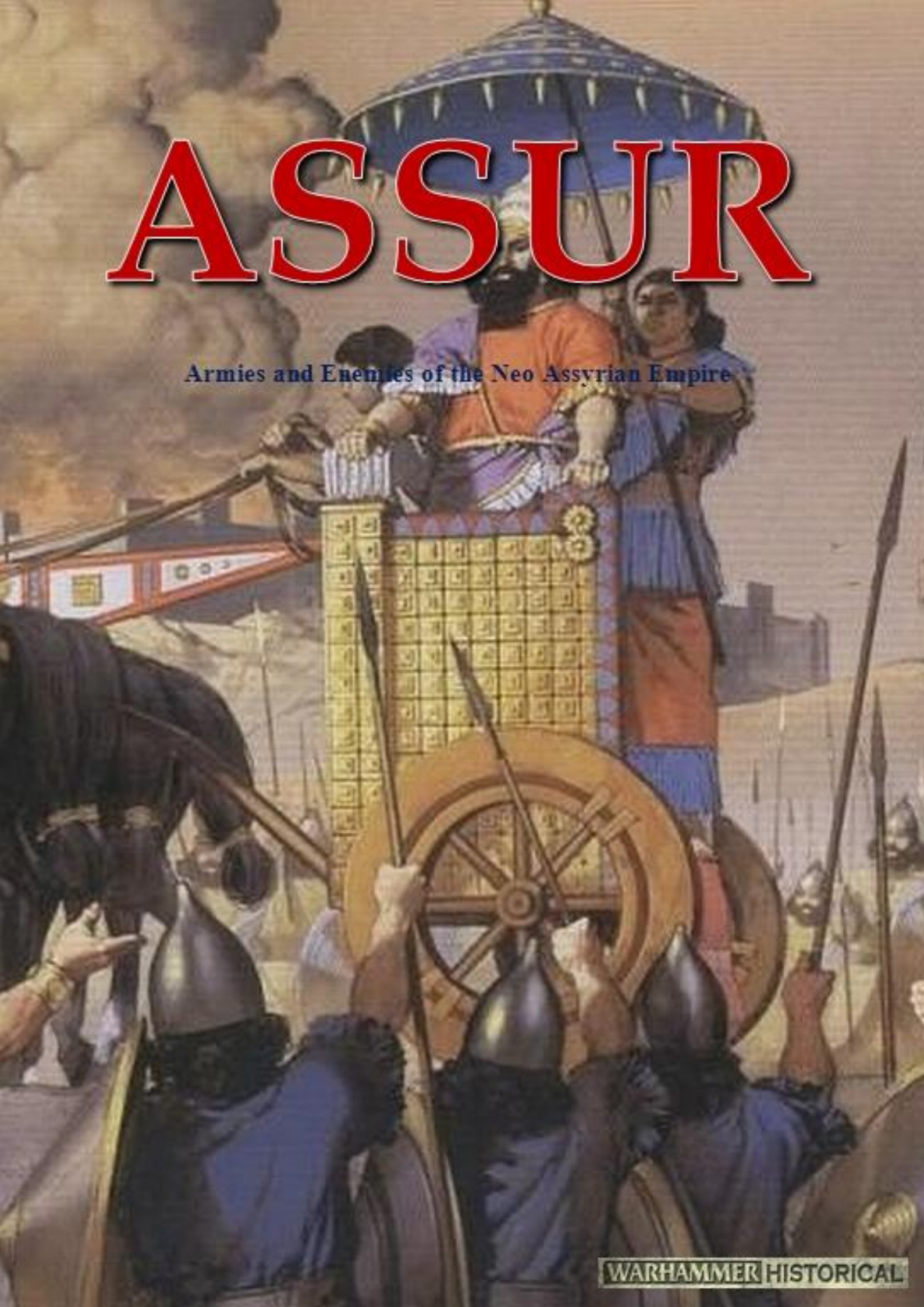


ASSUR



Armies and Enemies of the Neo Assyrian Empire

WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX

- if armed with thrusting spear fight in 2 ranks even on the charge
- may not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

KALLAPANI

Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with "Riding Horses" or "Riding Camels" for 1 point per model. Horse riding infantry units can move up to 8" after deployment and before the first turn, camel riding 6". This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: *Bolt Thrower*

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: *Warband, Skirmishers*

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND



The **Neo-Assyrian Empire** was a period of Mesopotamian history which began in 934 BC and ended in 608 BC. During this period, Assyria assumed a position as possibly the most powerful nation on earth, and vying with Babylonia, Egypt, Urartu and Elam for dominance of the Near East, north Africa and east Mediterranean, though not until the reforms of Tiglath-Pileser III in the 8th century BC did it become a truly vast empire. Assyria was originally an Akkadian kingdom which evolved in the 23rd to 21st Centuries BC. Originally, the early Assyrian kings would certainly have been regional leaders only, and subject to Sargon of Akkad who united all the Akkadian speaking peoples of Mesopotamia under the Akkadian Empire which lasted from 2270 BC to 2080 BC. The Akkadian nation of Assyria (and Babylonia) evolved from the dissolution of the Akkadian Empire. In the Old Assyrian period of the Early Bronze Age, Assyria had been a kingdom of northern Mesopotamia (modern-day northern Iraq), competing for dominance with its fellow Akkadian speaking southern Mesopotamian rival, Babylonia which was founded by Amorites and often under Kassite rule. During this period it established colonies in Asia Minor. It had experienced fluctuating fortunes in the Middle Assyrian period. Assyria had a period of empire under Shamshi-Adad I in the 18th and 17th Centuries BC, following this it found itself under periods of Babylonian and Mitanni-Hurrian domination in the 17th and 15th Centuries BC respectively, and another period of great power and empire from 1365 BC to 1076 BC, that included the reigns of great kings such as Ashur-uballit I, Tukulti-Ninurta I and Tiglath-Pileser I. Beginning with the campaign of Adad-nirari II, it again became a great power, overthrowing the Twenty-fifth dynasty of Egypt and conquering Egypt, Babylonia, Elam, Urartu, Media, Persia, Mannea, Gutium, Phoenicia/Canaan, Aramea (Syria), Arabia, Israel, Judah, Palestine, Edom, Moab, Samarra, Cilicia, Cyprus, Chaldea, Nabatea, Commagene, Dilmun and the Hurrians, Shutu and neo Hittites; driving the Nubians, Kushites and Ethiopians from Egypt; defeating the Cimmerians and Scythians; and exacting tribute from Phrygia, Magan and Punt among others.

The Neo-Assyrian Empire succeeded the Middle Assyrian period (14th to 10th century BC). Some scholars, such as Richard Nelson Frye, regard the Neo-Assyrian Empire to be the first real empire in human history. During this period, Aramaic was also made an official language of the empire, alongside the Akkadian language.

Assyria finally succumbed to a coalition of Babylonians, Medes, Scythians, and others at the Fall of Nineveh in 612 BC, and the sacking of its last capital Harran in 608 BC. More than half a century later, Babylonia and Assyria became provinces of the Persian Empire. Though the Assyrians during the reign of Ashurbanipal destroyed the Elamite civilization, the Assyrians' culture did influence the succeeding empires of the Medes and the Persians, Indo-Iranian peoples who had been dominated by Assyria.

Pre-reform Assyrian Empire 911-745 BC

After the death of Tiglath-Pileser I in 1076 BC, Assyria was in *comparative* decline for the next 150 years. The period from 1200 BC to 900 BC was a dark age for the entire Near East, North Africa, Caucasus, Mediterranean and Balkan regions, with great upheavals and mass movements of people. Despite the apparent weakness of Assyria, at heart it in fact remained a solid, well defended nation whose warriors were the best in the world. Assyria was in a stronger position during this time than potential rivals such as Egypt, Babylonia, Elam, Phrygia, Urartu, Persia and Media Kings such as Ashur-bel-kala, Asharid-apal-Ekur, Ashur-rabi II, Tiglath-Pileser II and Ashur-Dan II successfully defended Assyria's borders and upheld stability during this tumultuous time. This long period of isolation ended with the accession in 911 BC of Adad-nirari II. He firmly subjugated the areas previously under only nominal Assyrian vassalage, conquering and deporting troublesome Aramean and Hurrian populations in the north to far-off places. Adadinirari II then twice attacked and defeated Shamash-mudammiq of Babylonia, annexing a large area of land north of the Diyala river and the towns of Hit and Zanu in mid Mesopotamia. He made further gains over Babylonia under Nabu-shuma-ukin later in his reign. He was succeeded by Tukulti-Ninurta II in 891 BC, who further consolidated Assyria's position and expanded northwards into Asia Minor and the Zagros Mountains during his short reign.

The next king, Ashurnasirpal II (883–859 BC), embarked on a vast program of expansion, first conquering the peoples to the north as far as Nairi near Lake Van, then conquering the Aramaeans and Neo Hittites between the Khabur and the Euphrates. His harshness prompted a revolt that was crushed decisively in a pitched, two-day battle. Following this victory, he advanced without opposition through Aram (modern Syria) and Asia Minor as far as the Mediterranean and exacted tribute from Phrygia and Phoenicia. Ashurnasirpal II also campaigned in the Zagros Mountains in modern Iran, repressing a revolt against Assyrian rule by the Lullubi and Gutians. Unlike any before, the Assyrians began boasting in their ruthlessness around this time. Ashurnasirpal II also moved his capital to the city of Kalhu (Calah/Nimrud). The

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palaces, temples and other buildings raised by him bear witness to a considerable development of wealth and art. Ashurnasirpal II also built a number of citadels such as Kar-Ashurnasirpal and Imgur-Enlil (Balawat).

Ashurnasirpal's son, Shalmaneser III (858–823 BC), had a long reign of 34 years, when the capital was converted into an armed camp. Each year the Assyrian armies marched out to campaign. Babylon was occupied, and Babylonia reduced to vassalage. He fought against Urartu and marched an army against an alliance of Aramean states headed by Hadadezer of Damascus and including Ahab, king of Israel, at the Battle of Qarqar in 853 BC. Despite Shalmaneser's description of 'vanquishing the opposition', it seems that the battle ended in a deadlock, as the Assyrian forces were withdrawn soon afterwards.

Shalmaneser took the neo Hittite state of Carchemish in 849 BC, and in 841 BC marched an army against Hazael, King of Damascus, besieging the city and forcing tribute, but not taking it. He also brought under tribute Jehu of Israel, and the Phoenician states of Tyre, and Sidon. His black obelisk, discovered at Kalhu, records many military exploits of his reign. The last four years of his life were disturbed by the rebellion of his eldest son Ashur-nadin-aplu that nearly proved fatal to Assyria. Twenty seven cities, including Assur, Arbela, Arrapkha (Kirkuk) and other places joined the pretender. The rebellion was not directed primarily against the king, but rather against the provisional governors such as Dayan-Ashur who had assumed disproportionate power. The revolt was quashed with difficulty by Shamshi-Adad V, Shalmaneser's second son, who succeeded him upon his death in (824 BC).

