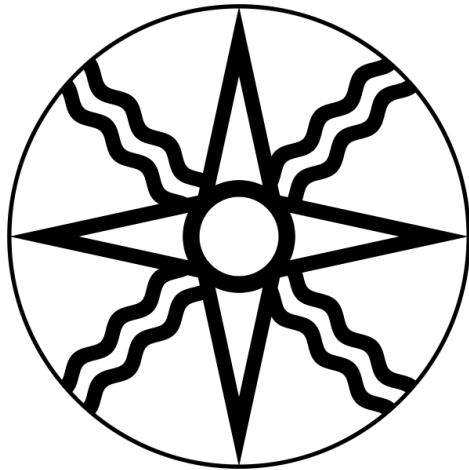


ASSYRIAN CIVILISATION PROFILE

Version 0.2, by Nathan Rossman (a.k.a. Zophim). Email: nrossman3@gmail.com



Civ Emblem: Star of Shamash (or Winged Bull?)



Historical Timeframe: Neo-Assyrian Empire, c. 900-605 B.C. We will be focusing specifically on the period from 745-630 B.C, during which the empire attained its zenith.

Civilization Overview: The Assyrian empire began as a city-state occupying vital trade routes in the Tigris-Euphrates valley. Its economic underpinnings centered around three principal cities on the Tigris: Nimrud, Nineveh, and Ashur. Vulnerable to hostile powers, lacking many raw resources, and in great need of manpower to facilitate its agricultural irrigation systems, the state had little choice but to expand. Under the leadership of mighty kings such as Ashurnasirpal II, Tiglath-pileser III, Sargon II, and Sennacherib, Assyria embarked on a centuries-long rise to power via an increasingly vast war machine. It could be said that the Assyrians, later called the “Romans of the East,” possessed the first truly modern military, in terms of complexity, training, equipment, logistics, methods, and organization, and that Assyrian rulers were preoccupied with war, expansion, conquest, subjugation, and deportation, creating in the process the largest empire the world had yet known. Internal problems and civil war eventually devastated the empire, however, and the doom of Assyria was sealed in 612 B.C., when the armies of the Medes and Babylonians sacked and destroyed Nineveh. Within a few short years thereafter, remaining Assyrian resistance was stamped out.

Principal Neo-Assyrian Rulers:

Ashurnasirpal II
Shalmaneser III
Tiglath-Pileser III
Sargon II
Sennacherib
Ashurbanipal

Notes on Warfare: The Neo-Assyrian infantry was made up primarily of archers, spearmen, and slingers (in that order of numerousness). Ranged infantry are average speed, with high attack and low armour. Melee infantry are slow, but with high attack and armour. -----

UNIT DESCRIPTIONS

Rank Notes: The following basic convention is used to display the rank for Assyrian Citizen Soldiers:

- **Basic:** The unit wears a generic headband and tunic.
- **Advanced:** The unit wears an iron helmet.
- **Elite:** The unit wears an iron helmet, mail coat, boots, and shin guards.

INFANTRY

- **Generic Name: Assyrian Spearman**
- **Specific Name:**
 - **Class:** Spearman.
 - **Hacker Armament:**
 - Basic: Spear.
 - Advanced:
 - Elite:
 - **Appearance:**
 - **Garb:**
 - Basic:
 - Advanced:
 - Elite:
 - **Helmet:**
 - Basic:
 - Advanced:
 - Elite:

- **Shield:**
 - Basic: Round shield.
 - Advanced: Round shield.
 - Elite: Large rectangular shield with rounded top.
 - **Figure(s):**
 - Basic:-
 - Advanced:-
 - Elite:-
- **History:**
- **Garrison:** 1.
- **Function:**
- **Special:**
- **Generic Name: Assyrian Slinger**
- **Specific Name:**
 - **Class:** Slinger.
 - **Ranged Armament:** Sling.
 - **Appearance:**
 - **Garb:**
 - Basic:
 - Advanced:
 - Elite:
 - **Helmet:**
 - Basic:
 - Advanced:
 - Elite:
 - **Shield:**
 - Basic:
 - Advanced:
 - Elite:
 - **Figure(s):**
 - Basic: --
 - Advanced: -
 - Elite: -
 - **History:** The least numerous of the three basic types of infantry. Primarily depicted at sieges in the reliefs.
 - **Garrison:** 1.
 - **Function:**
 - **Special:** Bonused vs structures.
- **Generic Name: Archer Levy**
- **Specific Name:**
 - **Class:** Archer.
 - **Ranged Armament:** Composite bow.
 - **Appearance:**
 - **Garb:**
 - Basic:
 - Advanced:

- Elite:
- **Helmet:**
 - Basic:
 - Advanced:
 - Elite:
- **Shield:**
 - Basic:
 - Advanced:
 - Elite: --
- **Figure(s):**
 - Basic: --
 - Advanced: -
 - Elite: -
- **History:**
- **Garrison:** 1.
- **Function:**
- **Special:**

CAVALRY

- **Generic Name:** Cavalry Lancer
- Specific Name:**
 - **Class:** Cavalry Spearman.
 - **Hacker Armament:** Long spear.
 - **Appearance:**
 - **Garb:**
 - Basic: --
 - Advanced: ---
 - Elite: ----
 - **Helmet:**
 - Basic: -----
 - Advanced: -----
 - Elite: ----
 - **Shield:**
 - Basic: ---
 - Advanced: ---
 - Elite: ---
 - **Figure(s):**
 - Basic: - -
 - Advanced: --
 - Elite: - -
 - **Mount:**
 - Basic: ---
 - Advanced: -
 - Elite: ---
 - **History:** Worked in lancer/archer cavalry pairs.
 - **Garrison:** 1.
 - **Function:**
 - **Special:**

- **Generic Name: Cavalry Archer**

- **Specific Name:**

- **Class:** Cavalry Archer
- **Ranged Armament:** Composite bow.
- **Appearance:**
 - **Garb:**
 - Basic: —
 - Advanced: ---
 - Elite: ----
 - **Helmet:**
 - Basic: -----
 - Advanced: -----
 - Elite: ----
 - **Shield:**
 - Basic: ---
 - Advanced: ---
 - Elite: ----
 - **Figure(s):**
 - Basic: - -
 - Advanced: --
 - Elite: - -
 - **Mount:**
 - Basic: ---
 - Advanced: -
 - Elite: ---
- **History:** Worked in lancer/archer cavalry pairs.
- **Garrison:**
- **Function:** 1.
- **Special:**

- **Generic Name: Assyrian Heavy Chariot**

- **Specific Name:**

- **Class:** Cavalry Archer.
- **Ranged Armament:**
 - **Archer:** Composite bow.
 - **Driver:** None.
- **Appearance:**
- **Garb:**
 - Basic:** Archer: ----- Armour: ----- Driver: -----, Armour: -----
 - Advanced:** Archer: ----- Armour: -----, Driver:-----, Armour: -----
 - Elite:** Archer: -----, Armour: -----, Driver:-----, Armour: -----
- **Helmet:**
 - Basic: Archer:-----, Driver:-----
 - Advanced: Archer: ----- Driver: -----
 - Elite: Archer: —, Driver: -----
- **Shield:**
 - Basic: Archer: None (hard to use a shield while shooting a bow). Driver: None (hard to use a shield while driving a chariot).

Advanced: Archer: -- Driver: ---

Elite: Archer: --- Driver: - -

- **Figure(s):**

Basic: Archer: Driver:

Advanced: Archer: - --Driver: --- Shieldbearer:-----

Elite: Archer: --- Driver: --- 2 Shieldbearers: -----

- **Mount:**

Basic: 2 horses.

Advanced: 2 horses.

Elite: 4 horses.

- **History:** The chariot crew constantly worked together, training and fighting, and would need to know each other very well to operate such a "complex" machine. Facing danger together would make them very close.
- **Garrison:** 4.
- **Function:** -
- **Special:**

SUPPORT UNITS

- **Generic Name:** Assyrian Woman

- **Specific Name:**

- **Class:** Female Citizen.

- **Appearance:**

- **Garb:**
- **Helmet:**
- **Shield:** None.
- **Figure:**

- **History:**

- **Garrison:** 1.

- **Function:** Good at gathering food.

- **Special:** Has an 'aura' that boosts the productivity of citizen-soldiers around her.

