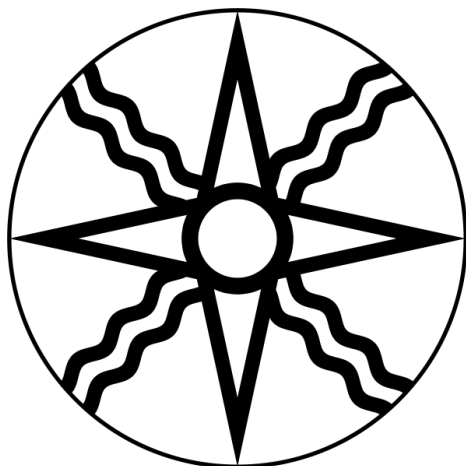


## ASSYRIAN CIVILISATION PROFILE

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Civ Emblem: Star of Shamash



**Historical Timeframe:** Neo-Assyrian Empire, c. 900-605 B.C. This document focuses predominantly on the period from 745-630 B.C, during which time the empire attained its zenith.

*“Behold, the Assyrian was a cedar in Lebanon with fair branches, and with a shadowing shroud, and of an high stature; and his top was among the thick boughs. The waters made him great, the deep set him up on high with her rivers running round about his plants, and sent her little rivers unto all the trees of the field. Therefore his height was exalted above all the*

*trees of the field, and his boughs were multiplied, and his branches became long because of the multitude of waters, when he shot forth. All the fowls of heaven made their nests in his boughs, and under his branches did all the beasts of the field bring forth their young, and under his shadow dwelt all great nations. Thus was he fair in his greatness, in the length of his branches: for his root was by great waters. The cedars in the garden of God could not hide him: the fir trees were not like his boughs, and the chestnut trees were not like his branches; nor any tree in the garden of God was like unto him in his beauty.” - Ezekiel 31:3-8*

**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 often 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.

*“The LORD of hosts hath sworn, saying, Surely as I have thought, so shall it come to pass; and as I have purposed, so shall it stand: That I will break the Assyrian in my land, and upon my mountains tread him under foot: then shall his yoke depart from off them, and his burden depart from off their shoulders. This is the purpose that is purposed upon the whole earth: and this is the hand that is stretched out upon all the nations. For the LORD of hosts hath purposed, and who shall disannul it? and his hand is stretched out, and who shall turn it back?” - Isaiah 14:24-27*

*“And he will stretch out his hand against the north, and destroy Assyria; and will make Nineveh a desolation, and dry like a wilderness. And flocks shall lie down in the midst of her, all the beasts of the nations: both the cormorant and the bittern shall lodge in the upper lintels of it; their voice shall sing in the windows; desolation shall be in the thresholds; for he shall uncover the cedar work. This is the rejoicing city that dwelt carelessly, that said in her heart, I am, and there is none beside me: how is she become a desolation, a place for beasts to lie down in! every one that passeth by her shall hiss, and wag his hand.” - Zephaniah 2:13-15*

### **Principal Neo-Assyrian Rulers:**

Ashurnasirpal II (conquered his way to the Mediterranean coast)

Shalmaneser III (campaigns in the Zagros mountains, Babylonia, Media, and Aramaean/Neo-Hittite states, fought against Levantine coalition at Karkar in 853 B.C.)

Tiglath-Pileser III (instituted major govt. and military reforms, incl. standing army)

Sargon II (almost wholesale use of iron in army, conquered Israel, fought Babylonia)

Sennacherib (building projects, wars with Babylonia and Judah)

Ashurbanipal (ruled largest empire yet, war with Egypt and Kush)

**Notes on Warfare:** The Neo-Assyrian infantry was made up primarily of archers, spearmen, and slingers (in descending order of numerosness). Under Tiglath-pileser III's reforms, the central government and the provincial system were strengthened; a system of couriers kept the king in close contact with his governors, lords, and vassals. The military was made up of four levels of organization: (1) the *qurubuti* (“household troops”), (2) the *kisir sharruti* (“king's standing army”), (3) the *sab sharri* (“king's men,” or “territorial army”), and (4) the *dikut-mati* (“general levy”).

**Note to Players:** Assyria starts out a standard scenario with poor mining and lumbering and below-average fishing abilities. One of her only strengths early on lies in her farming abilities. An Assyrian player may take some time to become a world power; once a critical point is reached, however, the player will become well-nigh unstoppable. At full strength, Assyria contains some of the most “over-powered” units in Aristeia. The key is for the player to control vast amounts of territory (for resources and markets (for both bartering and trading)), to gain allies (a.k.a. tributaries!), and to amass vast quantities of wood (for siege engines) and metal (for champions, elite soldiers, and tech upgrades). At all costs, an Assyrian player must reach City Phase!

