egyptian or Median infantry would have had any chance of withstanding an Assyrian chariot charge supported by cavalry. The terrain and the moment would have to be favourable for the chariots to be risked. However the vast distances marched by the Assyrian army and the need to move troops quickly when trouble broke out in far flung provinces created a new tactical role for light horse-drawn carts, as opposed to chariots, as infantry transports. The Elamites were great exponents of these tactics.

The appearance of Scythian horsemen and the development of truly effective cavalry marked the end of chariotry as an important part of the army. For the Persians, the chariot remained only as a heavy shock weapon to be used only in attempts to disrupt formations of disciplined infantry.

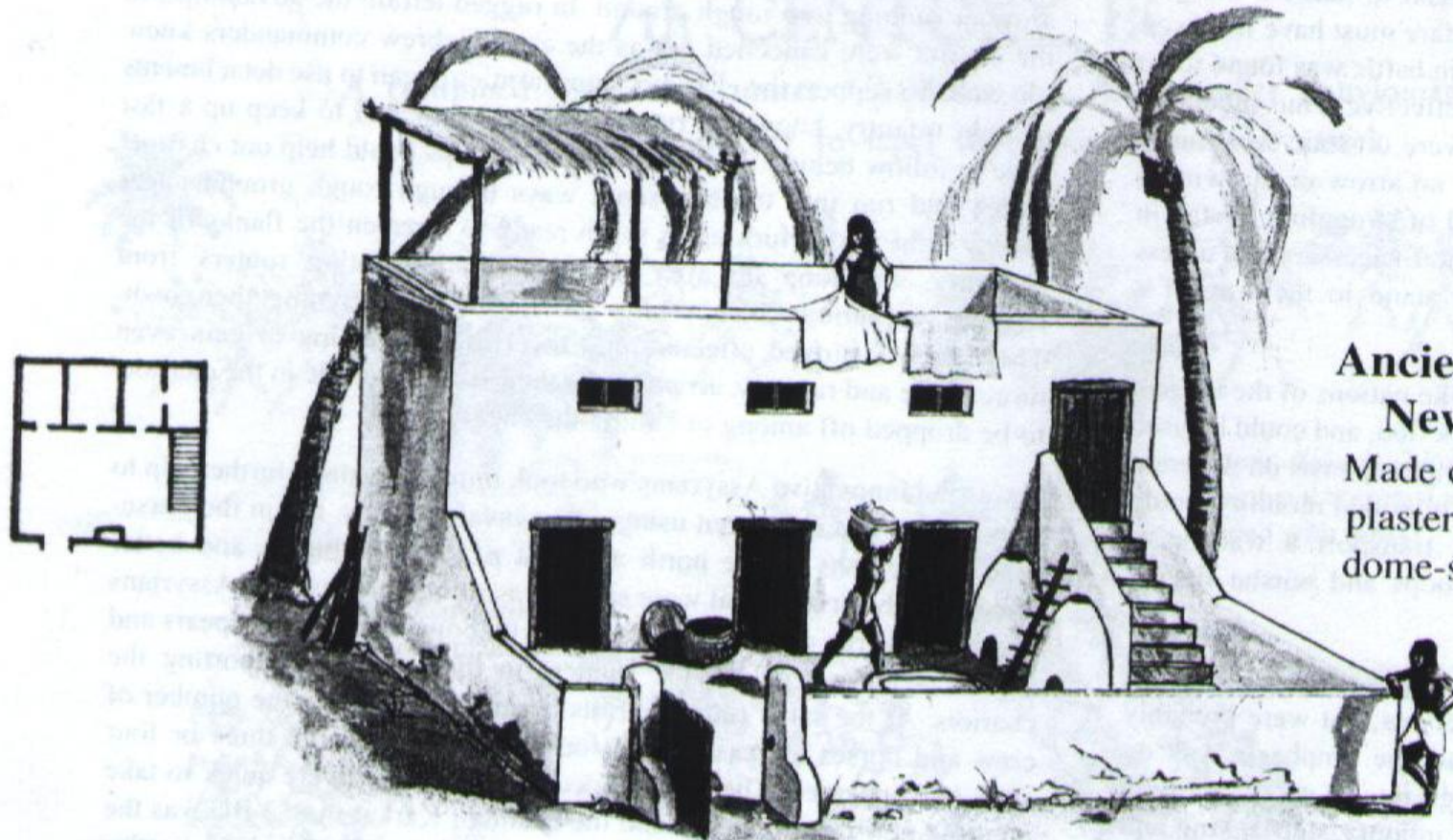
FURTHER READING

This list of recommended books ranges from technical works to inspirational historical novels. The bibliography used to research these army lists would be too long to include here so I recommend that any reader wanting to know more about the period covered by this book should refer to the comprehensive bibliography in *Armies of the Ancient Near East* (WRG).