- **Generic Name:** Priest

- **Specific Name:**

- **Class:** Priest.

- **Appearance:**

- **Garb:**
- **Helmet:**
- **Shield:** None.
- **Figure(s):**

- **History:**

- **Garrison:** 1.

- **Function:** Heals units.

- **Special:** -

- **Generic Name:** Merchant

- **Specific Name:**

- **Class:** Trader.
- **Appearance:**
 - **Garb:**
 - **Helmet:** None.
 - **Shield:** None.
 - **Figure(s):** -
 - **Mount:** Dromedary (one-hump) camel (inherits "Stench" Aura), laden down with saddle bags.
- **History:**
- **Garrison:** 2.
- **Function:** Trades resources.
- **Special:** -

NAVY

- **Generic Name: Fishing Boat**
- **Specific Name:**
 - **Class:** Fishing Ship.
 - **Appearance:**
 - **Shell:** -
 - **History:**
 - **Garrison:** Cannot.
 - **Garrison Capacity:** 1; support, infantry
 - **Function:** Gathering: Only method of collecting meat from fish.
 - **Special:** -
- **Generic Name: Merchant Ship**
- **Specific Name:**
 - **Class:** Merchant Ship.
 - **Appearance:**
 - **Shell:** Basically Phoenician.
 - **History:**
 - **Garrison:** Cannot.
 - **Garrison Capacity:** 20.
 - **Function:** -
 - **Special:** -
- **Generic Name: Light Warship**
- **Specific Name:**
 - **Class:** Bireme.
 - **Appearance:**
 - **Shell:** Basically Phoenician.
 - **History:**
 - **Garrison:** Cannot.
 - **Garrison Capacity:** 30.

- **Function:** -
- **Special:** -
- **Generic Name: Warship**
- **Specific Name:**
 - **Class:** Trireme.
 - **Appearance:**
 - **Shell:** Basically Phoenician.
 - **History:**
 - **Garrison:** Cannot.
 - **Garrison Capacity:** 40.
 - **Function:**
 - **Special:**

SIEGE

- **Generic Name: Assyrian Siege Ram**
- **Specific Name:**
 - **Class:** Ram.
 - **Appearance:**
 - **Shell:** Basically,
 - **History:**
 - **Garrison:** 5.
 - **Garrison Capacity:** 5.
 - **Function:** -
 - **Special:** -
- **Generic Name: Siege Tower**
- **Specific Name:**
 - **Class:** Siege Tower.
 - **Appearance:**
 - **Shell:**
 - **History:**
 - **Garrison:** 5.
 - **Garrison Capacity:** 20.
 - **Function:** Much like a warship, except on land. Is able to garrison all types of units (except cavalry) to increase attack.
 - **Special:** May unload garrisoned units over enemy walls.
- **Generic Name: Siege Shieldbearer**
- **Specific Name:**
 - **Class:** Bolt Shooter? (except that the unit shoots normal arrows)
 - **Appearance:**
 - **Shell:** A spearman rests on the ground a large, man-high, bow-backed wicker shield, from behind which an archer shoots arrows (the archer is a built-in part of the unit).
 - **History:**

- **Garrison:** 2.
- **Function:** Good against walls and gates.
- **Special:** Slow, but high attack and high armour. Can shoot fire-arrows after a “Flaming Arrows” tech upgrade.
- **Generic Name:** **Assyrian Raider** [or Torch Bearer, or Pillager, or whatever... (is this the “field salter” you had in mind, Atenmeses?)]
- **Specific Name:**
 - **Class:** Swordsman?
 - **Appearance:**
 - **Shell:** An infantry unit with a sword in his right hand and a torch in his left.
 - **History:**
 - **Garrison:** 1.
 - **Function:** -
 - **Special:** Fast, super-bonused vs. all Village Phase structures (especially farm fields!), bonused vs. support units, weak vs. all other units, cannot attack walls [thanks for the Sea Peoples pillager unit inspiration, Zaphzaph!].