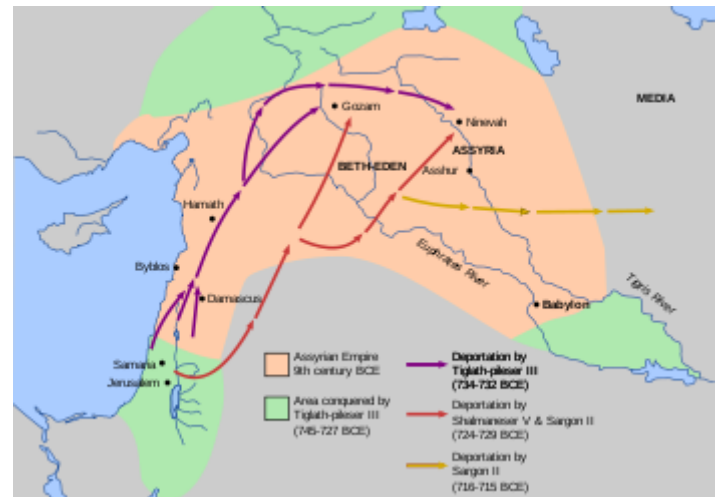
The long and bitter civil war had allowed the Babylonians to the south, the Medes, Manneans and Persians to the north and east and the Arameans and neo Hittites in the west to largely shake off Assyrian rule, and Shamshi-Adad V took the remainder of his reign to reassert control over these peoples. During this period Urartu took the opportunity to reassert its influence on the region. As a result of all these events, Assyria did not expand further during the reign of Shamshi-Adad V. Adad-nirari III was a boy when succeeding his father in 810 BC, and for four years until 806 BC, his mother, Queen Semiramis (Sammuramat) ruled as regent in his stead. Many legends abound regarding this queen, however she is mentioned little in Assyrian records of the time. In 806 BC Adad-nirari III took the reins of power. He invaded the Levant and subjugated the Arameans, Phoenicians, Philistines, Israelites, neo Hittites and Edomites. He entered Damascus and forced tribute upon its king Ben-Hadad III. He next turned to Iran, and subjugated the Persians, Medes and Manneans, and penetrating as far as the Caspian Sea. His next targets were the Chaldean and Sutu tribes of south eastern Mesopotamia who he conquered and reduced to vassalage.

Period of stagnation, 782–745 BC

Adad-nirari III died prematurely in 782 BC and this led to a period of true stagnation. Shalmaneser IV (782 - 773 BC) seems to have wielded little authority, and a victory

over Argishti I, king of Urartu at Til Barsip is accredited to a general ('Turtanu') named Shamshi-ilu who does not even bother to mention his king. Shamshi-ilu also scored victories over the Arameans and neo Hittites, and again, takes personal credit at the expense of his king. Ashur-dan III ascended the throne in 772 BC. He proved to be a largely ineffectual ruler who was beset by internal rebellions in the cities Ashur, Arrapkha and Guzana. He failed to make further gains in Babylonia and Aram (Syria). His reign was also marred by Plague and an ominous Solar Eclipse. Ashur-nirari V became king in 754 BC, his reign seems to have been one of permanent revolution, and he appears to have barely left his palace in Nineveh until he was deposed by Tiglath-pileser III in 745 BC bringing a resurgence to Assyria.

Tiglath-Pileser III, 744-727 BC



Deportation of Israelites by the Assyrian Empire

When Tiglath-Pileser II ascended the throne Assyria was in the throes of a revolution. Civil war and pestilence were devastating the country, and many of its most northerly colonies in Asia Minor had been wrested from it by Urartu. In 746 BC the city of Kalhu joined the rebels, and on the 13th of Iyyar in the following year, an Assyrian general (Turtanu) named Pulu, who took the name of Tiglath-pileser III, seized the crown, and made sweeping changes to the Assyrian government, considerably improving its efficiency and security.

The conquered provinces were organized under an elaborate bureaucracy, with the king at the head — each district paying a fixed tribute and providing a military contingent. The Assyrian forces at this time became a professional standing army, that by successive improvements became an irresistible fighting machine; and Assyrian policy was henceforth directed toward reducing the whole civilized world into a single empire, throwing its trade and wealth into Assyrian hands. These changes are often identified as the beginning of the "Second Assyrian Empire".

When Tiglath-Pileser III had ascended the throne of Assyria, he invaded Babylonia, defeated its king

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Nabonassar, and abducted the gods of Šapazza; the Assyrian-Babylonian Chronicle informs us (ABC 1 Col.1:5). After subjecting Babylon to tribute, defeating Urartu and conquering the Medes, Persians and Neo-Hittite states, Tiglath-Pileser III directed his armies into Aramea, of which large swathes had regained independence, and the commercially successful Mediterranean seaports of Phoenicia. He took Arpad near Aleppo in 740 BC after a siege of three years, and razed Hamath. Azariah, king of Judah had been an ally of the king of Hamath, and thus was compelled by Tiglath-Pileser to do him homage and pay yearly tribute.

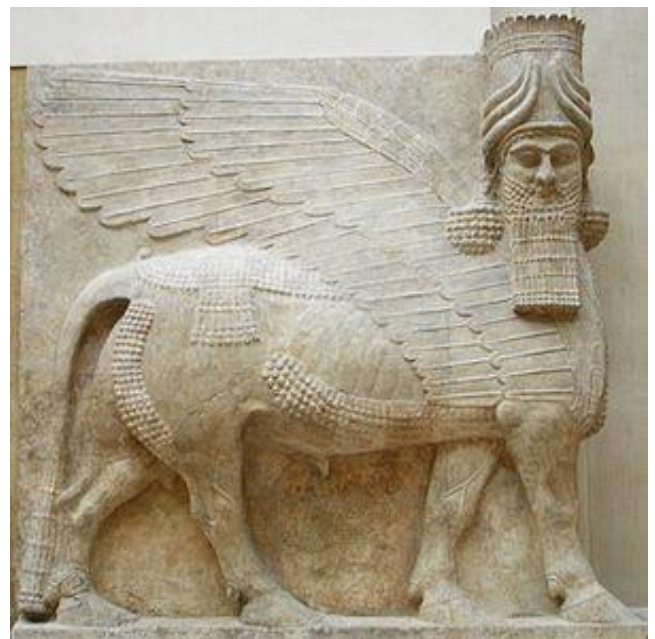
In 738 BC, in the reign of Menahem, king of Israel, Tiglath-Pileser III occupied Philistia (Palestine) and invaded Israel, imposing on it a heavy tribute (2 Kings 15:19). Ahaz, king of Judah, engaged in a war against Israel and Aramea, appealed for help to the Assyrian king by means of presents of gold and silver (2 Kings 16:8); Tiglath-Pileser III accordingly "marched against Damascus, defeated and put king Rezin to death, and besieged the city itself". Leaving part of his army to continue the siege, he advanced, ravaging with fire and sword the provinces east of the Jordan (Nabatea, Moab and Edom), Philistia, and Samaria; and in 732 BC he took the chief Aramean state of Damascus, deporting many of its inhabitants and the Jewish inhabitants of Samaria to Assyria. He also forced tribute from the Arabs of the deserts in the Arabian peninsula. In 729 BC, Tiglath-Pileser III went to Babylonia and captured Nabu-mukin-zeri, the king of Babylon (ABC 1 Col.1:21). He had himself crowned as King Pulu of Babylon. Tiglath-Pileser III died in 727 BC, and was succeeded by Shalmaneser V. However, King Hoshea of Israel suspended paying tribute, and allied himself with Egypt against Assyria in 725 BC. This led Shalmaneser to invade Syria (2 Kings 17:5) and besiege Samaria (capital city of Israel) for three years (ABC 1 Col.1:27).

Sargonid dynasty

Sargon II, 721-705 BC

Shalmaneser V died suddenly in 722 BC while laying siege to Samaria, and the throne was seized by Sargon II, the *Turtanu* (commander-in-chief of the army, which the Old Testament refers to as *Tartan*), who then quickly took Samaria, effectively ending the northern Kingdom of Israel and carrying 27,000 people away into captivity into the Israelite Diaspora. (2 Kings 17:1–6, 24; 18:7, 9). Sargon II waged war in his second year (721 BC) against the king of Elam, Humban-Nikash I, and his ally Marduk-apal-iddina II (the biblical Merodach-Baladan), the Chaldean ruler of Babylon, who had thrown off Assyrian rule (2 Kings 20:12), but Sargon was unable to dislodge him on this occasion, as told in ABC 1 Col.1:31-37. Sargon, able to contain the revolt but not actually retake Babylon on this occasion, turned his attention again to Urartu and Aramea, taking Carchemish in 717, as well as re conquering the Medes, Persians and Mannaeans, penetrating the Iranian Plateau as far as Mount Bikni and building several fortresses. Urartu suffered a crushing

defeat, its capital city was sacked and its king Rusas committed suicide in shame. The neo Hittite states of northern Syria were conquered, as was Cilicia and Commagene. Assyria was belligerent towards Babylonia for ten years while Marduk-apal-iddina ruled Babylon (ABC 1 Col.1:41-42). In 710 BC, Sargon attacked Babylonia and defeated Marduk-apal-iddina, who fled to his protectors in Elam (ABC 1 Col.2:1-3). As a result of this victory the Greek rulers of Cyprus gave allegiance to Assyria and king Midas of Phrygia, fearful of Assyrian power, offered his hand in friendship. Sargon also built a new capital at Dur Sharrukin ("Sargon's City") near Nineveh, with all the tribute Assyria had collected from various nations.



Sennacherib, 705–681 BC

In 705 BC, Sargon was killed in battle while driving out the Cimmerians, who had come down from their homeland on the shores of The Black Sea and attacked the Assyrian ruled colonies and peoples in Iran, forcing its Persian subjects southwards from their original lands around Urmia. He was succeeded by his son Sennacherib (2 Kings 18:13; 19:37; Isa. 7:17, 18), who moved the capital to Nineveh and made the deported peoples work on improving Nineveh's system of irrigation canals. His first task was to affirm his control over Cilicia which was attempting to rebel with Greek help. Sennacherib marched into Cilicia, defeating the rebels and their Greek allies. He also reasserted Assyria's mastery of Corduene in Asia Minor. The Egyptians had begun agitating peoples within the Assyrian empire in an attempt to gain a foothold in the region. As a result, in 701 BC, Hezekiah of Judah, Lule king of Sidon, Sidka, king of Ascalon and the king of Ekron formed an alliance with Egypt against Assyria. Sennacherib attacked the rebels, conquering Ascalon, Sidon and Ekron and defeating the Egyptians and driving them from the region. He marched toward Jerusalem, destroying 46 towns and villages (including the heavily

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defended city of Lachish) in his path. This is graphically described in Isaiah 10; exactly what happened next is unclear (the Bible says an Angel of the Lord killed 185,000 Assyrian soldiers at Jerusalem after Hezekiah prayed in the temple; Sennacherib's account says Judah paid him tribute and he left. The Hebrew Bible states that Hezekiah did pay tribute once, and the Assyrians left, but returned a second time when the soldiers were then killed); however what is certain is that Sennacherib failed to actually capture Jerusalem. Marduk-apla-iddina had returned to Babylonia during the reign of Sennacherib. The Assyrian king attacked him in 703 BC outside Kish and defeated him. Sennacherib plundered Babylonia and pursued Marduk-apla-iddina through the land. At his return to Assyria, Sennacherib installed a puppet ruler, Bel-ibni as king of Babylon (ABC 1 Col.2:12-23). Bel-ibni however committed hostilities, so Sennacherib returned to Babylon in 700 BC and captured him and his officers. Sennacherib instead installed his own son Ashur-nadin-shumi on the throne of Babylon (ABC 1 Col.2:26-31).



Sennacherib launched a campaign against Elam in 694 BC and ravaged the land. In retaliation the king of Elam attacked Babylonia. Ashur-nadin-shumi was captured and brought back to Elam and a new king called Nergal-ushezib was installed as ruler of Babylon (ABC 1 Col.2:36–45). The Assyrians returned the next year to Babylonia and plundered the gods of Uruk. Nergal-ušezib and his Elamite allies were defeated by Assyria, and he was taken prisoner and transported to Assyria (ABC 1 Col.2:46 – Col.3:6). Another native ruler, called Mushezib-Marduk, soon seized the throne of Babylon. He held on to it with help of his Elamite allies for four years until 689 BC, when the Assyrians retook the city (ABC 1 Col.3:13–24). Sennacherib responded swiftly by opening the canals around Babylon and flooding the outside of the city until it became a swamp, resulting in its destruction, and its inhabitants were scattered. In 681 BC, Sennacherib was murdered while praying to the god Nisroch by one or more of his own sons (allegedly named Adremelech, Abimlech and Sharezer), perhaps as retribution for his destruction of Babylon.

