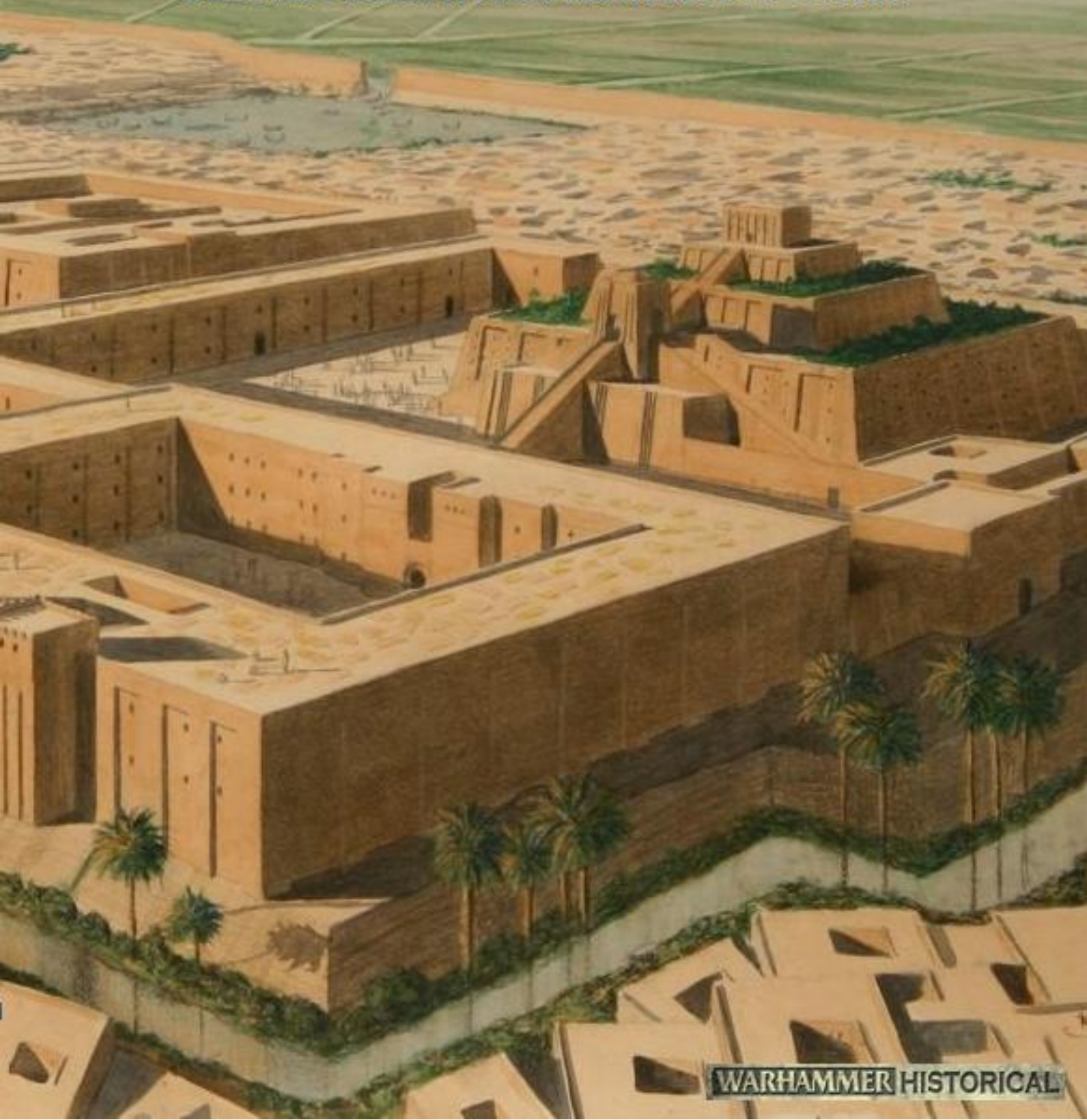


URUK

Armies and Enemies of Sumer and Akkad 2371 – 2191BC



WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

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).