On the other hand, an Assyrian player will in all likelihood, just as in actual history, take a while to reach this juggernaut superpower stage. There is plenty that opponents can do to counter an Assyrian power bid. They can all unite against him, they can launch costly pre-emptive border wars, they can prevent Assyrian territorial expansion, they can cut off Assyrian

resources (particularly metal!) and they can starve his trade routes by land and sea. At all costs, an Assyrian player must not reach City Phase!

## UNIT DESCRIPTIONS

**Rank Notes:** In order to reflect the progressive incorporation of conquered peoples into the Assyrian army alongside the native levies, the following basic conventions are used for the Neo-Hittite Spearman, Assyrian Levy Archer, Israelite Slinger, and Aramaean Horseman:

- **Basic:** The unit possesses a regional name designation (such as “Neo-Hittite Spearman”), and is barefoot, with respective native or vassal dress and short sword.
- **Advanced:** The unit is termed an “Assyrian \_\_\_\_\_”, regardless of his former ethnogeographic designation, and displays increased visual similarity to the above citizen-soldiery; he is barefoot, wearing a conical helmet, generic player-color tunic, some torso protection (perhaps), and short sword.
- **Elite:** The unit receives pretty much standard-issue clothing and armour, wearing an iron conical helmet with decorative bands, lamellar torso armour, short sword, leggings, and boots.

In general, Assyrian ranged infantry are average speed, with medium attack and armour; melee infantry are slow, but with high attack and armour. As citizen-soldiers progress in rank, their attack and armour increase, but their speed decreases.

It should be noted, however, that the Chaldean Skirmisher and Scythian Horse Archer, in order to roughly reflect the historical record, are not assimilated to the same degree as the other citizen soldiery, but instead retain their distinctive appearance throughout the game; the Skirmisher cannot progress beyond Basic rank, and the Horse Archer is trained at the Elite rank.

Illustrations are referenced to Osprey Publishing's *Ancient Armies of the Middle East* (AME) and *Ancient Assyrians* (AA), as well as Wargames Research Group's *Armies of the Ancient Near East* (ANE) and Rawlinson's *Seven Great Monarchies: Assyria* (GM).

Rawlinson plate references can be found at <http://www.gutenberg.org/files/16162/16162-h/16162-h.htm>

## INFANTRY

- **Generic Name:** Neo-Hittite Spearman → Assyrian Spearman → Assyrian Heavy Spearman
- **Specific Name:** Ša-arīti → Ša-arīti → Nāš Kabābi Azmarê
  - **Class:** Spearman.
  - **Hacker Armament:**  
Basic: 5.5-6' Spear.  
Advanced: 5.5-6' Spear.  
Elite: 5.5-6' Spear.
  - **Appearance:** Basic unit can be ANE Plate G1 (but w/ small round shield), Advanced unit can be AA Plate E2 (but w/ spear and small round shield), Elite unit can be AA Plate J spearman, ANE Plate 148.
    - **Garb:**  
Basic: Player color tunic, criss-cross baldric and central bronze disc across chest, cosmetic short sword, barefooted.  
Advanced: Tunic, torso armour, cosmetic short sword, barefooted.  
Elite: Tunic, torso armour, leggings, boots, cosmetic short sword.
    - **Helmet:**  
Basic: Neo-Hittite style with crest (can have variations among the helmets of ANE Plate G1, AA E3, and AA H2)  
Advanced: Plain conical iron helmet, no cheek guards.  
Elite: Conical iron helmet with cheek guards and decorative bands.
    - **Shield:**  
Basic: Small round shield.  
Advanced: Small round shield.  
Elite: Large rectangular shield with rounded top.
    - **Figure(s):**

Basic: Dark hair, some variations should have full beards.

Advanced: Most should have full beards.

Elite: All should have full beards.