Esarhaddon, 681–669 BC

Sennacherib was succeeded by his son Esarhaddon (*Ashur-ahhe-iddina*), who had been governor of Babylonia, and was campaigning in the Caucasus Mountains against Urartu (in modern Armenia) at the time of his father's murder, where he won a victory at Malatia (Milid). During the first year of Esarhaddon's rule, a rebellion broke out in the south of Babylonia. Nabu-zer-kitti-lišir, an ethnic Elamite governor of the *mat Tamti*, with the help of the Chaldeans and Sutu laid siege to Ur. The Elamite and his Chaldean allies were defeated and he fled to his kinsmen in Elam (*Hal-Tamti*); however, "the king of Elam took him prisoner and put him to the sword" (ABC 1 Col.3:39–42); also in (ABC 14:1–4).

In 679 BC the Cimmerians and Scythians (a horseborne horde from what is now southern Russia) crossed the Taurus Mountains and harassed Assyrian colonies in Cilicia. Esarhaddon swiftly attacked and drove these marauders away where they instead fell on Phrygia.

As king of Assyria, Esarhaddon immediately had Babylon rebuilt, and made it one of his capitals. Defeating the Scythians, Cimmerians and Medes (again penetrating to Mt. Bikni), he then turned his attention westward to Phoenicia—now allying itself with the Nubian/Kushite rulers of Egypt against him—and sacked Sidon in 677 BC. He also captured King Manasseh of Judah and kept him prisoner for some time in Babylon (2 Chronicles 33:11). Having had enough of Egyptian meddling, Esarhaddon raided and sacked northern Egypt in 673 BC. Two years later he launched a full invasion, crossing the Sinai Desert (and giving it its name, after the moon god Sin in the process) and conquering Egypt. Esarhaddon chasing the Nubian Pharaoh Taharqa back to Nubia, thus bringing to an end Nubian-Kushite rule in Egypt, and effectively destroying the Kushite Empire which had begun in 760 BC. The Babylonian Chronicle retells how Egypt "was sacked and its gods were abducted" (ABC 1 Col.4:25); also in ABC 14:28–29. The pharaoh Tirhakah fled Egypt, and a stele commemorating the victory, was set up at Sinjerli in Asia Minor, north of the Gulf of Antioch, and is now in the Pergamon Museum, Berlin. The Bible graphically recounts Egypt's demise in Isaiah 20:4 "So shall the king of Assyria lead away the Egyptians prisoners, and the Ethiopians captives, young and old, naked and barefoot, even with their buttocks uncovered, to the shame of Egypt. And they shall be afraid and ashamed of Ethiopia their expectation, and of Egypt their glory."

Assyria defeated Urartu, annexed much of its territory in to the Caucasus Mountains and reduced it to vassalage, and expanded southwards as far as Dilmun (Bahrain) and into Arabia at this time. This was perhaps Assyria's greatest territorial extent. However, the Assyrian governors and local puppet rulers Esarhaddon had appointed over Egypt were obliged to flee the restive native populace who yearned for independence now that the Kushites and Nubians had been ejected. A new campaign to restore order was launched by Esarhaddon in 669 BC, However he became ill on the way and died. His elder son Shamash-shum-ukin became king of Babylon

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and his son Ashurbanipal became king of Assyria, with Ashurbanipal holding the senior position and Babylon subject to Nineveh; see ABC 1 Col.4:30–33 and ABC 14:31–32, 37. Bel and the gods of Babylonia returned from their exile in Assur to Babylon in the first year of Shamash-shum-ukin, and the akitu festival could be celebrated for the first time in twenty years; ABC 1 14:34–39 and ABC 1 Col.4:34–36.

Ashurbanipal, 669–627 BC

Ashurbanipal, or "Ashur-bani-apli" (*Ashurbanapli*, *Asnapper*), succeeded his father Esarhaddon to the throne. He continued to campaign in and dominate Egypt, when not distracted by having to deal with revolts among his Median, Persian and Mannean subjects to the east, and attempts to infringe on Assyrian territory from the Cimmerians and Scythians to the north. He installed a native Egyptian Pharaoh, Psammetichus as a vassal king in 664 BC. However, after Gyges of Lydia's appeal for Assyrian help against the Cimmerians was rejected, Lydian mercenaries were sent to Psammetichus. By 652 BC, this vassal king was able to declare outright independence from Assyria with impunity, particularly as Ashurbanipal's older brother, Shamash-shum-ukin, king of Babylon became infused with Babylonian nationalism, and tired of being subject to his brother began a major civil war in that year. However, the new dynasty in Egypt wisely maintained friendly relations with Assyria. Shamash-shum-ukin attempted to raise a huge rebellion encompassing many vassal peoples against Ashurbanipal, however this largely failed. This rebellion lasted until 648 BC, when Babylon was sacked, and Shamash-shum-ukin set fire to the palace, killing himself. Ashurbanipal then set about punishing the Chaldeans, Arabs, Arameans, Suteans and Nabateans who had supported the Babylonian revolt. He invaded the Arabian Peninsula and routed and subjugated the Arabs, including the powerful Qedar tribe, taking much booty back to Nineveh and killing the Arab kings, Abiate and Uate. The Nabateans who dwelt south of the Dead Sea and in northern Arabia, and the Chaldeans, Arameans and Suteans in the far south east of Mesopotamia were also defeated and subjugated. Elam was targeted next, it was completely devastated in 646 BC and 640 BC, and its capital Susa completely levelled, finally bringing to a conclusion the age old rivalry between Mesopotamia and Elam.

Legacy of Ashurbanipal

Ashurbanipal had promoted art and culture, and had built a vast library of cuneiform tablets at Nineveh. However, his long struggle with Babylonia and Elam and their allies, and the constant campaigning to control and expand its empire, left Assyria exhausted. It had been drained of wealth and manpower; the devastated provinces could yield nothing to supply the needs of the imperial exchequer, and it was difficult to find sufficient troops to garrison the huge empire. Assyria, therefore, was ill-prepared to face the hordes of Scythians who now began to harass the frontiers to the north and north east. After the Assyrians destroyed Elam, the Medes had begun to grow

powerful, becoming the dominant force among the Iranic peoples who had begun to settle the regions to the east of Mesopotamia circa 1000 BC. at the expense of the Persians, and they were by the end of Ashurbanipal's reign only nominally under Assyrian vassalage. Asia Minor too was full of hostile Scythians and Cimmerians who had overrun Urartu, Lydia and Phrygia. However, while Ashurbanipal lived, he was able to contain these potential threats.



The fall of Assyria, 627–605 BC

Upon Ashurbanipal's death in 627 BC, the empire began to disintegrate rapidly after a series of bitter civil wars broke out involving a number of claimants to the throne. Ashur-etil-ilani succeeded Ashurbanipal, but was immediately embroiled in a civil war with one of his own generals Sinshumu-lishir who seized control of Babylonia, setting himself up as king, and then briefly took the throne of Assyria itself. He in turn was deposed by Sinsharishkun. After finally defeating his rivals, Sinsharishkun faced a much larger threat. His Babylonian vassal state had taken advantage of the upheavals in Assyria and rebelled under the previously unknown Nabopolassar, a member of the Chaldean tribe, in 625 BC. What followed was a long war fought in the Babylonian heartland. Nabopolassar tried to capture Nippur, the main Assyrian center of power in Babylonia, but was defeated by Sinsharishkun. However Nabopolassar did take the actual city of Babylon after taking advantage of a popular uprising there among the populace, and was crowned king of the city in 625 BC. Sinsharishkun then lost more ground, before succeeded in recapturing Uruk in about 624 BC only to quickly lose it

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again. When Sinsharishkun led a large army to Babylonia in 623 BC in an attempt to finally crush the rebellion yet another war broke out in the Assyrian homeland. A relief army was sent back from the Babylonian campaign but changed sides so that the usurper could reach the capital Nineveh without interference, and claim the throne. Sinsharishkun was able to quell the homeland rebellion but precious time was lost to solve the Babylonian problem, and Nabopolassar was able to consolidate his position. In 620 BC Nabopolassar finally captured Nippur, making him master of Babylonia. While these events were unfolding, the Medes had also taken advantage of the civil wars in Assyria and freed themselves from Assyrian domination and consolidated power in what was to become Persia. Cyaxares had united the Iranic Medes and Persians under his rule, and subjugated the remnants of the indigenous Elamites and Manneans. In 616 BC Cyaxares the Median king, made an alliance with Nabopolassar and with the help of the Scythians and Cimmerians attacked Assyria. Assyria now faced overwhelming odds, and after four years of bitter fighting, the coalition finally destroyed Nineveh in 612 BC after a long siege followed by house to house fighting. Thus the Assyrian empire fell, Sinsharishkun being killed in the process. A general called Ashur-uballit II was declared king of Assyria, and with belated military support from the Egyptian Pharaoh Necho II whose dynasty had been installed by the Assyrians, held out at Harran until 608 BC. Egyptian aid continued to the Assyrians, who desperately attempted to curb the increasing power of the Babylonians and Medes. In 609 BC at the Battle of Megiddo, an Egyptian force defeated a Judean force under king Josiah and managed to reach the last remnants of the Assyrian army. In a final battle at Harran in 608 BC the Babylonians and Medes defeated the Assyrian-Egyptian alliance, after which Assyria ceased to exist as an independent nation. Another Egyptian force was sent in 605 BC, indicating Assyrian resistance was still ongoing, but this too met with failure, with the defeat of the Assyrians and Egyptians at Carchemish in 605 BC. It is not known if Ashur-uballit II was killed at Harran or Carchemish, or if he survived, however he disappeared from the pages of history. One hundred and seventeen years later, Assyria made a final attempt to regain independence with a large scale rebellion against the Achaemenid Empire in 482 BC which was suppressed by king Darius II.

From the 8th century, the Aramaic language had gradually established itself as a *lingua franca* of the Empire. By the 6th century, it had marginalized the Akkadian language so much that Aramaic came to be the imperial language of Achaemenid Assyria. One of key factors contributing to the use of Aramaic was the rise and fall of Assyria; during her rule, deportations, colonizations and interbreeding increased contact between Aramean and Assyrians. In effect the populations of both Assyria and Babylonia had become an ethnic mix of native Akkadians and Arameans. As the Empire fell, only the elite knew how to read and write the Akkadian script. The savage sacking of Nineveh and Kalhu and the partial destruction of Ashuras well as numerous other Assyrian cities ensured that few of these

elite survived to pass the language on. It is known however that some cities such as Arrapkha, Arbela, Harran and Guzana were spared the destruction.