HISTORICAL BACKGROUND



*Fragment of Eannatum's Stele of the Vultures
ca. 2500–2270 BC*

1st Dynasty of Lagash

The dynasty of Lagash, though omitted from the king list, is well attested through several important monuments and many archaeological finds.

Although short-lived, one of the first empires known to history was that of Eannatum of Lagash, who annexed practically all of Sumer, including Kish, Uruk, Ur, and Larsa, and reduced to tribute the city-state of Umma, arch-rival of Lagash. In addition, his realm extended to parts of Elam and along the Persian Gulf. He seems to have used terror as a matter of policy—his Stele of the Vultures has been found, showing violent treatment of enemies. His empire collapsed shortly after his death. He is notable for the policy of having deliberately introduced the use of "terror" as a weapon against his enemies.

Later, Lugal-Zage-Si, the priest-king of Umma, overthrew the primacy of the Lagash dynasty in the area, then conquered Uruk, making it his capital, and claimed an empire extending from the Persian Gulf to the Mediterranean. He was the last ethnically Sumerian king before the arrival of the Semitic king, Sargon of Akkad.

Akkadian Empire

ca. 2270–2083 BC (short chronology)

The Semitic Akkadian language is first attested in proper names of the kings of Kish ca. 2800 BC,¹⁹ preserved in later king lists. There are texts written entirely in Old Akkadian dating from ca. 2500 BC. Use of Old Akkadian was at its peak during the rule of Sargon the Great (ca. 2270–2215 BC), but even then most administrative tablets continued to be written in Sumerian, the language used by the scribes. Gelb and Westenholz differentiate three stages of Old Akkadian: that of the pre-Sargonic era, that of the Akkadian empire, and that of the "Neo-Sumerian Renaissance" that followed it. Speakers of Akkadian and

Sumerian coexisted for about one thousand years, until ca. 1800 BC, when Sumerian ceased to be spoken. Thorkild Jacobsen has argued that there is little break in historical continuity between the pre- and post-Sargon periods, and that too much emphasis has been placed on the perception of a "Semitic vs. Sumerian" conflict.²⁰ However, it is certain that Akkadian was also briefly imposed on neighboring parts of Elam that were conquered by Sargon.

Sargon of Akkad, also known as **Sargon the Great** "The Great King" (Akkadian *Šarru-kīnu*, meaning "the true king" or "the king is legitimate"),¹ was an Akkadian emperor famous for his conquest of the Sumerian city-states in the 23rd and 22nd centuries BC.² The founder of the Dynasty of Akkad, Sargon reigned from 2270 to 2215 BC (short chronology).³ He became a prominent member of the royal court of Kish, killing the king and usurping his throne before embarking on the quest to conquer Mesopotamia. He was originally referred to as *Sargon I* until records concerning an Assyrian king also named Sargon (now usually referred to as Sargon I) were unearthed.⁴

Sargon's vast empire is known to have extended from Elam to the Mediterranean Sea, including Mesopotamia, parts of modern-day Iran and Syria, and possibly parts of Anatolia and the Arabian peninsula. He ruled from a new capital, Akkad (Agade), which the Sumerian king list claims he built (or possibly renovated), on the left bank of the Euphrates.⁵ He is sometimes regarded as the first person in recorded history to create a multiethnic, centrally ruled empire, although the Sumerians Lugal-anne-mundu and Lugal-zage-si also have a claim. His dynasty controlled Mesopotamia for around a century and a half.⁶

Origins and rise to power

The story of Sargon's birth and childhood is given in the "Sargon legend", a Sumerian text purporting to be Sargon's biography. The extant versions are incomplete, but the surviving fragments name Sargon's father as La'ibum. After a lacuna, the text skips to Ur-Zababa, king of Kish, who awakens after a dream, the contents of which are not revealed on the surviving portion of the tablet. For unknown reasons, Ur-Zababa appoints Sargon as his cupbearer. Soon after this, Ur-Zababa invites Sargon to his chambers to discuss a dream of Sargon's, involving the favor of the goddess Inanna and the drowning of Ur-Zababa by the goddess. Deeply frightened, Ur-Zababa orders Sargon murdered by the hands of Beliš-tikal, the chief smith, but Inanna prevents it, demanding that Sargon stop at the gates because of his being "polluted with blood." When Sargon returns to Ur-Zababa, the king becomes frightened again, and decides to send Sargon to king Lugal-zage-si of Uruk with a message on a clay tablet asking him to slay Sargon.⁷ The legend breaks off at this point; presumably, the missing sections described how Sargon becomes king.