<i>A Test of Time</i>	D.M.Rohl
<i>Ancient Iraq</i>	G. Roux
<i>Armies of the Ancient Near East</i>	N.R.Stillman & N.Tallis, WRG
<i>Battles of the Bible</i>	C. Herzog & M. Gichon
<i>Black Ships of Troy</i>	R. Sutcliffe, historical novel
<i>Centuries of Darkness</i>	P.James et al.
<i>Penguin Atlas of Ancient Egypt</i>	B. Manley
<i>Penguin Encyclopedia of Ancient Civilisations</i>	Editor A. Cotterell
<i>The Ancient Near East c.3000-330 BC vols I&II</i>	A. Kuhrt

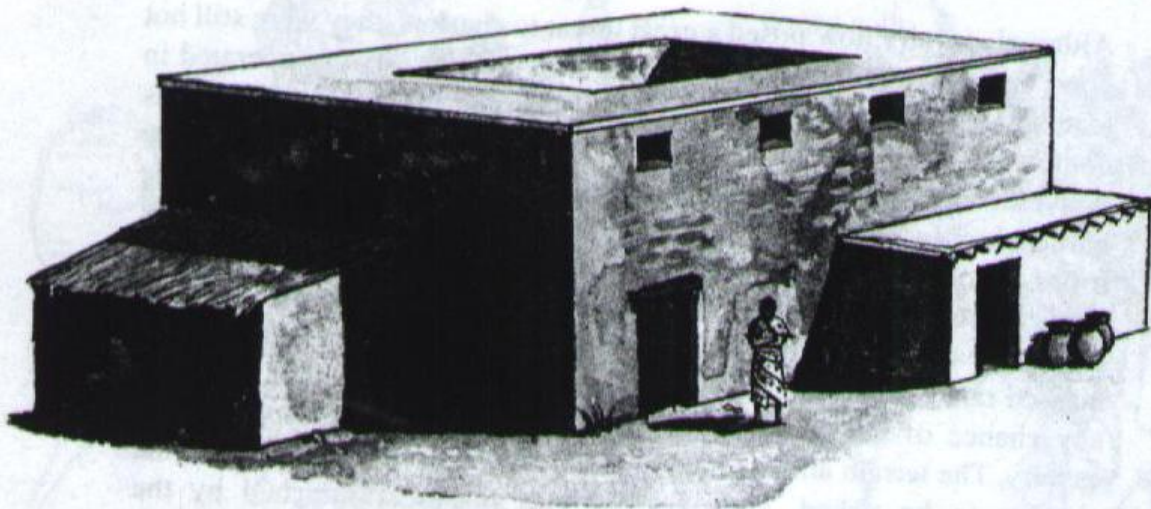
<i>The Art of Warfare in Biblical Lands</i>	Y.Yadin
<i>The Assyrians</i>	M. Healy, Osprey
<i>The Egyptian</i>	M.Waltari, historical novel
<i>The Egyptians</i>	M. Healy, Osprey
<i>The Hittites</i>	J.G.Macqueen
<i>The Kingdom of the Hittites</i>	Bryce
<i>The Sea Peoples</i>	N.K.Sanders
<i>Warrior in Bronze</i>	G. Shipway, historical novel

ANCIENT MIDDLE EASTERN BUILDINGS



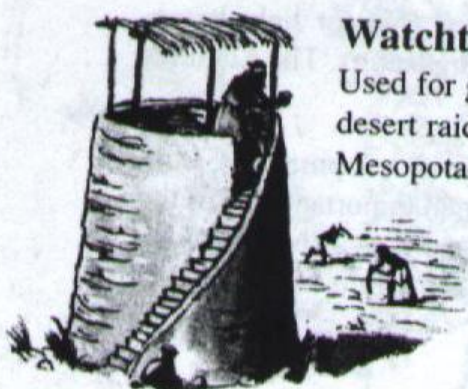
Ancient Egyptian house.
New Kingdom period.

Made of mud brick covered in plaster and painted white. The dome-shaped are granaries for storing grain.