Assyria after the fall

However the language did survive, the last recorded writings in Akkadian cuneiform date from the 1st century AD, and writings in the Akkadian language (but in Aramaic/Syriac script) date as late as the 3rd Century AD. Assyria was ruled by Babylon from 605 BC until 539 BC, and in a twist of fate, Nabonidus the last king of Babylon was himself an Assyrian from Harran; however apart from plans to dedicate religious temples in that city, Nabonidus showed little interest in rebuilding Assyria. Nineveh and Kalhu remained in ruins, conversely a number of towns and cities such as Arrapkha, Guzana and Harran remained intact, and Assur and Arbela were not completely destroyed, as is attested by their later revival. However, Assyria spent much of this period in a state of devastation following its fall. After this, it was ruled by the Persian Achaemenid Empire (as Athura) from 539 BC to 330 BC. Assyria seems to have recovered somewhat, and flourished during this period. It became a major agricultural and administrative centre of the Achaemenid Empire, and its soldiers were a mainstay of the Persian Army. In fact Assyria even became powerful enough to raise a full scale revolt against the empire in 520 BC. The Persians had spent centuries under Assyrian domination, and Assyrian influence can be seen in Achaemenid art, infrastructure and administration. Early Persian rulers saw themselves as successors to Ashurbanipal, and Mesopotamian Aramaic was retained as the *lingua franca* of the empire for over two hundred years. In 330 BC, Assyria fell to Alexander the Great, the Macedonian Emperor from Greece; it thereafter became part of the Seleucid Empire and was renamed Syria, a Hurrian, Luwian and Greek corruption of **Assyria**. It is from this period that the later *Syria Vs Assyria* naming controversy arises, the Seleucids applied the name to Assyria itself but also to the lands to the west which had been part of the Assyrian empire. When they lost control of Assyria itself, the name *Syria* survived and was applied to the land of Aramea to the west, that had once been part of the Assyrian empire. This was to lead to both the Assyrians from Mesopotamia and Arameans from the Levant being dubbed **Syrians** in Greco-Roman culture. By 150 BC, it was under the control of the Parthian Empire as Athura where the Assyrian city of Ashur seems to have gained a degree of autonomy, and temples to the native gods of Assyria were resurrected. A number of neo-Assyrian states arose, namely Adiabene, Osroene and Hatra. In 116 AD, under Trajan, it was taken over by Rome as the Roman Province of Assyria. The Assyrians began to convert to Christianity from Ashurism during the period between the 1st and 3rd centuries AD. Romans and Parthians fought over Assyria and the rest of Mesopotamia until 226 AD, when it was taken over by the Sassanid (Persian) Empire. It was known as Asuristan during this period, and became a main centre of the Church of the East (now the Assyrian Church of the East), with a flourishing Syriac (Assyrian) Christian culture which

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NEO ASSYRIAN EMPIRE 911 – 610BC

exists there to this day. Temples were still being dedicated to the national god Ashur in his home city and in Harran during the 4th century AD, indicating an Assyrian identity was still strong. After the Arab Islamic conquest in the 7th Century AD Assyria was dissolved as an entity. Under Arab rule Mesopotamia as a whole underwent a process of *Arabisation* and *Islamification*, and the region saw a large influx of non indigenous Arabs, Kurds, and later Turkic peoples. However a percentage of the indigenous Assyrian population (known as Ashuriyun by the Arabs) resisted this process, Assyrian Aramaic language and Church of the East Christianity were still dominant in the north, as late as the 11th and 12th centuries AD. The 14th century AD massacres by Tamurlane massively reduced the population, however they exist to this day as the modern Assyrians (aka Chaldo-Assyrian Christians), who still retain Mesopotamian ethnicity, heritage, identity, names and Mesopotamian Aramaic dialects as mother tongues. An Assyrian war of independence was fought during World War I following the Assyrian Genocide suffered at the hands of the Ottomans and their Kurdish allies. Further persecutions have occurred since, such as the Simele Massacre, al Anfal campaign and Baathist and Islamist persecutions.

A few early historians disputed the continued existence of Assyrians to the present day, but this view has now been discounted by modern Assyriologists like H.W.F. Saggs, Robert D. Biggs, Giorgi Tsereteli and Simo Parpola, and Iranologists like Richard Nelson Frye, not to mention the Assyrian people themselves.

Source: http://en.wikipedia.org/wiki/Neo-Assyrian_Empire

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

ARMY LISTS

I/6. EARLY BEDOUIN 3000-800BC

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

Only Hapiru, Sutu or Early Arameans from 1500-900BC: May ride a light chariot.

Only Early Arameans, Midianites or Amalekites from 1500-1000BC: May ride a camel (+6, M6)

After 1000BC: May ride a camel (+6, M6)

CAVALRY

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.

Special Rules: *Skirmishers*, *Unruly*, Only until 1000BC

CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	15

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Light Cavalry*, *Camelry*, Only after 1000BC

0-1 CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.

Special Rules: *Skirmishers*, *Camelry*, Only after 1000BC

INFANTRY

RETAINERS

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

Equipment: Hand weapon

Special Rules: *Warband*, Only after 2800BC

JAVELINMEN

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

Equipment: Javelin, hand weapon

May be upgraded after 2800BC to WS/BS3 and Ld6 (+2), then may have shield (+1). Only Early Arameans, Midianites or Amalekites from 1500-1000BC: May have *Riding Camels* (+1)

SKIRMISHERS

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

Equipment: Javelin, hand weapon

May be upgraded after 2100BC to WS/BS3 and Ld6 (+2)

Only from 1500BC: Have buckler (free)

Special Rules: *Skirmishers*

SLINGERS

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

Equipment: Sling, hand weapon

Special Rules: *Skirmishers*

ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

ALLIES

Subject Mesopotamian City Allies, I/11

From 2200-1894BC: Subject Syrian City Allies, I/9

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/21. KASSITE AND LATER BABYLONIANS 1595-747BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. May ride a heavy chariot after 890BC.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
 May be upgraded to WS/BS4, Ld8 (+15), but only before 890BC
Special Rules: *Light Chariots*,

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Heavy Chariots*, Only after 890BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+1)
Special Rules: Only after 890BC

INFANTRY

MILITIA SPEARMEN

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

Equipment: Thrusting spear, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*, *Combined Formation*

MILITIA ARCHERS

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

Equipment: Bow, hand weapon
 May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*, *Combined Formation*

MILITIA SLINGERS

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

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

SUTU, AKHALAMU, KALDU OR ARAMEAN WARRIORS

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

Equipment: Hand weapon, javelins
 May have a shield (+1).
 May be upgraded to WS/BS3 and Ld6 (+2)
Special Rules: *Light Infantry*

SUTU, AKHALAMU, KALDU OR ARAMEAN JAVELINMEN

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

Equipment: Hand weapon, javelins
 May be upgraded to WS/BS3 and Ld6 (+2)
 Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ALLIES

After 1100BC : Neo-Hittite and Later Aramean Allies, I/31
 After 890BC: Early Bedouin Allies, I/6
 From 851-824BC: Assyrian Allies, I/25

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/25. MIDDLE ASSYRIAN, EARLY NEO-ASSYRIAN 1365-745BC

CHARACTERS: Up to 25%

CAVALRY&CHARIOTS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

SHA SHEPE AND PALACE CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour

May have thrusting spear (+5).

Only after 883BC: May have an additional crew member (+10, A3)

Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.

Special Rules: *Light Cavalry*

PETHALLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, thrusting spear

Every second horseman has bow instead of thrusting spear placed in the rear ranks

Special Rules: *Combined Formation*, Only after 890BC

INFANTRY

0-1 ASHSHARITTU OR HURADU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon

May have light armour (+2) and large shield (+2).

May be *Stubborn* (+2) and *Veterans* (+2)

HUPSHU

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

Equipment: Hand weapon

May have shield (+1) and thrusting spear (+1)

Special Rules: *Light Infantry*

LEVY ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

After 1115BC: Up to two infantry units may have Kallapani transport for +1 per model.

SUBJECT LEVIES

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

Equipment: Hand weapon

Special Rules: *Levy*, Only after 860BC

ALLIES

After 890BC: Neo-Hittite and Aramean Allies, I/31

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

1/29. PHILISTINE 1166-600BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.
 Only after 1100BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
 Only after 1100BC: Upgrade to WS/BS4 and Ld8 (+15)
Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
 May have shield (+1)
 May be upgraded to WS4 (+2)
 Only after 1100BC: May have thrusting spear (+2)

JAVELINMEN

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

Equipment: Hand weapon, javelins
 May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

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

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

0-2 KHARU ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

GIBBORIM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gibborim	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins
 May have shield (+1) and light armour (+2)
Special Rules: Only after 1100BC

ALLIES

Syro Caanite and Ugaritic Allies, 1/20
 Cypriot and Phoenician Allies, 1/35
 Neo-Hittite and Later-Aramean Allies, 1/31
 Only from 734-720BC: Libyan Egyptian Allies, 1/38
 Only in 701BC: Kushite Egyptian Allies, 1/46

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/31. NEO-HITTITE AND LATER ARAMEAN 1100-710BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
 May have thrusting spear (+5)
 Only after 900BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

ARAMEAN OR ARAB CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	15

Equipment: Hand weapon, javelins.
 May have shield (+1) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+1)
Special Rules: Only after 900BC

0-1 PALACE HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	5	5	3	4	2	5	3	8	70

Equipment: Hand weapon, javelins, shield, light armour
 Two crew members and two unarmed driver
 May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 750BC

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1)
 After 900BC: May be upgraded to regular spearmen (+4, WS4 and Ld7)

MILITIA ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

MILITIA SLINGERS

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

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ALLIES

From 900-750BC: Later Hebrew, I/34
 From 900-750BC: Cypriot and Phoenician, I/35

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/34. LATER HEBREW 1000-587BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. Only after 800BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
 May have thrusting spear (+5)
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

0-1 BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have shield (+2 and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 800BC

INFANTRY

GIBBORIM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gibborim	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins
 May have shield (+1) and light armour (+2)

PHILISTINE AND AEGEAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

SKIRMISHING ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

MILITIA SLINGERS

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

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ALLIES

Only from 925-722BC: Israelite Allies for Judah, I/34
 Only from 925-722BC: Judean Allies for Israel, I/34
 Aramean Allies: Neo-Hittite and Later-Arameans, I/31
 Only Judah from 721-671BC: Philistine Allies, I/29
 Only Judah 721-598BC: Libyan (I/38) and Kushite Egyptian I/46
 Only Judah after 702BC: Phonician Allies, I/35
 Only Judah in 589BC: Saitic Egyptian Allies, I/53

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

35. CYPRIOT AND PHONICIAN 1000-332BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. Only after 900BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
 May have thrusting spear (+5)
Special Rules: *Light Chariots*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 900BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+1)

SPANISH MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.
 May have throwing spear (+2) and shield (+1)
Special Rules: Only Phoenician colonial armies in the West 800-550BC

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1) and light armour (+2)

ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

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

Equipment: Hand weapon, sling
 May have javelins instead of sling (free)
Special Rules: *Skirmishers*

SARDINIAN OR SPANISH MERCENARY WARRIORS

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

Equipment: Hand weapon, thrusting spear, shield
Special Rules: Only Phoenician colonial armies in the West 800-550BC

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*, Only Phoenician in 353BC

0-2 LIGHT BOLT THROWER

Special Rules: Only Phoenician after 350BC

ALLIES

Only Cypriots after 700BC: Early Greek Hoplite Allies, I/52

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/37. MANNAIAN, TAURUS/ZAGROS STATES 950-610BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. . The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost.
 Only after 750BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
 May have thrusting spear (+5)
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+2)
 Only after 800BC: May be upgraded (+3, WS3 and Ld7)
 Only after 750BC: 0-1 May be upgraded (+6, WS4 and Ld8)

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 750BC

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1) and light armour (+2)

ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

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

Equipment: Hand weapon, sling
 May have javelins&buckler instead of sling.
Special Rules: *Skirmishers*

MERCENARY GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear
 May have shield (+1) and light armour (+2)
Special Rules: *Early Phalanx*, Only Hilakku after 710BC

ALLIES

Aramean Allies: Early Bedouin List, I/6
 Only Kumme from 895-894BC: Assyrian Allies, I/25
 Only after 800BC: Zikirtu Allies, I/40 and Urartian Allies, I/39
 Only after 750BC: Kimmerian, I/43 and Assyrian, I/45 Allies

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/38. LIBYAN EGYPTIANS 946-712BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a light chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+2)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
 May have shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

0-1 SHARDANA ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1).
 May be *Stubborn* (+2) and *Veterans* (+2)

0-1 EGYPTIAN ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1). May have bow instead of Thrusting Spear (free). Instead of Shardana Guard.