The Sumerian king list relates: "In Agade Akkad, Sargon, whose father was a gardener,⁹ the cupbearer of Ur-Zababa, became king, the king of Agade, who built Agade; he

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ruled for 56 years."¹⁰ The claim that Sargon was the original founder of Akkad has come into question in recent years, with the discovery of an inscription mentioning the place and dated to the first year of Enshakushanna, who almost certainly preceded him.¹¹ This claim of the king list had been the basis for earlier speculation by a number of scholars that Sargon was an inspiration for the biblical figure of Nimrod.¹² The *Weidner Chronicle* (ABC 19:51) states that it was Sargon who built Babylon "in front of Akkad."¹³ The *Chronicle of Early Kings* (ABC 20:18-19) likewise states that late in his reign, Sargon "dug up the soil of the pit of Babylon, and made a counterpart of Babylon next to Agade."¹⁴ Van de Mieroop suggested that those two chronicles may in fact refer to the much later Sargon II of the Neo-Assyrian Empire, rather than to Sargon of Akkad.

A Neo-Assyrian text from the 7th century BC purporting to be Sargon's autobiography asserts that the great king was the illegitimate son of a priestess. In the Neo-Assyrian account Sargon's birth and his early childhood are described thus:

“ My mother was a high priestess, my father I knew not. The brothers of my father loved the hills. My city is Azupiranu, which is situated on the banks of the Euphrates. My high priestess mother conceived me, in secret she bore me. She set me in a basket of rushes, with bitumen she sealed my lid. She cast me into the river which rose over me. The river bore me up and carried me to Akki, the drawer of water. Akki, the drawer of water, took me as his son and reared me. Akki, the drawer of water, appointed me as his gardener. While I was a gardener, Ishtar granted me her love, and for four and ... years I exercised kingship.¹⁷ ”

The image of Sargon as a castaway set adrift on a river resembles the better-known birth narrative of Moses. Scholars such as Joseph Campbell and Otto Rank have compared the 7th century BC Sargon account with the obscure births of other heroic figures from history and mythology, including Karna, Oedipus, Paris, Telephus, Semiramis, Perseus, Romulus, Gilgamesh, Cyrus, Jesus, and others.

Formation of the Akkadian Empire



The empire of Sargon, late 24th century BC.

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After coming to power in Kish, Sargon soon attacked Uruk, which was ruled by Lugal-Zage-Si of Umma.¹⁹ He captured Uruk and dismantled its famous walls. The defenders seem to have fled the city, joining an army led by fifty ensis from the provinces. This Sumerian force fought two pitched battles against the Akkadians, as a result of which the remaining forces of Lugal-Zage-Si were routed.²⁰ Lugal-Zage-Si himself was captured and brought to Nippur; Sargon inscribed on the pedestal of a statue (preserved in a later tablet) that he brought Lugal-Zage-Si "in a dog collar to the gate of Enlil."²¹ Sargon pursued his enemies to Ur before moving eastwards to Lagash, to the Persian Gulf, and thence to Umma. He made a symbolic gesture of washing his weapons in the "lower sea" (Persian Gulf) to show that he had conquered Sumer in its entirety.

Another victory Sargon celebrated was over Kashtubila, king of Kazalla. According to one ancient source, Sargon laid the city of Kazalla to waste so effectively "that the birds could not find a place to perch away from the ground."

