L'ascesa di Assurbanipal l'assiro

I/6b Midianite or Amalekite Army 1500-312 BC or early Arab Army 1000-312 BC: 1 x General (Cm), 4 x Camelry (Cm), 4 x javelinmen (3Ax), 1 x archers (Ps), 2 x slingers or javelinmen (Ps).
Terrain Type: Dry. Aggression: 3. Enemies: I/6a, I/6b, I/6c, I/8a, I/8b, I/8c, I/19, I/20a, I/20b, I/21a, I/21b, I/22a, I/22b, I/24a, I/25a, I/25b, I/27, I/29a, I/29b, I/31a, I/31b, I/34a, I/34b, I/34c, I/38, I/44a, I/44b, I/45, I/46b, I/51, I/53, I/60a, I/60c.

I/7b Early Libyan Army 1250-666 BC: 1 x General in 2-horse chariot (LCh), 1 x 2-horse 2 crew chariot (LCh) or Sea Peoples mercenaries (4Bd), 2 x swordsmen (3Wb), 3 x warriors (3Ax or Ps), 3 x skirmishing javelinmen (Ps), 2 x archers (Ps).
Terrain Type: Dry. Aggression: 4. Enemies: I/22a, I/22b, I/28, I/35b, I/46b. Allies: I/28.

I/23b Later Vedic Indian Army 899-501 BC: 1 x General (LCh or HCh), 1 x elephant (El) or charioteer (LCh), 4 x heroic charioteers (LCh), 5 x archers (3Bw), 1 x followers (7Hd).
Terrain Type: Tropical. Aggression: 2. Enemies: I/5d, I/23b, I/25b, I/43a, I/43c, I/60a, I/60c.

I/29b Later Philistine Army 1099-600 BC: 1 x General in chariot (LCh) or on foot (Sp), 3 x 2-horse 2-crew chariots (LCh), 4 x spearmen (Sp), 2 x javelinmen (3Ax), 2 x slingers or archers (Ps).
Terrain Type: Arable. Aggression: 3. Enemies: I/6a, I/6b, I/22b, I/27, I/29b, I/31a, I/31b, I/34a, I/34b, I/34c, I/35a, I/35b, I/35c, I/38, I/45, I/46b, I/51, I/53. Allies: I/31a or I/31b or I/35a or I/35b or I/35c or I/38 or I/46b.

I/34c Later Hebrew Army 799-586 BC: 1 x General in 4-horse 3/4-crew chariot (HCh), 1 x 4-horse 3/4-crew chariot (HCh), 1 x Gibborim (4Ax), 7 x tribesmen (3Ax), 2 x archers or slingers (Ps).
Terrain Type: Hilly. Aggression: 3. Enemies: I/6a, I/6b, I/25b, I/29b, I/31b, I/38, I/44a, I/44b, I/45, I/46b, I/51, I/53. Allies: I/29b or I/35 or I/38 or I/46a or I/46b or I/53.

I/35b Cypriot or Phoenician Army 900-666 BC: 1 x General in 4-horse 3-crew chariot (HCh), 1 x 4-horse 3-crew chariot (HCh), 1 x cavalry (Cv), 6 x spearmen (4Ax), 3 x archers, slingers or javelinmen (Ps).
Terrain Type: Littoral. Aggression: 0. Enemies: I/7b, I/25b, I/29b, I/30b, I/30c, I/31b, I/36b, I/45. Allies: I/30c.

I/37b Taurus or Zagros Highland Army 749-610 BC: 1 x General in 4-horse 3-crew chariot (HCh), 1 x cavalry (Cv), 1 x cavalry (Cv/LH), 5 x spearmen (3Ax), 4 x archers (Ps or 3Bw).
Terrain Type: Hilly. Aggression: 1. Enemies: I/25b, I/37b, I/39b, I/40, I/41a, I/41b, I/42, I/43a, I/44a, I/45, I/51. Allies: (I/39b and/or I/41a) or (I/43a and/or (I/45 or I/51).

I/38 Libyan Egyptian Army: 1 x General in 2-horse 2-crew chariot (LCh) or on horseback (Cv), 2 x charioteers (LCh), 1 x Sherden (4Bd) or royal guard (Sp) or cavalry (Cv), 3 x "invincible" Meshwesh (4Wb), 1 x Egyptian infantry (4Ax), 1 x Egyptian archers (4Bw), 2 x Libu, Palestinian or Bedouin javelinmen (Ps), 1 x Nubian or Libu archers (Ps).
Terrain Type: Littoral. Aggression: 2. Enemies: I/6a, I/6b, I/25b, I/29b, I/34b, I/34c, I/38, I/45, I/46a, I/46b.

I/39b Urartian Army 764-585 BC: 1 x General (HCh), 1 x royal kallapu cavalry (Cv), 1 x provincial kallapu (Cv) or Kimmerian mercenary horse archers (LH), 3 x royal infantry (4Ax), 5 x provincial foot (3Ax or Ps), 1 x reserves (7 Hd).
Terrain Type: Hilly. Aggression: 3. Enemies: I/25b, I/31b, I/37a, I/37b, I/40, I/41a, I/41b, I/45, I/51. Allies: I/37a and/or I/37b and/or I/41a and/or (I/31b or I/43a).