LIBU

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

Equipment: Hand weapon
 May have light armour (+2), shield (+1).
 May be upgraded to Meshwesh (+4, WS4 and Ld6)
Special Rules: *Warband*

LIBU, PALESTINIAN OR BEDOUIN JAVELINMEN

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

Equipment: Hand weapon, javelins
 May have shield (+1)
Special Rules: *Light Infantry*

NUBIAN OR LIBYAN ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

EGYPTIAN CLOSE FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Throwing spear, hand weapon
 May have light armour (+2), shield (+1), double-handed weapon instead of throwing spear (free)

EGYPTIAN ARCHERS

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

Equipment: Bow, hand weapon
 May have light armour (+2)

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/39. URARTIAN 880-585BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. Only after 780BC: May ride a heavy chariot and General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)

QURUBUTI GUARD CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 780BC

QURUBUTI GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, thrusting spear
May have shield (+2) and light armour (+2)
Special Rules: Only after 780BC

PROVINCAL CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*, Only after 780BC

PROVINCAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)

INFANTRY

MOUNTAIN SCOUTS

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

Equipment: Hand weapon
May have shield (+1).
Special Rules: *Skirmishers*

PROVINCAL INFANTRY

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

Equipment: Hand weapon, thrusting spear
May have shield (+1)

PROVINCAL ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*, Only after 780BC

0-1 QURUBUTI FOOT GUARD ARCHERS

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

Equipment: Bow, hand weapon
May have light armour (+2)
Special Rules: *Combined Formation*, *Light Infantry*, Only after 780BC

After 780BC: Up to two infantry units may have Kallapani transport for +1 per model.

RESERVES AND LEVIES

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

Equipment: Hand weapon
Special Rules: *Warband*, Only after 780BC

ASSYRIAN DESERTERS

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

Equipment: Hand weapon, thrusting spear, shield
Up to half may have bow instead of spear&shield (free)
Special Rules: *Light Infantry*, *Combined Formation*, Only after 780BC

ALLIES

Musasirian Allies (Mannaian, Taurus and Zagros Highlander States, I/37
Only After 780BC: Kimmerian and Skythian Allies, I/43
Only After 780BC: Neo-Hittite and Aramean Subject Allies, I/31
Only After 780BC: Mede, Zikirtu or Andian Allies, I/40

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WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

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

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8). Only Median Empire from 620BC: The general can be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.

May have shield (+2) and thrusting spear (+2)

KASPIAN OR PARIKANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, Only Median Empire from 620BC

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Only Median Empire from 620BC: May be upgraded to WS3/Ld7 (+2)

Special Rules: *Combined Formation*

SKIRMISHING ARCHERS

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

Equipment: Bow, hand weapon

Only Median Empire from 620BC : May be upgraded to BS3/Ld7 (+2)

Special Rules: *Skirmishers*, *Combined Formation*

MEDIAN ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: Only Median Empire from 620BC

ARMENIANS

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

Equipment: Hand weapon

May have shield (+1)

Special Rules: Only Median Empire from 620BC

PARTHIANS

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

Equipment: Bow, hand weapon

Special Rules: Only Median Empire from 620BC

KASPIAN OR PARIKANIAN SKIRMISHERS

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

Equipment: Hand weapon, sling

May have javelins&buckler instead of sling.

Special Rules: *Skirmishers*, Only Median Empire from 620BC

LEVIES

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

Equipment: Hand weapon

Special Rules: *Levy*, Only Median Empire from 620BC

ALLIES

Kimmerian or Skythian Allies, I/43

Mannaian Allies, I/37

Only from 733-669BC: Assyrian Allies, I/45

Only Median Empire from 620BC: Neo-Babylonian Allies, I/44

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/41. PHRYGIAN 800-676BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
 May have thrusting spear (+5)
Special Rules: *Light Chariots*

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, javelins, shield, light armour
 A crew member and two unarmed driver
 May have thrusting spear (+10)
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have thrusting spear (+2) and shield (+2)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

SKIRMISHING ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

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SKIRMISHERS

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

Equipment: Hand weapon, sling
 May have javelins&buckler instead of sling.
Special Rules: *Skirmishers*

ALLIES

Urartian Allies, I/39
 Kimmerian Allies, I/43

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/42. NEO-ELAMITE 800-639BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost. May ride a horse (+8, M8)

CAVALRY&CHARIOTS

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, bow, shield, light armour
 A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	4	3	3	1	3	1	8	22

Equipment: Hand weapon, javelins.
 May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

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

Equipment: Hand weapon, thrusting spear
 May have shield (+1)

SHIELDED ARCHERS

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

Equipment: Bow, hand weapon, shield

ARCHERS

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

Equipment: Bow, hand weapon

SKIRMISHING ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

ALLIES

Neo-Babylonian Allies, I/44
 Early Bedouin Allies, I/6

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

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

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	17

Equipment: Hand weapon, bow

May have shield (+2).

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2) and thrusting spear (+2). May have cloth barding (+2). May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*

INFANTRY

FOOT ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: *Light Infantry*

SLINGERS

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

Equipment: Hand weapon, sling

Special Rules: *Skirmishers*

OTHER TRIBAL OR SUBJECT TRIBE FOOT

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

Equipment: Hand weapon and buckler

ALLIES

Only European Skythians from 700-600BC: Kimmerian Allies, I/43

Only Kimmerians from 680-675BC: Lowland Thracian Allies, I/48

Only Kimmerians before 640BC: Mannaian I/37 and Urartian I/39 Allies

Only Massagete from 550-150BC: Mountain Indian Allies, II/2

Only Hu after 400BC: Jung Allies (Early Northern Barbarians), I/14

Only European Skythians in 313BC: Lowland Thracian Allies, I/48 and

Black Sea Greek Allies (Later Hoplite Greek,, II/5)

Only Saka in 129BC: Seleucid Allies, II/19

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/44. NEO-BABYLONIANS 746-539BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a heavy chariot bought at additional cost.

CAVALRY&CHARIOTS

QURUBUTI GUARD CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 One crew member and two unarmed driver.
 May have thrusting spear (+10)
 From 626BC: May have an additional warrior (+10, A3)
Special Rules: *Heavy Chariots*

QURUBUTI GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	4	3	3	1	3	1	8	20

Equipment: Hand weapon, thrusting spear
 May have shield (+2), bow (+2) and light armour (+2)

CHALDEAN, ARAMEAN OR MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
 May have shield (+2) and thrusting spear (+2)
 From 626BC: May be upgraded to WS3/Ld7 (+3)
Special Rules: *Light Cavalry*

CHALDEAN, ARAMEAN OR MILITIA CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*, Only before 626BC

SKYTHIAN MERCENARY HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2). May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only from 626-539BC

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
 May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only from 605-539BC

INFANTRY

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	4	1	7	11

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1)
 0-1 May be upgraded to Ld8 (+2)
 Only from 605-539BC: Up to half the models may have bow instead of spear&shield (free), *Combined Formation*

After 626C: Up to two infantry units may have Kallapani transport for +1 per model.

CHALDEAN, ARAMEAN OR MILITIA ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

LYDIAN, IONIAN MERCENARY GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*, Only from 605-539BC

RESERVES

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

Equipment: Hand weapon
Special Rules: *Light Infantry*, Only from 605-539BC

LEVIES

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

Equipment: Hand weapon
Special Rules: *Levy*, Only from 605-539BC

ALLIES

Before 639BC: Neo-Elamite, I/42
 Before 626BC: Early Bedouin Allies, I/6
 From 626-550BC: Mede Allies, I/40

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

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

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost.
 From 704BC: Divine Superior Battle Standard in Chariot with Priest.

CAVALRY&CHARIOTS

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
 One crew member and two unarmed driver. May have thrusting spear (+10). After 704BC: May have an additional crew member (+10, 3A)
Special Rules: *Heavy Chariots*

ELITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, thrusting spear
 May have shield (+2) and light armour (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
 May have shield (+2) and thrusting spear (+2)
 May be upgraded to WS3/Ld7 (+3)
Special Rules: *Light Cavalry*

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
 May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

INFANTRY

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1)
 0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*

0-1 QURUBUTI FOOT GUARD ARCHERS

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

Equipment: Bow, hand weapon
 May have light armour (+2)
Special Rules: *Combined Formation, Skirmishers*

Up to three infantry units may have Kallapani transport (+1 per model).

KISIR SHARRUTI

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

Equipment: Hand weapon
 May have light armour (+2), shield (+1)
 May be upgraded to WS4 (+2)
Special Rules: *Light Infantry*

LEVIES

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

Equipment: Hand weapon
Special Rules: *Levy*

KING'S MAN INFANTRY

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

Equipment: Hand weapon
 May have shield (+1)
Special Rules: *Light Infantry*

KING'S AN TRIBAL LEVIES

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

Equipment: Sling, hand weapon
 May have javelin&shield (free) or bow (+1) instead of sling
Special Rules: *Skirmishers*

ELAMITE ARCHERS

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

Equipment: Bow, hand weapon

ALLIES

Before 710BC: Neo-Hittite and later Aramean Allies, I/31
 After 742BC: Later Hebrew, I/34
 After 742BC: Medes, I/40
 After 742BC: Phillistine, I/29
 After 742BC: Early Bedouin Allies, I/6
 After 720BC: Mannaian Allies, I/37
 After 708BC: Phrygian, I/41
 After 708BC: Cypriot Allies, I/35

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/46. KUSHITE EGYPTIANS 745-593BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost.
 Only from 727-664BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

KUSHITE HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, bow, shield, light armour
 A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

KUSHITE LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
 May have thrusting spear (+5)
Special Rules: *Light Chariots*

KUSHITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
 May have shield (+2) and thrusting spear (+2)
Special Rules: *Light Cavalry*

EGYPTIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

EGYPTIAN HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
 A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

EGYPTIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow.
 May have shield (+2) and thrusting spear (+2)

EGYPTIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
 May have shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

KUSHITE ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

KUSHITE JAVELINMEN

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

Equipment: Hand weapon, javelins
 May have shield (+1)

KUSHITE SLINGERS

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

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

EGYPTIAN CLOSE FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Throwing spear, hand weapon
 May have light armour (+2), shield (+1), double-handed weapon instead of throwing spear (free)

EGYPTIAN ARCHERS

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

Equipment: Bow, hand weapon
 May have light armour (+2)

MESHWESH SETTLED MILITIA

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

Equipment: Hand weapon, thrusting spear
 May have light armour (+2), shield (+1).

LIBU SETTLED MILITIA

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

Equipment: Hand weapon, javelins
 May have shield (+1) or bow (+1)
Special Rules: *Light Infantry*

ALLIES

Only before 727BC: Egyptian Allies, I/38

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WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

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

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8). May have a Superior Army Standard in chariot with priests.

CAVALRY&CHARIOTS

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	3	8	70

Equipment: Hand weapon, javelins, shield, light armour. Two crew members and two unarmed drivers. May have thrusting spears (+10)
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour. May have thrusting spear (+2) and shield (+2). May be upgraded to WS4, Ld8 (+4)
 After 668BC: May have cloth barding (+3)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
 May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

GIMMIRIYA OR KIMMERIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only after 679BC

INFANTRY

SHA QURBUTE OR SHA MASSARTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon. May have light armour (+2) and large shield (+2). 0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*

0-1 FOOT GUARD ARCHERS

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

Equipment: Bow, hand weapon. May have light armour (+2)
Special Rules: *Combined Formation, Skirmishers*

Up to three infantry units may have Kallapani transport (+1 per model).

INFANTRY

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

Equipment: Hand weapon, shield
 May have thrusting spear (+1) and light armour (+2).
 May have double-handed weapon instead of thrusting spear (free)
 May be upgraded to WS4 (+3), 0-1 without spears to Ld 8 (+2).
Special Rules: *Light Infantry* (without thrusting spear)

ELAMITE ARCHERS

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

Equipment: Bow, hand weapon

RESERVES OF BATTLE ARRAY

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

Equipment: Thrusting spear, hand weapon. May have shield (+1)

LEVIED TROOPS OF THE BATTLE ARRAY

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

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Levy*

TRIBAL LEVY SKIRMISHERS

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

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

TRIBAL LEVY JAVELINMEN

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

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-1 WAGON TABOR

MADAYA OR MEDE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear. May have shield (+1) and light armour (+2). Up to half may have bow instead of spear (-3)
Special Rules: *Combined Formation*, Only after 679BC

0-1 MUSRAYAOR EGYPTIAN ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: Only after 679BC

KUSAYA OR KUSHITE ARCHERS

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

Equipment: Bow, hand weapon
Special Rules: Only after 679BC

ALLIES

Saitic Egyptian and Mannaian Allies, I/53
 Before 668BC: Medes and Early Bedouin Allies, I/40
 From 668-650BC: Neo-Elamite Allies, I/42
 Before 627BC: Skythian, I/43 and Phillistine, I/29 Allies
 From 641-628BC: Persian Allies (Parsua List), I/40

WAB FORUM SUPPLEMENT

NEO ASSYRIAN EMPIRE 911 – 610BC

I/53. SAITIC EGYPTIANS 664-335BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Only before 524BC may ride a heavy chariot bought at additional costs.