To help limit the chance of revolt in Sumer he appointed a court of 5,400 men to "share his table" (i.e., to administer his empire).²³ These 5,400 men may have constituted Sargon's army.²⁴ The governors chosen by Sargon to administer the main city-states of Sumer were Akkadians, not Sumerians.²⁵ The Semitic Akkadian language became the *lingua franca*, the official language of inscriptions in all Mesopotamia, and of great influence far beyond. Sargon's empire maintained trade and diplomatic contacts with kingdoms around the Arabian Sea and elsewhere in the Near East. Sargon's inscriptions report that ships from Magan, Meluhha, and Dilmun, among other places, rode at anchor in his capital of Agade.

The former religious institutions of Sumer, already well-known and emulated by the Semites, were respected. Sumerian remained, in large part, the language of religion and Sargon and his successors were patrons of the Sumerian cults. Sargon styled himself "anointed priest of Anu" and "great *ensi* of Enlil",

Enheduanna, the author of several Akkadian hymns is thought to be the first author known by name. She is identified as Sargon's daughter, was made priestess of Nanna, the moon-god of Ur and was deified upon her death.

Wars in the northwest and east

Shortly after securing Sumer, Sargon embarked on a series of campaigns to subjugate the entire Fertile Crescent. According to the *Chronicle of Early Kings*, a later Babylonian historiographical text:

“ Sargon had neither rival nor equal. His splendor, over the lands it diffused. He crossed the sea in the east. In the eleventh year he conquered the western land to its farthest point. He brought it under one authority. He set up his statues there and ferried the west's booty across on barges. He ”

stationed his court officials at intervals of five double hours and ruled in unity the tribes of the lands. He marched to Kazallu and turned Kazallu into a ruin heap, so that there was not even a perch for a bird left.

Sargon captured Mari, Yarmuti, and Ebla as far as the Cedar Forest (Amanus) and the silver mountain (Taurus). The Akkadian Empire secured trade routes and supplies of wood and precious metals could be safely and freely floated down the Euphrates to Akkad.²⁸

In the east, Sargon defeated an invasion by the four leaders of Elam, led by the king of Awan. Their cities were sacked; the governors, viceroys and kings of Susa, Barhashe, and neighboring districts became vassals of Akkad, and the Akkadian language made the official language of international discourse.²⁹ During Sargon's reign, Akkadian was standardized and adapted for use with the cuneiform script previously used in the Sumerian language. A style of calligraphy developed in which text on clay tablets and cylinder seals was arranged amidst scenes of mythology and ritual.³⁰

Later reign

The 14th century BC text known as *Epic of the King of the Battle* depicts Sargon advancing deep into the heart of Anatolia to protect Akkadian and other Mesopotamian merchants from the exactions of the King of Purushanda (Purshahanda). It is anachronistic, however, portraying the 23rd-century Sargon in a 19th-century milieu; the story is thus probably fictional, though it may have some basis in historical fact.^{31,32} The same text mentions that Sargon crossed the Sea of the West (Mediterranean Sea) and ended up in Kuppura.³³

Famine and war threatened Sargon's empire during the latter years of his reign. The *Chronicle of Early Kings* reports that revolts broke out throughout the area under the last years of his overlordship:

“ Afterward in his Sargon's old age all the lands revolted against him, and they besieged him in Akkad; and Sargon went onward to battle and defeated them; he accomplished their overthrow, and their widespreading host he destroyed. Afterward he attacked the land of Subartu in his might, and they submitted to his arms, and Sargon settled that revolt, and defeated them; he accomplished their overthrow, and their widespreading host he destroyed, and he brought their possessions into Akkad. The soil from the trenches of Babylon he removed, and the boundaries of Akkad he made like those of Babylon. But because of the evil which he had committed, the great lord Marduk was angry, and he destroyed his people by famine. From the rising of the sun unto the setting of the sun they opposed him and gave him no rest.³⁴ ”

Later literature proposes that the rebellions and other troubles of Sargon's later reign were the result of

sacrilegious acts committed by the king. Modern consensus is that the veracity of these claims are impossible to determine, as disasters were virtually always attributed to sacrilege inspiring divine wrath in ancient Mesopotamian literature.³⁵