CHAMPION UNITS

- **Generic Name:** **Infantry Guardsman**
- **Specific Name:** **Zuk Shepe**
 - **Class:** Champion Spearman.
 - **Hacker Armament:** Spear.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:** Large convex shield.
 - **Figure:**
 - **History:**
 - **Garrison:** 1
 - **Function:**
 - **Special:**
- **Generic Name:** **Scythian Mercenary Archer**
- **Specific Name:** **Askuz**
 - **Class:** Champion Ranged.
 - **Ranged Armament:** Composite bow.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Mount:**
 - **History:**
 - **Garrison:** 1.
 - **Function:**

- **Special:**
- **Generic Name: Royal Bodyguard Cavalry**
Specific Name: Qurubti Sha Pitalli
 - **Class:** Champion Cavalry.
 - **Hacker Armament:** Spear.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure:**
 - **Mount:**
 - **History:**
 - **Garrison:** 1.
 - **Function:**
 - **Special:**

HEROES

- **Generic Name: Tiglath-pileser III**
- **Specific Name:**
 - **Class:** Hero1.
 - **Ranged Armament:** Composite bow.
 - **Appearance:** Chariot Hero.
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **Mount:**
 - **History:** (745 - 727 B.C.) One of the most successful Assyrian conquerors.
 - **Garrison:** 3.
 - **Function:**
 - **Special:**
 - “Siegecraft” Aura: All siege units gain +2 attack and armour during his lifetime.
 - “Deportation” Ability
- **Generic Name: Sargon II**
- **Specific Name:**
 - **Class:** Hero2.
 - **Ranged Armament:** Composite bow.
 - **Appearance:** Hero Archer.
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**

- **History:** (721 - 705 B.C.)
- **Garrison:** 1.
- **Function:**
- **Special:**
 - “Army of Iron” Aura: All military units gain +2 attack and armour during his lifetime.
 - “Temple Construction” Aura: Temples cost 25% less metal during his lifetime.
 - “Deportation” Ability
- **Generic Name:** Ashurbanipal
- **Specific Name:**
 - **Class:** Hero3.
 - **Ranged Armament:** Composite bow.
 - **Appearance:** Chariot Hero.
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **History:** (668 - 630 B.C.)
 - **Garrison:** 4.
 - **Function:**
 - **Special:**
 - “Armoured Chariots” Aura: +4 increase in chariot attack and armour
 - “Deportation” Ability

CIV CENTRE UNITS

- Melee Infantry: Assyrian Spearman.
- Ranged Infantry: Archer Levy.
- Cavalry: Cavalry Lancer.

FORBIDDEN CLASSES

- Swordsman (?)
- Skirmisher
- Cavalry Swordsman
- Cavalry Javelinist
- Bolt Shooter (?)
- Ballista
- Heavy Warship

STRUCTURE DESCRIPTIONS

VILLAGE

- **Generic Name:** House

- **Specific Name: Bit**
 - **Class:** House.
 - **History:**
- **Generic Name: Farmstead**
- **Specific Name:**
 - **Class:** Farmstead.
 - **History:**
- **Generic Name: Farm Field**
- **Specific Name:**
 - **Class:** Field.
 - **History:**
- **Generic Name: Corral**
- **Specific Name:**
 - **Class:** Corral.
 - **History:**
- **Generic Name: Mill**
- **Specific Name:**
 - **Class:** Mill.
 - **History:**
- **Generic Name: Barracks**
- **Specific Name:**
 - **Class:** Barracks.
 - **History:**

Special: Train infantry citizen-soldiers.

- **Generic Name: Outpost**
- **Specific Name:**
 - **Class:** Scout Tower.
 - **History:**

TOWN

- **Generic Name: Provincial Governor**
- **Specific Name:**
 - **Class:** Civ Centre
 - **History:**
- **Generic Name: Dock**
- **Specific Name:**
 - **Class:** Dock.
 - **History:**
- **Generic Name: Temple**
- **Specific Name:**

- **Class:** Temple.
- **History:**
- **Generic Name: Blacksmith**
- **Specific Name:**
 - **Class:** Blacksmith.
 - **History:** .
- **Generic Name: Market**
- **Specific Name:**
 - **Class:** Market.
 - **History:**
- **Generic Name: Wall**
- **Specific Name:**
 - **Class:** Wall.
 - **History:**
- **Generic Name: Tower**
- **Specific Name:**
 - **Class:** Tower.
 - **History:**
- **Generic Name: City Gate**
- **Specific Name: Abullu (or Bab)**
 - **Class:** Gate.
 - **History:**

CITY

- **Generic Name: Fortress**
- **Specific Name:**
 - **Class:** Fortress.
 - **History:**
 - **Special:** Train siege units.