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon
 May have thrusting spear (+2) and shield (+2).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	17

Equipment: Hand weapon,
 May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

ASSYRIAN GARRISON CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
 May have bow (+2) and shield (+2).
Special Rules: Only from 650-600BC

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
 A crew member and two unarmed driver
Special Rules: *Heavy Chariots*, Only before 524BC

0-1 ESCORT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
 May have and shield (+2)
Special Rules: *Skirmishers*, Only before 524BC

SKYTHIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2).
 May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 620-525BC

INFANTRY

GUARD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1)

GUARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	4	1	7	10

Equipment: Bow, hand weapon
 May have light armour (+2)

LEVY SPEARMEN

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

Equipment: Thrusting Spear, hand weapon. May have shield (+1)

LEVY ARCHERS

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

Equipment: Bow, hand weapon

LEVY JAVELINMEN

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

Equipment: Javelins, hand weapon and buckler

NUBIAN ARCHERS

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

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

LIBYAN JAVELINMEN

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

Equipment: Hand weapon, javelins
 After 475BC: May be upgraded to WS3 (+1)
Special Rules: *Skirmishers*

IONIAN, KARIAN OR OTHER GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield.
Special Rules: *Early Phalanx*

ASSYRIAN GARRISON INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Garrison	4	4	3	3	3	1	4	1	7	11

Equipment: Thrusting Spear, hand weapon
 May have light armour (+2) and shield (+1)
 Up to half can have bow instead of spear (-4)
Special Rules: *Combined Formation*, Only from 650-600BC

ATHENIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
 May have light armour (+2)
 Only 361-360BC: 0-1 Upgrade to Spartans (+4, WS4 and Ld8)
Special Rules: *Early Phalanx*, Only from 460-454BC or 361-360BC

ATHENIAN OARSMEN

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

Equipment: Throwing spears, hand weapon. May have shield (+1)
Special Rules: *Skirmishers*, Only from 460-454BC

ALLIES

Before 650BC: Neo-Assyrian Allies, I/51
 After 570BC: Kyrenean Greek Allies, I/56
 Only Nectanebo II from 359-342BC: Libyan Allies, I/7

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NEO ASSYRIAN EMPIRE 911 – 610BC

MILITARY HISTORY

Adad Nirari II brought Assyria out of servitude and waged war upon her enemies, succeeded in driving foreigners out of Assyria's heartland.

The Assyrian Empire originated in the early 2nd millennium BC, succeeding the Akkadian Kingdom of the late 3rd millennium BC. Assyria did not become a powerful military state until the early 1st millennium BC, when Ashurnasirpal II's conquests reasserted Assyria's hegemony in the Near East, nor was it a true empire until the reforms of Tiglath-Pileser III in the mid-8th century BC. The Assyrian empire has at times been described as the first military power in history. This article deals with the forces of the Assyrians in the above described times.

In 911 BC, the Assyrian state was ruled by Adad-nirari II and was in a poor state - trade routes were under foreign control and her territories in Babylon and other former vassal states were out of their hands. Adad nirari II changed all of this with aggressive campaigning against his opponents. His son was later succeeded by one of the most successful military Kings of Assyria, Ashurnasirpal II.

Ashurnasirpal II is credited for utilizing sound strategy in his wars of conquest. While aiming to secure defensible frontiers, he would launch raids further inland against his opponents as a means of securing economic benefit, as he did when campaigning in the Levant. The result meant that the economic prosperity of the region would fuel the Assyrian war machine.



Ashurnasirpal II was succeeded by Shalmaneser III. Although he campaigned for 31 years of his 35 year reign, he failed to achieve or equal the conquests of his predecessor, and his death led to another period of weakness in Assyrian rule.

Assyria would later recover under Tiglath Pileser III whose reforms once again made Assyria the most powerful force in the Near East, and transformed her into a fully fledged empire - the first of its kind. Later Kings under Shalmaneser V, Sargon II and Sennacherib would see further Assyrian offensives, although these were designed not so much for conquest but to destroy the

enemies ability to undermine Assyrian power. As such, costly battles raged taking tolls on Assyrian manpower. Esarhaddon succeeded in taking lower Egypt and his successor, Ashurbanipal, took the southern upper half of Egypt.

However, by the end of the Ashurbanipal's reign it appears that the Assyrian Empire was falling into another period of weakness, one from which she would not escape. It appears that years of costly battles followed by constant (and almost unstoppable) rebellions meant that it was a matter of time before Assyria ran out of troops. The loss of the outer regions meant that foreign troops were gone too. By 605 BC, independent political Assyrian records vanish from history and the Assyrians lost their independence forever.

Background

Mesopotamia was the site of some of the earliest recorded battles in history. In fact, the first recorded battle was between the forces of Lagash and Umma c.2450 BC. Like many Mesopotamian records, it contains elements of fiction. The ruler of Lagash, Eanatum, was inspired by the god Ningirsu to attack the rival kingdom of Umma; the two were involved in minor skirmishes and raids along their respective borders. Eanatum, although the attacker, triumphed, even though he was struck in the eye by an arrow. After the battle, he proudly documented the behavior of the vultures.



Akkadian and Old Assyrian

According to legend, Sargon, the first king of the Akkadian Kingdom, was discovered by a gardener in

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Mesopotamia in a basket.¹⁵ In time, he would found the city of Agade and raise an army of 5,400 men, and then conquer much of modern-day Iraq. His inscriptions boasts of 34 victories and "5,400 men eating bread before Sargon", exemplifying both the vast manpower and the obedience of his troops (and possibly a standing army as well). Though small by even the standards of later kings, Sargon's army was larger and more sophisticated than others of the time, utilizing a combination of spears and missile weapons. Bronze swords and four wheeled chariots brushed aside any resistance as he carved out his empire, which may well have included (at least briefly) parts of the Mediterranean, Anatolia and western Iran. Siege warfare was not a problem; most of the cities that were walled at the time of Sargon were made of mud and his inscriptions further boast of the destruction he brought on the walls of captured cities. Though he utilized simple tactics that would be later emulated in many states, his dynasty survived for another 125 years. Assyrian, Babylonian and even Persian conquerors would claim to be Sargon's successors and attempted to emulate his great military success.



Middle Assyrian

Information on the Assyrian army during this time is difficult to make out - the Assyrians were able to establish their independence on two occasions, during the Old Assyrian Kingdom and the Middle Assyrian Kingdom, with the latter reaching as far as Babylon in their pursuit of conquest. However, military tactics mainly involved using troops raised from farmers who had finished planting their fields and so could campaign for the king until harvest time called for their attention again. The result was that military campaigning was limited to a few months of the year. As a result, armies could not conquer vast amounts of land without having to rest (and hence allow their enemy to recover) and even if they did they would not be able to garrison conquered lands with troops for long.

Organization of the Military

The Assyrian army's hierarchy was typical of the Mesopotamian armies at the time. The King whose rule was sanctioned by the gods, would be the commander of the entire army of the Empire. He would appoint senior officers on certain occasions to campaign in his place if his presence on the battlefield could or had to be spared.

Sargon of Akkad



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Sargon of Akkad is believed to have created the first standing army. Such feats required food and weapons to be supplied to the army at all times. He is also credited for introducing the composite bow to Mesopotamia as he defeated his Sumerian adversaries. Later on, his successor Shulgi introduced specialized units; grouping missile units and infantry into different smaller groups.

Pre-reform

Before the reforms of Tiglath-Pileser III, the Assyrian army was also very much similar to the other Mesopotamian armies of the time. Soldiers were mostly raised farmers, who had to return to their fields to collect the harvest. Professional soldiers were limited to a few bodyguards that protected the King and or other nobles and officials but these would not have been deployed or wasted in battle unless the situation became urgent, as it later did.



Assyrian armies could be very large; Shalmaneser III once boasted a force of 120,000 men in his campaigns against Syria. Such a force required men to be extracted from conquered peoples. A large army also needed more food and supplies and for this the Assyrians organized what they needed for a campaign before they set out.

Preparations for a new campaign

Preparations for a new campaign required first and foremost the assembly of troops at a designated base. In Assyria, the designated locations included Nineveh, Kalhu or Khorsabad. On some occasions the designated meeting points would change depending upon the campaign. Governors were instructed to accumulate supplies of corn, oil and war material. Other requirements of the Governors included calling up the needed man power. Vassal states were in particular required to present troops as part of their tribute to the Assyrian King and in good time - failure to do so, would have almost certainly been seen as an act of rebellion.

The arrival of the King and his bodyguard ended the preliminary stage and the army would move on to the target of their campaign. The army would march in good order; in the vanguard came the standard of the Gods,

signifying the servitude of the Assyrian Kings to their primary God Assur. Following this was the King, the humble servant of Assur surrounded by his bodyguard with the support of the main chariot divisions and cavalry, the elite of the army. In the rear was the infantry; the Assyrian troops followed by the conquered peoples. Following this would be the siege train, supply wagons and then the camp followers. Such a formation would have been very vulnerable to a rear attack. Some columns of troops could travel 30 miles a day and such speed would have been used to surprise and frighten an opponent into submission.

Reforms of Tiglath-Pileser III

Before long, the weaknesses of the Assyrian army soon began to show itself. Battle after battle killed off important soldiers, while the seasons ensured that soldiers returned after a short time to their fields without achieving decisive conquests. By the mid-eighth century BC, the Assyrian levy-army could not cope with the demands of an empire that often stretched from the Mediterranean Sea to the Persian Gulf.



All was to change when Tiglath Pileser III came to the throne in 745 BC. After increasing the efficiency of the Assyrian administration, he went on to change the Assyrian army as well. The most important aspect of his reform was the introduction of a standing army. This included a larger number of foreign soldiers but mixed in with other Assyrian soldiers. These men could be supplied by vassal states as tribute or when demanded by the Assyrian King. They were given Assyrian equipment and uniform which made them indistinguishable from one another, possibly to increase their integration. While the infantry in the standing army contained a large number of foreigners (including Aramaeans and even Greeks), the Assyrian cavalry and charioteers continued to be dominated by Assyrians. There were exceptions however, and as casualties mounted additional troops would not be

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unwelcome; Sargon II reports that he managed to incorporate 60 Israelite Chariot teams into his army.

Transportation and communication



With the rise of the Assyrian Empire, new demands were placed on transport and communication. Governing such a vast Empire required the attention of the Assyrian king and his administrators. Prior to the Neo-Assyrian Empire, roads in Mesopotamia were little more than well-trodden pathways used by the locals - over time a clear path could be made out. However, this was inadequate for an empire whose armies were constantly on the move, repressing one revolt after another. The Assyrians were the first to institute, control and maintain a system of roads throughout their empire. Pony expresses with regular way stations for messengers to rest and/or exchange horses were established. Later, these would form the basis for the Persians to expand this system to their own empire.

Rugged mountains were cut through thus greatly decreasing travel time. Engineers built fine stone pavements leading up to the grand cities of Assur and Nineveh, so as to impress foreigners with the wealth of Assyria. By the 2nd millennium BC, wooden bridges were built across the Euphrates. By the 1st millennium BC, Nineveh and Assur had stone bridges, testament to the wealth of the kingdom of Ashur. The construction of roads and increased transport meant that goods would flow through the empire with greater ease, thus feeding the Assyrian war effort further. Of course, roads that sped up Assyrian troops would not discriminate and would also speed up enemy troops as well.