Legacy



Stele of Naram-Sin, Sargon's grandson, celebrating his victory against the Lullubi from Zagros

Sargon died, according to the short chronology, around 2215 BC. His empire immediately revolted upon hearing of the king's death. Most of the revolts were put down by his son and successor Rimush, who reigned for nine years and was followed by another of Sargon's sons, Manishtushu (who reigned for 15 years).³⁶ Sargon was regarded as a model by Mesopotamian kings for some two millennia after his death. The Assyrian and Babylonian kings who based their empires in Mesopotamia saw themselves as the heirs of Sargon's empire. Kings such as Nabonidus (r. 556–539 BC) showed great interest in the history of the Sargonid dynasty, and even conducted excavations of Sargon's palaces and those of his successors.³⁷ Indeed, such later rulers may have been inspired by the king's conquests to embark on their own campaigns throughout the Middle East. The Neo-Assyrian Sargon text challenges his successors thus:

“ The black-headed peoples Sumerians I ruled, I governed; mighty mountains with axes of bronze I destroyed. I ascended the upper mountains; I burst through the lower mountains. The country of the sea I besieged three times; Dilmun I captured. Unto the great Dur-ilu I went up, I ... I altered ... Whatsoever king shall be exalted after me, ... Let him rule, let him govern the black-headed peoples; mighty mountains with axes of bronze let him destroy; let him ascend the upper mountains, let him break through the lower mountains; the country of the sea let him besiege ”

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three times; Dilmun let him capture; To great
Dur-ilu let him go up.

Another source attributed to Sargon the challenge "now, any king who wants to call himself my equal, wherever I went conquered, let him go."

A number of past scholars have speculated that Sargon was an inspiration for the biblical Nimrod, mainly since both figures were credited with the construction of the cities Babylon and Akkad.¹² It now appears certain these places were already in existence in the pre-Sargonic era. See above section, 'Origins and rise to power' for more.

Source: http://en.wikipedia.org/wiki/Sargon_of_Akkad

Collapse of the Akkadian Empire

The Empire of Akkad collapsed in 2154 BC, within 180 years of its founding, ushering in a period of regional decline that lasted until the rise of the Sumerian Third Dynasty of Ur in 2112 BC. By the end of the reign of Naram-Sin's son, Shar-kali-sharri (2217-2193 BC), the empire had weakened. There was a period of anarchy between 2192 BC and 2168 BC. Shu-Durul (2168-2154 BC) appears to have restored some order, however he was unable to prevent the empire eventually collapsing outright from the invasion of barbarian peoples from the Zagros Mountains known as the Gutians.

Source: http://en.wikipedia.org/wiki/Akkadian_Empire

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ARMY LISTS

I/1. EARLY SUMERIAN 3000-2250BC

CHARACTERS: Up to 25%
CHARIOTS & 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, javelins 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.
Only after 2800BC: May ride an Onager Chariot or Straddle car at additional costs

CHARIOTS & CAVALRY

ONAGER CHARIOTS

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

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots*, *Unruly*, Only after 2800BC

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	3	1	7	24

Equipment: One driver with hand weapon, javelins
Special Rules: *Light Chariots*, *Unruly*, Only after 2800BC

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 after 2800BC

INFANTRY

HOUSEHOLD AND MILITIA

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

Equipment: Bow, hand weapon
 May have light armour (+2) thrusting spear instead of bow (free, only after 2800BC) and large shield (+2, only after 2500BC and if armed with thrusting spear). May be from Kish (+3, only after 2800BC, M5, KG4)
Special Rules: *Early Phalanx* if armed with thrusting spears, *Light Infantry* if armed with bow after 2800BC

SETTLED OR NOMADIC 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: *Skirmishers*

SETTLED OR NOMADIC LEVY 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
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*

MARTU MERCENARIES

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

Equipment: Hand weapon
Special Rules: *Light Infantry*, Only after 2500BC

LEVIES AND EMERGENCY RESERVES

	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: *Levies*, Only in 2250BC

ALLIES

Dry Steppe Nomad Allies, I/6
 Zagros Highlander Allies, I/4
 Elamite Allies, I/5
 Only after 2500BC: Syrian City-State Allies, I/9
 Only 2250BC: Melukhkhan Allies, I/10

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I/4. ZAGROS AND ANATOLIAN HIGHLANDERS 3000-950BC

CHARACTERS: Up to 25%

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 and light armour, shield

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-King acts as *Army General* but only for units from his allied contingent.