- **History:** Spearmen were the second most numerous arm of the Assyrian infantry service; many of these soldiers were called up from conquered Neo-Hittite states.
- **Garrison:** 1.
- **Function:** Heavy melee infantry constituting the main battle line.
- **Special:** Trained at the Civ Centre and Infantry Barracks.
- **Generic Name:** Chaldean Skirmisher
- **Specific Name:** Nērāru (lit., “Auxiliary”)
  - **Class:** Skirmisher.
  - **Ranged Armament:** Javelins.
  - **Appearance:** Unit can be AA Plate H3 (but without arrow quiver)
    - **Garb:**  
Basic: Bare-chested w/ skirt, cosmetic sword w/ belt, barefooted.
    - **Helmet:**  
Basic: Simple headband.
    - **Shield:**  
Basic: None.
    - **Figure(s):**  
Basic: Dark hair, some variations can have beards.
    - **History:** Sennacherib described a battle with the Elamites: *“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 transfixd the troops of the enemy with javelins and arrows.”*
  - **Garrison:** 1.
  - **Function:** Harassing enemy melee infantry.
  - **Special:** Weak but fast. Cannot upgrade from Basic rank. Trained at the Infantry Barracks.
- **Generic Name:** Israelite Slinger → Assyrian Slinger
- **Specific Name:** Sādiu
  - **Class:** Slinger.
  - **Ranged Armament:** Sling.
  - **Appearance:** Basic unit can have plain tunic with Israelite-style headcloth (ANE Plate 180a), Advanced unit can be AA Plate E2, Elite unit can be AA Plate J slinger.
    - **Garb:**  
Basic: Short-sleeved tunic, barefoot.  
Advanced: Tunic, torso armour, cosmetic short sword, barefoot.  
Elite: Tunic, torso armour, leggings, boots, cosmetic short sword.
    - **Helmet:**  
Basic: Distinctive Israelite headcloth.  
Advanced: Plain conical iron helmet, no cheek guards.  
Elite: Conical iron helmet with cheek guards and decorative bands.
    - **Shield:**  
Basic: None.  
Advanced: None.  
Elite: None.
    - **Figure(s):**  
Basic: Dark hair; some variations can have beards.  
Advanced: Most with beards.

Elite: All with full beards.

- **History:** Slingers were the least numerous of the three main types of Assyrian infantry; they are primarily depicted at sieges in the reliefs. Many Israelite captives were drafted as auxiliaries by Tiglath-pileser III and Sargon II.
  - **Garrison:** 1.
  - **Function:** Suppressing fire vs infantry, support (along with archers) for main line, operating as light skirmish auxiliaries.
  - **Special:** Trained at the Infantry Barracks.
- **Generic Name:** Assyrian Levy Archer → Assyrian Archer
  - **Specific Name:** Nāš Qašti
    - **Class:** Archer.
    - **Ranged Armament:** Composite bow.
    - **Appearance:** Basic unit can be AA Plate H3 or AME Plate G2, Advanced unit can be AA Plate E2 (but with bow and quiver), Elite unit can be AA Plate J archer (but with conical helmet).
      - **Garb:**  
Basic: Bare-chested w/ skirt, cosmetic short sword, barefoot.  
Advanced: Tunic, torso armour, cosmetic short sword, barefoot.  
Elite: Tunic, torso armour, leggings, boots, cosmetic short sword.
      - **Helmet:**  
Basic: Simple player-color headband.  
Advanced: Plain conical helmet, no cheek guards.  
Elite: Conical iron helmet with cheek guards and decorative bands.
      - **Shield:**  
Basic: None.  
Advanced: None.  
Elite: None.
      - **Figure(s):**  
Basic: Some variations can have beards.  
Advanced: Most with beards.  
Elite: All with full beards.
    - **History:** The most numerous branch of the Assyrian infantry; strong limbs were required in order to wield the Assyrian composite bow, which had to be strung by two men, according to the reliefs.
    - **Garrison:** 1.
    - **Function:** Best used in large masses; good for unleashing a hailstorm of feathered missiles at pretty much any type of organic unit, whether infantry, cavalry, or support.
    - **Special:** Can research either “Iron-tipped Arrows” or “Quiver Innovations” special tech tree option from the Infantry Barracks. Trained at the Civ Centre and Infantry Barracks.

## CAVALRY

- **Generic Name:** Aramaean Horseman → Assyrian Cavalry Lancer → Royal Bodyguard Cavalry
- **Specific Name:** Ša Pēṭhalli → Ša Pēṭhalli → Qurubti Ša Pēṭhalli
  - **Class:** Cavalry Spearman.
  - **Hacker Armament:** Long spear.
  - **Appearance:** Basic unit can be ANE Plate 108 left foreground horseman, Advanced unit can be AA Plate D horseman, Elite unit (Royal Bodyguard Cavalry) can be AA Plate J horseman, ANE Plate 143.
    - **Garb:**  
Basic: Tunic, cosmetic short sword, barefoot.  
Advanced: Tunic, torso armour, cosmetic short sword, barefoot.  
Elite: Tunic, torso armour, leggings, boots, cosmetic short sword, cosmetic angular composite

bow and quiver attached to back.