Use of camels

The Assyrians were the first to use Camels as beasts of burden for their military campaigns. Camels were of greater use than Donkeys because they can carry five times the load and yet require less watering. Camels were not domesticated until shortly before 1000 BC, on the eve of the Neo-Assyrian Empire.

Wheeled vehicles

Although the Sumerians are credited for inventing the wheel sometime before 3000 BC, the Assyrians were the first to manufacture tires of metal, made from copper,

bronze and later iron. Metal-covered wheels have the obvious advantage of being more durable and when overrunning an opponent in battle, will have a greater effect.

Weapons

Chariots

Assyrian king Ashurbanipal on a chariot during a royal lion hunt, during which only the King was permitted to kill lions, and only his chariot was permitted a parasol.

The core of the Assyrian army lay in her chariots. Originally these chariots were used as two-horse vehicles. The Ancient Egyptians and Sumerians used war chariots in this fashion as firing mobile platforms or as mobile command platforms; the elevated view would give the general some ability to see how the troops fared in battle. The Assyrians also used Chariots in reconnaissance, carrying messages to and from the frontlines as well as for battle. However, the rise of cavalry in the 1st millennium BC meant that by the 7th century BC, the chariot was demoted to combat duties only; lighter chariots consisting of two to three horses were later upgraded under the reign of Ashurnasirpal II to heavy four horse chariots. Such chariots could contain more men (four in total). Heavier chariots also found new roles; smashing into enemy formations and dispersing the infantry in the process. The Assyrian cavalry and infantry would then be able to exploit the gap and rout the enemy there by taking the battlefield.

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Cavalry

Cavalry were rarely used by the Assyrians or many other Mesopotamians until the 9th century BC when their use is mentioned during the reign of Tukulti-Ninurta II. Before then, many nomads or steppe warriors relied on cavalry, who raided Assyrian lands. The Assyrians had to counter this mobile form of warfare and so beat their opponents (notably the Iranians) at their own game. Perhaps the greatest outside influence is that of the Iranian Medes. It is ironic that the raiding by that people assisted Assyrian attempts in building a cavalry army with which to destroy the Kingdom of Elam. However, Assyrian attempts were not without difficulties; horse archers were utilized but could not use their bows and the reins of their horses at the same time. As a result, Cavalry under Ashurnasirpal are depicted in pairs, with one rider holding both reins and the other shooting with a bow.



The Assyrians would experience fewer problems with Cavalry when they were deployed as Lancers; under Tiglath Pileser III, the Assyrian Cavalry continued to be paired of but this time each warrior holds his own lance and controls their own horse. By the 7th century BC, mounted Assyrian warriors were well armed with a bow and a lance, armored with lamellar armor and their mounts equipped with fabric armor, providing limited yet useful protection in close combat and against missiles. Cavalry would form the core of the later Assyrian armies.

Large units of cavalry were required to be deployed by the Assyrians; some units would consist of hundreds or even a thousand horsemen. There is little doubt that without a continuous supply of horses, the Assyrian war machine would have collapsed. As the empire suffered horrendous casualties under Ashurbanipal's campaigns of conquest, the rebellions following his death may have contributed significantly to the downfall of the empire as fewer vassals were available to pay tribute horses and other war material needed. Horses were an incredibly important war resource and the Assyrian king himself took a personal interest to oversee adequate horse supply.

Three main sources of horses were:

- Raids designed to steal horses from opponents, albeit from Scythians or other steppe peoples.
- Tribute paid by vassal states.
- High-ranking state officers would oversee horse production and report to the King.

Horses would be drawn from outlying provinces and brought in to be trained with new recruits for war.

Infantry

While cavalry provided the most expensive and effective arm of the Assyrian Empire, Infantry are cheaper and more numerous. In the right circumstances, they were also more effective, for example in siege warfare whereby the mobility provided by Horsemen would be of no advantage in such encounters. Assyrian Infantry were composed of both native Assyrians and foreigners employed as auxiliaries, spearmen, slingers, shield bearers or archers. The latter type was the most dominant in Assyrian armies. From the time of Ashurnasirpal, archers would be accompanied by a shield bearer while slingers would aim to distract the enemy into lowering their shield to protect against the stones, thereby allowing the archers to shoot above their shield walls and slay their enemies. Even in siege warfare, arrows were used to drive back defenders from the wall while engineers advanced against the fortifications. Many different types of bows are recorded by the Assyrians, including Akkadian, Cimmerian and their own "Assyrian" type. However, it is most likely that these were simply different variants of the powerful composite bow. Depending upon the bow, an archer would have a range of anything between 250 to 650 meters. Vast amounts of arrows could be expended in battle so in preparation for war many arrows would be made. Facilities

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also existed that would travel with the army's supply train that could manufacture more arrows. An Assyrian army without arrows was an army without the main capability to win.



Lancers were introduced to the infantry under Tiglath-pileser III. The idea was that a long spear would be able to penetrate and attack the enemy's ranks at longer range than a sword or a dagger could. Armour (lamellar) amongst the melee troops was limited to elite soldiers only, while the rest of the army made do with shields and helmets.

Strategy and Tactics

Tactics

Not much is recorded about Assyrian tactics in battle. However, Assyrian reliefs always depict their troops launching devastating chariot and cavalry charges, smashing the enemy lines and allowing their foot soldiers to exploit the divided enemy. It is likely that the chariots would head in first. A preliminary barrage of arrows would soften up the enemy for a chariot attack. To keep up the momentum, cavalry would follow up. Lagging behind would be the infantry whose job was to destroy the now scattered enemy. Despite the extensive use of missile weapons, the Assyrians still preferred a bloody frontal assault as Sennacherib describes his pyrrhic victory (in which he claims total victory):

“ At the command of the god Ashur, the great Lord, I rushed upon the enemy like the approach of a hurricane...I put them to rout and turned them back. I transfixed the troops of the enemy with javelins and arrows. Humban-undasha, the commander in chief of the king of Elam, together with his nobles...I cut their throats like sheep...My prancing steeds, trained to harness, plunged into their welling blood as into a river; the wheels of my battle chariot were bespattered with blood and „

filth. I filled the plain with corpses of their warriors like herbage

—Sennacherib



Assyrian frontal offensives were designed to shock the enemy and surprise them. However, they were also a strategy employed when time was not on their side:

“ *The harassed troops of Ashur, who had come a long way, very weary slow to respond, who had crossed and re-crossed sheer mountains innumerable, of great trouble for ascent and descent, their morale turned mutinous. I could give no ease to their weariness, no water to quench their thirst; I could set up no camp, nor fix defences* „

—Sargon II

Despite the above, Sargon II's instinct saved the day; leading his exhausted troops, he launched a surprise attack against his Urartian opponents who broke at the speed and surprise of the attack. So vicious was the battle that the Urartian King abandoned his state officials, governors, 230 members of the Royal family, many cavalry and infantry and even the capital itself was abandoned.

Overall war strategy

Assyrian warships. The Assyrians would have used these to transport horses, chariots and supplies across rivers. Although they reached the Mediterranean on numerous occasions, problems (in the shape of rebellions) in the Fertile Crescent would have made such sea ventures into the Mediterranean unlikely.

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The nature of Mesopotamia; plain and fertile with few natural defenses meant that defensive operations were out of the question; only a decisive attack could defend such vulnerable yet valuable locations. The cities of Assur and Nineveh were both "sandwiched" between rivers, Nineveh being more so enclosed and protected by the Tigris while Assur, while being close to the Tigris, was a fair distance away from the Euphrates. The result was that both cities had a measure of natural protection. However, rivers would not stop a determined army so attacking and destroying the enemies' ability to wage war was the best method of ensuring survival. To this end the Assyrians sought a decisive encounter that would destroy the enemies' army.

Colonization: The Assyrians, in conjunction with their deportation (see below) would also send some of their own into foreign lands and settle them as colonists. The primary aim was to establish a loyal power base; taxes, food and troops could be raised here as reliably as at their homeland, or at least it must have been hoped. Furthermore, their presence would bring innumerable benefits; resistance to other conquerors, a counter to any rebellions by the natives and assist the provincial Assyrian governors in ensuring that the vassal state was loyal to Assyria.

Total Destruction: One must be careful before assuming that the Assyrians utilized total war. However, it is known that the Assyrians, as part of their overall strategy of weakening their opponents and of exacting revenge would violently destroy what they could not take back or could not consolidate.:

“ For a distance of a month and twenty-five days' journey I devastated the provinces of Elam. Salt and sihlu I scattered over them... The dust of Susa, Madaktu, Haltemash and the rest of the cities I gathered together and took to Assyria... The noise of people, the tread of cattle and sheep, the glad shouts of rejoicing, I banished from its fields. Wild asses, gazelles and all kinds of beasts of the plain „

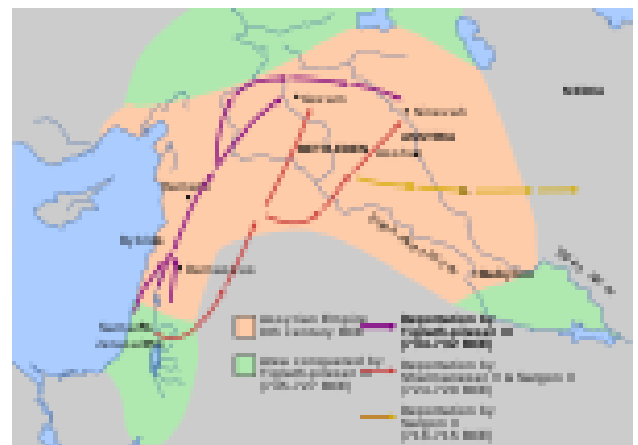
I caused to lie down among them, as if at home.

—Ashurbanipal

Psychological warfare

The Assyrians fully appreciated the use of terrorizing their enemies. To conserve manpower and rapidly move on to solve Assyria's multiple problems, the Assyrians preferred to accept the surrender of their opponents or else destroy their ability to resist a surrender. This in part explains their offensive strategy and tactics.

Deportations



It is not known if the Assyrians were the first to deport people, although since none before had ruled the Fertile Crescent as they did it is likely that they were the first to practice it on a large scale. The Assyrians began to utilize mass-deportation as a punishment for rebellions since the 13th century BC. The purposes of deportation included, but were not limited to:

- 1) **Psychological warfare:** the possibility of deportation would have terrorized the people;
- 2) **Integration:** a multiethnic population base in each region would have curbed nationalist sentiment, making the running of the Empire smoother;
- 3) **Preservation of human resources:** rather than being butchered, the people could serve as slave labor or as conscripts in the army.

By the 9th century BC the Assyrians made it a habit of regularly deporting thousands of restless subjects to other lands. Re-settling these people in the Assyrian homeland would have undermined the powerbase of the Assyrian Empire if they would rebel again. As a result, Assyrian deportation involved removing one enemy population and settling them into another. Below is a list of deportations carried out by Assyrian Kings:

- 744 BC Tiglath Pileser III deports 65,000 people from Iran to the Assyrian-Babylonian border at the Diyala river
- 742 BC Tiglath Pileser III deports 30,000 people from Hamath, Syria and into the Zagros mountains in the east.

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- 721 BC Sargon II (claimed) deports 27,290 people from Samaria, Israel and disperses them throughout the Empire. However, it is likely that his ousted predecessor, Shalmaneser V ordered the deportation
- 707 BC Sargon II deports 108,000 Chaldeans and Babylonians from the Babylonian region
- 703 BC Sennacherib deports 208,000 people from Babylon

Tiglath Pileser III re-introduced deportation on a grand scale, deporting tens, even hundreds of thousands of people. Deportations were also coupled with Colonization, see above for more details.