Only Guti 2250-2112BC: General may ride a Straddle Car (see List I/1 for cost and profile)

Only Hurrian after 1780BC or Early Kassites, Gasgans, Nairi lands or similar after 1650BC: General, sub-generals and ally-general may ride a light chariot at additional cost

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

Special Rules: *Light Chariots*, Only Hurrian after 1780BC or Early Kassites, Gasgans, Nairi lands or similar after 1650BC, replace Bodyguards with Light Chariots

INFANTRY

BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	7	11

Equipment: Bow, hand weapon, shield

May have double handed weapon (+2). May be *Veterans* (+2)

WARRIORS

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

Equipment: Javelins, hand weapon and buckler

Only Gasgans: Warriors became *Warband* with M5 and Ld5 (free).

JAVELINMEN

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

Equipment: Javelin, hand weapon.

Only from 1500BC: Have buckler (free)

Special Rules: *Skirmishers*

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*

MARKHASHIAN ARCHERS

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

Equipment: Bow, hand weapon

Special Rules: Only Guti in 2250BC using Elamite Allies

MELUKHKHAN MEN-AT-ARMS

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

Equipment: Hand weapon, double-handed weapon

Special Rules: Only Guti in 2250BC using Elamite Allies

MELUKHKHAN 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 Guti in 2250BC using Elamite Allies

MAKKANITE WARRIORS

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

Equipment: Hand weapon, javelins and shield

May have thrusting spear (+2)

Special Rules: Only Guti in 2250BC using Elamite Allies

SUMERO-AKKADIAN 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) and large shield (+2).

Special Rules: *Early Phalanx*, Only Guti from 2193-2112BC

ALLIES

Only Guti in 2250BC: Anatolian/Mariote Allies, I/9

Only Guti in 2250BC: Elamite Allies, I/5

Only Guti from 2193-2112BC: Subject Sumero-Akkadian city-state Allies, I/11

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

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

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: 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, bow 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.

Only from 2600BC: General may be upgraded to Ld10 (+50).

Only 2600-1400BC: Onager Chariot or Straddle car mounted for additional costs

After 1400BC: Light chariot mounted for additional cost

CAVALRY&CHARIOTS

ONAGER CHARIOTS

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

Equipment: One crewman with hand weapon, javelins and shield with a driver.

Special Rules: *Heavy Chariots*, *Unruly*, Only from 2600-1400BC

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 from 2600-1400BC

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	4	1	7	24

Equipment: One driver with hand weapon, javelins

Special Rules: *Light Chariots*, *Unruly*, Only from 2600-1400BC

REGULAR LIGHT CHARIOTS

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

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: *Light Chariots*, Only after 1400BC

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

Special Rules: *Light Chariots*, Only after 1400BC

0-1 MOUNTED SCOUTS

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

Equipment: Hand weapon, bow.

Special Rules: *Light Cavalry*, Only after 1400BC

INFANTRY

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

May have BS3 and Ld6 (+2)

Special Rules: *Light Infantry*

HOUSEHOLD RETINUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	5	4	4	3	3	1	5	1	7	10

Equipment: Hand weapon, double-handed weapon.

May have shield (+1), light armour (+2) and bow (+2).

May be *Veterans* (+2)

Special Rules: Only from 2600-1600BC

HOUSEHOLD 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 light armour (+2) and large shield (+2).

Special Rules: *Early Phalanx*, Only from 2600-2100BC

HOUSEHOLD ARCHER

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

Equipment: Hand weapon, bow

May have light armour (+2).

Special Rules: Only from 2600-2100BC

After 1400BC: Up to four infantry units may have Kallapani transport for +1 per model.