SPECIAL STRUCTURES

- **Generic Name: Cavalry Stables**
- **Specific Name:**
 - **Class:** Stables
 - **History:**
 - **Special:** Train cavalry units.
- **Generic Name: Royal Palace**
- **Specific Name:**
 - **Class:** SB1

- **History:**
- **Special:** Train hero and champion units.

WONDER

- **Generic Name:** Temple of Nabu
- **Specific Name:**
 - **Class:** Wonder
 - **History:**
 - **Special:**

NEW STRUCTURE TRAITS

-

CIV BONUSES

- **CB1**
 - **Name:** Deportation
 - **History:**
 - **Effect:** All hero units can capture citizen-soldiers and support units, who can then be made to build an Assyrian civ centre in unoccupied land (the Assyrian player still owns them; these captured units cannot build any structures in their new home besides their own original civ's village phase structures). [This idea will probably need some revision/tweaking; thanks for the suggestion, Atenmeses!]
- **CB2**
 - **Name:** Assyrian Levy
 - **History:**
 - **Effect:** Assyrians have a +10% population cap bonus (e.g., 330 pop cap instead of the usual 300).
- **CB3**
 - **Name:** Terror of Asshur
 - **History:**

Effect: Champion units cause a -10% decrease in attack for enemy units in LOS. [Thanks for the idea, Mythos_Ruler!]

- **CB4**
 - **Name:** Horse Recruiting Officers (Musarkisus)
 - **History:** Two officers were assigned to each province to procure an adequate supply of horses for the Assyrian army, which enjoyed a national system of corrals and stables. Mules and camels, too, had to be obtained for logistical uses.
 - **Effect:** Horses and camels can be captured and garrisoned at the corral. As long as an animal remains at the corral, the resource cost of training cavalry units and camel traders is reduced by a fixed amount of -5% per respective animal corralled. The corral bonus maxes out at 5 of each animal, regardless of how many additional animals are corralled.

TEAM BONUS

- **TB1**
 - **Name: Auxiliaries of the Empire**
 - **History:**
 - **Effect:** Reduced cost and train time for all allied ranged units.

TECHNOLOGIES

- **Infantry:** Generally strong infantry. Archers receive several special upgrades.
- **Cavalry:** Average; good chariots.
- **Naval:** Above average; Phoenician vessels.
- **Siege:** Excellent.
- **Economy:** Most techs.
 - **Farming:** Excellent.
 - **Mining:** Poor.
 - **Lumbering:** Poor.
 - **Hunting:** Above average.
 - **Land Trade:** Above average.
 - **Naval Trade:**
- **Architecture:**
 - **Defences:**

SPECIAL TECHNOLOGIES

- **ST1**
 - **Name: Troops of the Feet**
 - **History:** The Assyrians possessed a formidable intelligence service.
 - **Effect:** Assyrian player can see new enemy buildings constructed through the fog of war.
- **ST2**
 - **Name: Iron-tipped Arrows**
 - **History:**
 - **Effect:** Increased attack for archer units.
- **ST3**
 - **Name: Flaming Arrows**
 - **History:**
 - **Effect:** Increased attack for Siege Shieldbearer unit.
- **ST4**
 - **Name: Quiver Innovations**
 - **History:**
 - **Effect:** Increased rate of fire for archer units.
- **ST5**
 - **Name: Irrigation**

- **History:**
- **Effect:** Increased farm field production.

AI NAMES

Adad-Nirari II
 Tukulti-Ninurta II
 Ashurnasirpal II
 Shalmaneser III
 Shamsi-Adad V
 Tiglath-pileser III
 Shalmaneser V
 Sargon II
 Sennacherib
 Esarhaddon
 Ashurbanipal
 Ashur-Etil-Ilani
 Sin-Shar-Ishkun

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ILLUSTRATION REFERENCES

[Wikipedia has many great public-domain images for Assyria!]