Dealing with rebels

When rebellion inevitably broke out in the Assyrian Empire, the Assyrian Kings would often brutally crush the rebellion (as an alternative to deportation) and inflict great punishments on her rebellious vassals. Ashurnasirpal II ensured that the rebellions he suffered would be crushed with the same ruthlessness so that his opponents would never wish to do so again; in this way he was utilizing psychological warfare:

“ *To the city of Suru of Bit Halupe I drew near, and the terror and splendour of Ashur, my Lord, overwhelmed them. The chief and the elders of the city, to save their lives came forth into my presence and embraced my feet, saying: 'If it is thy pleasure, slay! If it is thy pleasure, let live! That which thy heart desireth, do!'...In the valour of my heart and with the fury of my weapons I stormed the city. All the rebels they seized and delivered them up* ”

—Ashurnasirpal II

Ashurnasirpal II paints a descriptive picture when he later describes how he dealt with the rebels; they were flayed, impaled, beheaded (first if they were lucky), burnt alive, eyes ripped out, fingers, noses and ears cut off.

Ashurnasirpal II's brutal treatment succeeded in pacifying the rebels. As he campaigned into Syria, he was able to take a large body of soldiers out of Mesopotamia without fear of a rebellion cutting his supply lines. So successful were his brutal sieges of the cities of northern Syria that many other smaller settlements immediately surrendered to his army as it marched south parallel to the Mediterranean.

The Assyrians viewed their Kings as governing with the gods' (or the god Ashur) sanction. To rebel against this most humble servant of Ashur would be to rebel against Ashur himself, something that could only bring divine destruction; hence the glorification of such brutality.

Other acts of brutality include: rape, mutilating men until death, placing heads, arms, hands and even lower lips on the conquered city's walls, skulls and noses atop stakes. Alternatively these could also be piled up or even their

corpses cut up and fed to the dogs. On some occasions, people were blinded so that as they wandered throughout the land they would speak of Assyrian terrors and demoralize the local population.

Siege warfare



In 647 BCE, the Assyrian king Assurbanipal leveled the city during a war in which the people of Susa apparently participated on the other side. A tablet unearthed in 1854 by Austen Henry Layard in Nineveh reveals Ashurbanipal as an "avenger", seeking retribution for the humiliations the Elamites had inflicted on the Mesopotamians over the centuries. Ashurbanipal dictates Assyrian retribution after his successful siege of Susa:

“ *Susa, the great holy city, abode of their gods, seat of their mysteries, I conquered. I entered its palaces, I opened their treasures where silver and gold, goods and wealth were amassed... I destroyed the ziggurat of Susa. I smashed its shining copper horns. I reduced the temples of Elam to naught; their gods and goddesses I scattered to the winds. The tombs of their ancient and recent kings I devastated, I exposed to the sun, and I carried away their bones toward the land of Ashur. I devastated the provinces of Elam and on their lands I sowed salt.* ”

—Ashurbanipal

The plains and fertile lands of Mesopotamia were not only ideal for warfare: they actually attracted war. Raiders from all nations coveted the lands of the Assyrians - Scythians

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to the north, Syrians, Arameans and Cimmerians to the West, Elamites to the East and Babylonians to the south. In fact, the latter never tired of rebelling against Assyrian rule. As a result, in order to prevent chariots and cavalry from completely overwhelming these settlements, walls were constructed though often from mud or clay since stone was neither cheap, nor readily available. In order to destroy the opponents, these cities had to be taken as well and so the Assyrians soon mastered Siege warfare - Esarhaddon claims to have taken Memphis, the capital of Egypt in less than a day, demonstrating the ferocity and skill of Assyrian siege tactics at this point in time:

“ *I fought daily, without interruption against Taharqa, King of Egypt and Ethiopia, the one accursed by all the great gods. Five times I hit him with the point of my arrows inflicting wounds from which he should not recover, and then I laid siege to Memphis his royal residence, and conquered it in half a day by means of mines, breaches and assault ladders* „

—Esarhaddon

Sieges were costly in terms of manpower and more so if an assault was launched to take the city by force - the siege of Lachish cost the Assyrians at least 1,500 men - found at a mass grave near Lachish. Before the advent of standing armies, a city's best hope would be that the harvest would force the enemy to return to their fields and therefore abandon the city. However, with the reforms of Tiglath Pileser III Assyria's first standing army was forged and could therefore blockade a city until it surrendered instead. Nonetheless it is known that Assyrians always preferred to take a city by assault then to settle down for a blockade - the former method would be followed by extermination or deportation of the inhabitants and would therefore frighten the opponents of Assyria into surrendering as well.

Siege weapons

The Assyrians were not natural at siege warfare and this can be seen by their attempts to experiment with numerous methods for taking a city.

The most common siege weapon and by far the cheapest was the ladder. However, ladders are easy to topple over and so the Assyrians would shower their opponents with arrows to provide cover fire. These archers in turn would be supported by shield bearers. Other ways of undermining the enemies' defences included mining. A 9th century Assyrian relief depicts soldiers using ladders to scale walls, while others use their spears to scrape the mud and clay from the walls. A soldier is also depicted beneath a wall, suggesting that mining was used to undermine the foundations and bring the walls down on their opponents. The Battering ram appears to be one of the best Assyrian contributions to siege warfare. Although looking nothing like the tougher weapons used by the Greeks and Romans many centuries later, they nonetheless served their purpose. They consisted of a tank-like wooden frame on

four wheels. There was a small tower on top for archers to provide covering fire as the engine moved forward. When it had reached its destination, its primary weapon, a large spear, was used to batter away and chip pieces of the enemy wall. While this would have been almost useless against stone walls, one must keep in mind that mud and not stone was used to build walls. Even when dried, these mud walls could be attacked with such engines. Walls were strengthened with time and the Assyrians responded by building larger engines with bigger "spears". In time, they closely resembled a large and long log with a metal tip at the end. Even stone would not withstand pounding by a larger weapon. Larger engines accommodated greater numbers of archers. To protect against fire (which was used by both sides at the Siege of Lachish) the battering ram would be covered in wet skins. These could be watered at any time in battle in case they dried.

“ *I captured 46 towns... by consolidating ramps to bring up battering rams, by infantry attacks, mines, breaches and siege engines* „

—Sennacherib

Siege towers, even ones that could float were reported to have been in use whenever there was a wall facing a river.

Timeline of Assyrian Military

9th century BC

Cavalry use first recorded by Tukulti Ninurta II

- 883 BC Ashurnasirpal II takes power and begins expansion of Assyria beyond Mesopotamia
- 877 BC Ashurnasirpal II takes Assyrian troops to the Mediterranean and Mount Lebanon for the first time.
- 858 BC Shalmaneser III subjugates Bit Adini to vassal status
- 853 BC After taking Aleppo, Shalmaneser III is stopped at the Battle of Qarqar
- 851 BC Shalmaneser III defeats Chaldean revolt in Babylon
- 849, 845 and 841 BC Shalmaneser III makes three unsuccessful attempts to take Syria
- 840 BC Shalmaneser III fails to defeat Urartu
- 832 BC Shalmaneser III fails to take Damascus in a siege
- 824 BC Shalmaneser III dies, Assyria enters into period of weakness

8th century BC

- 780 - 756 BC Argistis I reigns over Assyria, lake Urmia lost by Assyria to Urartu
- 745 BC Tiglath Pileser III seizes power in a coup; Assyrian Army reformed
- 744 BC Mass deportation of Iranians by Tiglath Pileser III
- Unknown date: Tiglath Pileser III defeats Babylon

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- 743 BC Tiglath Pileser III decisively defeats Urartu, besieges Arpad
- 741 BC Arpad falls to Tiglath Pileser III
- 734 - 732 BC Syro-Ephraimite War: Rebellions in Syria and Palestine are crushed. Damascus falls in 732.
- 732 BC Babylon is conquered by Assyria following an usurpation of the throne by a Chaldean. Lands around Babylon are devastated during three years of fighting
- 724 - 722 BC Shalmaneser V besieges and then captures Samaria
- 721 BC Coup of Sargon II results in Samaria revolt; it is quickly crushed.
- 721 BC Sargon II defeats Babylonian rebellion
- 717 - 716 BC Sargon II takes Carchemish to secure trade routes in the north.
- 714 BC A major military disaster befalls Urartu; Sargon II destroys Urartu's ability to fight forever
- 713 BC Rumours of an anti-Assyrian alliance leads Sargon II to take Tabal.
- 710 - 707 BC Another Babylonian revolt is crushed by Sargon II
- 709 BC Assyrian expeditionary forces sent by Sargon II force Midas to seek peace terms.
- 703 BC Another Chaldean-backed Babylon revolt is crushed by Sennacherib, only one year after his succession
- 701 BC Sennacherib moves down Mediterranean coast to subdue Syria and Israel. Lachish is taken after bloody fighting, while Egyptian aid is driven back. Siege of Jerusalem fails.

7th century BC

- 694 BC Sennacherib attacks Elam. Elam attacks Babylon, which is now unoccupied by Assyrian army
- 693 BC Battle of Diyala River: Assyrian assault to Elam through Der is called back due to Babylonian revolt
- 692 BC Battle of Halule: The alliance of Elamites, Babylonians, Chaldeans, and Aramaic and Zagros tribes fight off the Assyrians.
- 691 BC Sennacherib wins a Pyrrhic victory against Elam. However he is able to crush the Babylon revolt
- 681 BC Sennacherib is murdered by two of his sons; another son Esarhaddon avenges his death and rules Assyria
- 679 BC An alliance of Cimmerians and Scythians is defeated by Esarhaddon's forces.
- 679 BC Esarhaddon's troops take Arzani and reach the Egyptian border.
- 676 BC Esarhaddon launches an offensive to counter increasing Iranian power.
- 675 BC An assault on Egypt is thrown back.
- 671 BC Another Assyrian offensive into Egypt is a success;
- 669 BC Memphis is sacked by Assyrian troops

- 668 BC Ashurbanipal succeeds Esarhaddon, last King of Assyria to expand her borders beyond Mesopotamia
- 663 BC Ashurbanipal relieves an Egyptian siege of Memphis and destroys Thebes in the south.
- 665 BC A ten year campaign against Media is launched.
- 665 BC Elam attacks Babylon, but fails.
- 655 BC Elam attacks Babylon. At the same time, Egypt launches another offensive. Elamite attack repelled by large Assyrian army assembled by Ashurbanipal.
- Unknown date (possibly 655 BC) Ashurbanipal drives Elamite forces across the River Ulai in the plain of Susa.
- 653 BC Median invasion stopped by Scythian attack
- 652 BC Babylon once more revolts
- 651 BC Ashurbanipal abandons Egypt to focus on Elamite attacks; Assyrian army shows signs of overstretching itself.
- 648 BC Babylon is utterly destroyed by Assyria; Elamite civil war ensures no help from Elam.
- 647 BC Battle of Susa: Susa is destroyed completely by Ashurbanipal.
- 639 BC Ashurbanipal decimates the lands of Elam. Elamite kingdom does not recover.

Collapse of Assyria

- 635 BC Egypt, unchecked since 651 BC, storms Ashdod.
- 627 BC Ashurbanipal dies. Collapse of Assyria accelerates.
- 622 BC An Assyrian expedition may have been launched west of the Euphrates; lack of Assyrian records points to a likely Assyrian defeat.
- 616 BC Nabopolassar, King of Babylon since 626 BC, drives out Assyrian troops from Babylonia.
- 615 BC Median invasion of Assyria results in capture of Arrapha.
- 614 BC Assur, first Capital of Assyria is sacked by the Medes under King Cyaxares.
- 612 BC Battle of Nineveh (612 BC): Nineveh is destroyed by an alliance of Medians and Babylonians after a mere 3 month siege.
- 609 BC Battle of Megiddo (609 BC): Egyptians unsuccessfully tried to help the Assyrians.
- 608 BC Newly established Assyrian capital at Harran is destroyed by pursuing Babylonian forces.
- 605 BC Battle of Carchemish: Egypt, fearing the power of Babylon, assists Assyria. An Assyrian-Egyptian alliance is crushed by a Babylonian army. Assyria ceases to exist as an independent nation.

Source:

http://en.wikipedia.org/wiki/Military_history_of_the_Neo-Assyrian_Empire

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