ALLIES

Zagros Highlander Allies, I/4

From 2100-1850BC: Amurru Allies, I/6

From 2100-1850BC : Melukhkan Allies, I/10

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

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

SUMER 2371 – 2191BC

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

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, javelins 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.

After 1000BC: May ride a horse (+8, M8)

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.

May be upgraded to WS3, Ld6 (+2) after 2000BC

Special Rules: *Skirmishers*, *Unruly*, Only from 2000-1000BC

CAVALRY

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

Equipment: Hand weapon, javelins.

Special Rules: Only after 1000BC

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*, 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	6	12

Equipment: Hand weapon, javelins.

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

INFANTRY

WARRIORS

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

Equipment: Javelins, hand weapon and buckler

May be upgraded to WS/BS3 and M5 (+2) or thrusting spear (+2)

Only Makkan after 1300BC change to *Warband (free)*

After 1000BC: May have "*Riding Camels*" (+1)

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

Only Makkan after 1300BC change to *Light Infantry*

Special Rules: *Skirmishers*

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

After 2000BC: May be upgraded to WS/BS3, Ld 6 (+2)

Only from 1500BC: Have buckler (free)

Special Rules: *Skirmishers*

0-1 MELUKHKHAN MEN-AT-ARMS

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

Equipment: Hand weapon, double-handed weapon

May have light armour (+2) and thrusting spear instead of double-handed weapon (+2)

Only from 2000-1900BC. May be *Stubborn* (+2) and *Veterans* (+2)

ALLIES

Only Dilmun from 1300-1000BC: Babylonian Allies, I/21

Only Saba, Ma'in, Qataban after 700BC: Central Arabian Allies, I/6

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

I/9. EARLY SYRIAN 2700-2200BC

CHARACTERS: Up to 25%
CHARIOTS & 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 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-King acts as *Army General* but only for units from his allied contingent. Onager Chariot or Straddle car mounted for additional costs.

CHARIOTS & CAVALRY

ONAGER CHARIOTS

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

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly*

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*

INFANTRY

HOUSEHOLD AND MILITIA SPEARMEN

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

Equipment: Thrusting spear, hand weapon
 May have light armour (+2) and large shield (+2). O-1 May exchange thrusting spear to double-handed weapon (+5) with M5, WS4, Ld8
Special Rules: *Early Phalanx* with thrusting spear

HOUSEHOLD AND 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

SETTLED OR NOMADIC LEVY 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*

SETTLED OR NOMADIC LEVY JAVELINMEN

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

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

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HOUSEHOLD AND MILITIA 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*

ALLIES

Sumerian City States Subject Allies, I/1
 Dry Steppe Nomad Allies, I/6

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

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

CHARACTERS: Up to 25%

INFANTRY: At least 65%

SPECIAL: Up to 10%

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, 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.

INFANTRY

0-1 MEN-AT-ARMS

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

Equipment: Hand weapon, double-handed weapon

May have light armour (+2) and shield (+1).

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

Special Rules: Only before 1900BC

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) and shield (+1)

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

WARRIORS

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

Equipment: Javelins, hand weapon and buckler

PEASANT 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*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Driver	-	-	-	-	3	1	-	-	7	-

Equipment: The elephant has an unarmed driver.

Special Rules: *Elephant*, Only before 1900BC

0-1 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*, Only before 1900BC

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

I/11. AKKADIAN 2334-2004 BC

CHARACTERS: Up to 25%
CHARIOTS & 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, 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. Onager Chariot or Straddle car mounted for additional costs.