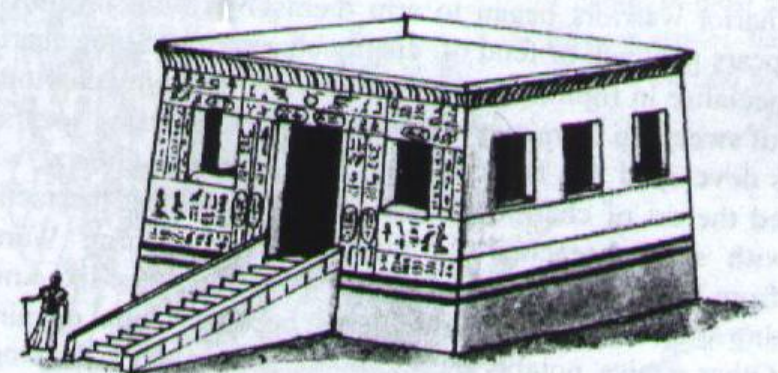
Courtyard house

Typical of Canaan, Syria and Mesopotamia at any time during the Biblical Age. Made of mud bricks.



Watchtower

Used for guarding fields and keeping lookout for desert raiders. Might be found in Canaan, Syria and Mesopotamia at any time during the Biblical Age.



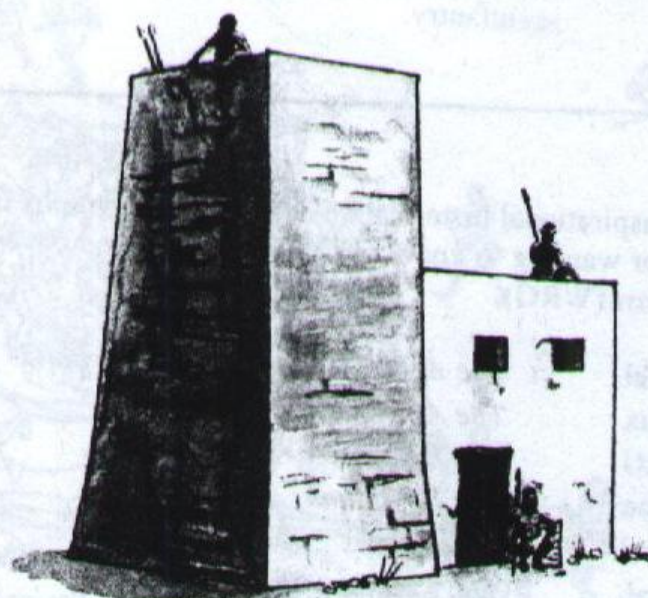
Small Egyptian shrine

Usually these were located in the countryside on processional routes or on noble's estates during the 19th to 7th Century BC. Built of mud brick or stone, plastered and painted with hieroglyphic texts.



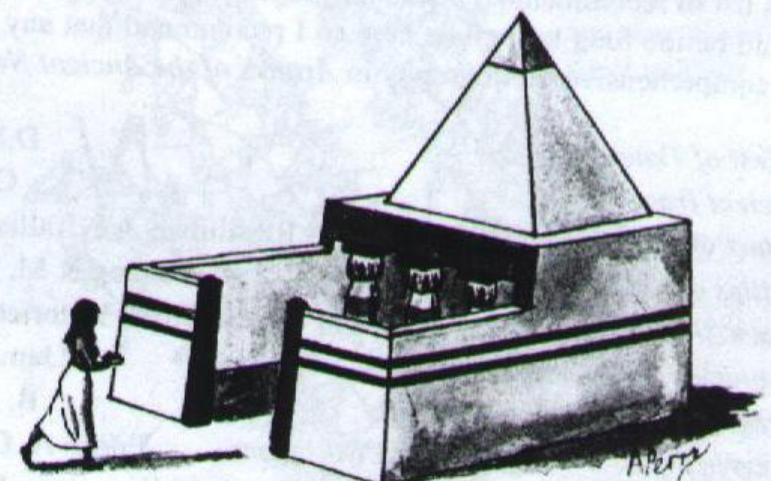
Irrigation device (Shaduf)

A counterweighted pole enables the farmer to lift a pot of river water up to the level of an irrigation canal. Common throughout the ancient Middle East for the Bronze Age onwards and still in use today.



Fortified farmhouse or frontier guard post

Found in Syria or Mesopotamia during the 16th to 9th Century BC. Built of mud brick and plastered.



New Kingdom private tomb (Mahaat)

Built of mud brick and covered with painted plaster. The pyramid structure surmounts a tomb chapel. Below this is a shaft leading to the burial chamber.