I/40 Phrygian Army: 1 x General in 2 or 4-horse 2-crew chariot (LCh), 1 x 2 or 4-horse 2-crew chariots with javelin-armed crew (LCh), 1 x horsemen with spear or bow (LH) or with helmet, armour and long spear (Cv), 7 x warriors (3Ax), 2 x archers, slingers and javelinmen (Ps).
Terrain Type: Arable. Aggression: 1. Enemies: I/25b, I/30b, I/30c, I/31b, I/37b, I/39a, I/39b, I/43a, I/45, I/48, I/50, I/51. Allies: I/39a or I/39b or I/43a.

I/41a Medes, Zikirtu, Andia or Parsua Army 835-621 BC: 1 x General in 2-horse 2-crew chariot (LCh) or on horseback (Cv), 4 x cavalry (Cv), 4 x spearmen (3Ax), 3 x archers (Ps).
Terrain Type: Arable. Aggression: 2. Enemies: I/25b, I/37a, I/37b, I/39a, I/39b, I/41a, I/42, I/43a, I/45, I/51. Allies: I/43a and/or I/51.

I/42 Neo-Elamite Army: 1 x General in 4-horse 3-crew chariot (HCh) or as kallapani (Mtd-3Bw), 2 x kallapani (Mtd-3Bw), 1 x horse riders (LH), 7 x archers (3Bw), 1 x spearmen (3Ax) or archers (3Bw or Ps).
Terrain Type: Hilly. Aggression: 2. Enemies: I/21b, I/25b, I/37a, I/37b, I/41a, I/43a, I/44a, I/45, I/51. Allies: I/6b or I/44a.

I/43a Kimmerian or Skythian Army 750 BC-301 BC: 1 x General (Cv or LH), 8 x horse archers (LH), 3 x horse archers (LH) or foot archers or slingers (Ps) or subject tribesmen (7Hd or 3Ax).
Terrain Type: Steppe. Aggression: 4. Enemies: I/14d, I/14e, I/23b, I/30c, I/32c, I/37b, I/40, I/41a, I/41b, I/42, I/43a, I/43c, I/44a, I/45, I/48, I/50, I/51, I/60a, I/60c, II/2, II/4a, II/4c, II/4e, II/5i, II/7, II/12, II/15, II/17a, II/19a, II/21a, II/24, II/25, II/26. Allies: I/14b or I/37b or I/39b or I/48 or I/52g or II/5i.

I/44a Early Neo-Babylonian Army 746-605 BC: 1 x General (HCh), 1 x 4-horse 3-crew chariot (HCh), 2 x cavalry (Cv), 1 x spearmen (4Ax), 7 x Chaldean, Aramaean or militia archers (3Bw or Ps).
Terrain Type: Arable. Aggression: 1. Enemies: I/6a, I/6b, I/34c, I/35c, I/37b, I/42, I/43a, I/45, I/51, I/53. Allies: I/6b or I/41a or I/42.

I/46b Kushite Egyptian Army 727-664 BC: 1 x General in 4-horse 3-crew chariot (HCh), 1 x 4-horse 3-crew chariots (HCh), 2 x cavalry (Cv), 1 x Kushite javelinmen (3Ax), 2 x archers (Ps or 3Bw), 2 x Meshwesh Libyan settler militia (Sp), 1 x Libu javelinmen (3Ax) or archers (Ps), 1 x Egyptian spearmen (4Ax), 1 x Egyptian archers (4Bw).
Terrain Type: Littoral. Aggression: 3. Enemies: I/6a, I/6b, I/7b, I/7c, I/29b, I/34c, I/38, I/45, I/51.

I/50 Lydian Army: 1 x General in 2-horse 2-crew chariot (LCh) or on horseback (3Kn), 2 x Lydian cavalry (3Kn), 2 x Phrygian or Paphlagonian light horse (LH), 4 x pre-hoplite spearmen (Sp or 4Ax), 3 x javelinmen, archers or slingers (Ps).
Terrain Type: Hilly. Aggression: 1. Enemies: I/30c, I/40, I/41b, I/43a, I/44b, I/45, I/48, I/51, I/52g, I/60a, I/60b. Allies: I/52g.

I/51 Later Sargonid Assyrian Army: 1 x General in 4-horse chariot (HCh), 1 x 4-horse 4-crew chariots (HCh), 2 x armoured cavalry (Cv), 1 x foot guards with large conical shields (Sp), 2 x long-shield spearmen (Sp), 2 x archers (4Bw or Ps), 2 x round-shield unarmoured spearmen (4Ax), 1 x levies (7Hd or Ps).
Terrain Type: Arable. Aggression: 2. Enemies: I/6a, I/6b, I/29b, I/34c, I/35c, I/37b, I/39b, I/40, I/41a, I/41b, I/42, I/43a, I/44a, I/44b, I/46b, I/50, I/53. Allies: I/6b or I/29b or I/37b or I/41a or I/42 or I/43a or I/53.

I/52g Asiatic Greek Hoplite Army 668-449 BC: 1 x General (Cv), 1 x cavalry (Cv), 9 x hoplites (Sp), 1 x psiloi (Ps).
Terrain Type: Littoral. Aggression: 2. Enemies: I/35c, I/48, I/50, I/52g, I/60a, I/60c, I/62.

Liste come sotto, alleati permessi come da regolamento, composizione bloccata fra le partite (sempre da regolamento).