CHARIOTS & CAVALRY

ONAGER CHARIOTS

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

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly*

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	4	1	7	24

Equipment: One driver with hand weapon, javelins
Special Rules: *Light Chariots, Unruly*

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*

INFANTRY

0-1 HOUSEHOLD RETINUE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Household	4	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 *Early Phalanx* (+2). Up to half the unit can have bow instead of thrusting speaer (-4). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation*

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) and shield (+1)
 May be *Early Phalanx* (+1)

LEVY RESERVES

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

Equipment: Hand weapon
Special Rules: *Levy*

MILITIA JAVELINMEN

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

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

MILITIA 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*

MILITIA 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*

LULLUBI, GUTI OR HURRI HIGHLANDER LEVY

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

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

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
Special Rules: *Light Infantry*

ALLIES

Only until 2193BC: Sumerian Subject Allies, I/1
 Only until 2193BC: Early Susiana and Elam Subject Allies, I/5
 Only until 2193BC: Early Syrian Subject Allies, I/9
 Only after 2028BC: Early Bedouin (Amurru) Allies, I/6

WAB FORUM SUPPLEMENT

SUMER 2371 – 2191BC

Gutian Dynasty

The **Gutian dynasty** came to power in Mesopotamia around 2150 BC (short chronology), by destabilising Akkad, according to the *Sumerian kinglist* at the end of the reign of king Ur-Utu (or Lugal-melem) of Uruk. They reigned for perhaps around one century (copies of the kinglist vary between 25 and 124 years; 91 years is often quoted as probable). The dynasty was succeeded by the 3rd dynasty of Ur.

The Gutian people (Guti) were native to *Gutium*, presumably in the central Zagros Mountains; almost nothing is known about their origins.

History

The Gutians practiced hit-and-run tactics, and would be long gone by the time regular troops could arrive to deal with the situation. Their raids crippled the economy of Sumer. Travel became unsafe, as did work in the fields, resulting in famine.

The Sumerian king list indicates that king Ur-Utu of Uruk was defeated by the barbarian Guti, perhaps around 2150 BC. The Guti swept down, defeated the demoralized Akkadian army, took Akkad, and destroyed it around 2115 BC. However, they did not supplant all of Akkad, as several independent city states remained alongside them, including Lagash, where a local dynasty still thrived and left numerous textual and archaeological remains.

Ultimately Akkad was so thoroughly destroyed that its site is still not known. The Guti proved to be poor rulers. Under their crude rule, prosperity declined. They were too unaccustomed to the complexities of civilization to organize matters properly, particularly in connection with the canal network. This was allowed to sink into disrepair, with famine and death resulting. Thus, a short "dark age" swept over Mesopotamia.

Akkad bore the brunt of this as the center of the Empire, so that it was in Akkad that the Guti established their own center in place of the destroyed Akkad. Some of the Sumerian cities in the south took advantage of the distance and purchased a certain amount of self-government by paying tribute to the new rulers.

Uruk was thus able to develop a 5th dynasty. Even in the city of Akkad itself, a local dynasty was said to have ruled. The best known Sumerian ruler of the Gutian period was the ensi of Lagash, Gudea. Under him, ca. 2075 BC (short), Lagash had a golden age.

After a few kings, the Gutian rulers became more cultured. Guti rule lasted only about a century - around 2050 BC, they were expelled from Mesopotamia by the rulers of Uruk and Ur, when Utu-hengal of Uruk defeated Gutian king Tirigan. Utu-hengal's victory revived the political and economic life of southern Sumer.

Weidner Chronicle

1500 years later, the Weidner Chronicle (ABC 19) accounts for the Gutian period as follows:

"Naram-Sin destroyed the people of Babylon, so twice Marduk summoned the forces of Gutium against him. Marduk gave his kingship to the Gutian force. The Gutians were unhappy people unaware how to revere the gods, ignorant of the right cultic practices.

Utu-hengal, the fisherman, caught a fish at the edge of the sea for an offering. That fish should not be offered to another god until it had been offered to Marduk, but the Gutians took the boiled fish from his hand before it was offered, so by his august command, Marduk removed the Gutian force from the rule of his land and gave it to Utu-hengal."

Source :

http://en.wikipedia.org/wiki/Gutian_dynasty_of_Sumer

ARMY LIST SAMPLES

BATTLE REPORT

MANUFACTURERS

<http://cuttingedgeminatures.com/>
<http://www.essexminiatures.co.uk/>
<http://www.immortalminiatures.com/>
<http://www.newlinedesigns.co.uk/>
<http://www.oldgloryminiatures.com/>
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