- **Helmet:**

Basic: Plain conical helmet, no cheek guards.

Advanced: Plain conical helmet, no cheek guards.

Elite: Conical iron helmet with cheek guards and decorative bands.

- **Shield:**

Basic: None.

Advanced: None.

Elite: None.

- **Figure(s):**

Basic: Some variations can have beards.

Advanced: Most have full beards.

Elite: All with full beards.

- **Mount:**

Basic: Animal skin saddlecloth, minimal trappings and decorations.

Advanced: Animal skin saddlecloth, horse's head-crest, more elaborate trappings.

Elite: Fabric equine armour, animal skin saddlecloth, horse's head-crest, most elaborate trappings.

- **History:** Worked in lancer/archer cavalry pairs for much of Assyria's timeframe, but later became more tactically proficient, multi-talented, self-sufficient, self-contained, and mobile due in part to improved cavalry methods, training, organization, and equipment.
- **Garrison:** 1.
- **Function:** Rapid shock attacks; should wield spear overarm-style.
- **Special:** Becomes Royal Bodyguard Cavalry upon elite upgrade. Trained at the Civ Centre and Cavalry Stables.
- **Generic Name:** Scythian Horse Archer  
**Specific Name:** [Pethallu](#) [Qaštu](#) (?) (lit., "bow horseman")
  - **Class:** Cavalry Archer
  - **Ranged Armament:** Cimmerian composite bow.
  - **Appearance:** Can be ANE Plate 188 or GM Plate 146 Fig. 3
    - **Garb:**  
Elite: Short quilted tunic, decorated trousers/leggings, soft boots/shoes, bronze tubular quiver.
    - **Helmet:**  
Elite: Can vary between bronze Urartian helmet and pointed leather cap.
    - **Shield:**  
Elite: Cosmetic round leather shield w/ bronze boss, slung on left side of horse at rider's knee.
    - **Figure(s):**  
Elite: Bearded variations according to the references given above.
    - **Mount:**  
Elite: Minimally equipped and bridled horse.
  - **History:** The Scythians were a predominantly equine-based nomadic people of the steppes who fought fiercely against Assyrian overlordship, but in some cases were employed in the armies of Assyrian rulers. The Scythians were among the finest cavalry archers of their day, with superb horsemanship and excellent shooting-while-riding abilities.
  - **Garrison:** 1
  - **Function:** Good hit-and-run specialist.
  - **Special:** Can shoot arrows while on the move. Trained at the elite citizen soldier rank, at the Cavalry Stables.
- **Generic Name:** Assyrian Chariot
- **Specific Name:** Magarru

- **Class:** Cavalry Archer.
- **Ranged Armament:**
  - **Archer:** Composite bow.
  - **Driver:** None.
  - **Shieldbearer:** None.
- **Appearance:** Vehicle and horses can be ANE Plate 126, while crewmen can be ANE Plate 127. For vehicle reference, see also GM Plate 92 Fig. 2.
  - **Garb:**

Archer: Ankle-length robe, upper-thigh-length lamellar torso armour, sandals.  
 Driver: Knee-length tunic, barefoot.  
 Shieldbearer: Knee-length tunic, barefoot.
  - **Helmet:**

Archer: Conical helmet.  
 Driver: Conical helmet.  
 Shieldbearer: Conical helmet.
  - **Shield:**

Archer: None.  
 Driver: None.  
 Shieldbearer: Round shield.
  - **Figure(s):**

Archer: Dark hair, beard.  
 Driver: Dark hair, beard.  
 Shieldbearer: Dark hair, beard.
  - **Mount:**

2 horses w/ quilted body armour, decorative trappings; rectangular chariot cab, vertical front-corner arrow quivers, 8-spoked wheels.
- **History:** Two-man crews were the basic practice of Assyrian chariotry until Tiglath-pileser III's reforms introduced a third crewman. Chariots were eventually rendered obsolete by the increasing proficiency of the cavalry arm.
- **Garrison:** 3.
- **Function:** Mobile missile platform, delivers shock attack vs infantry.
- **Special:** Trample damage aura. The player can select from a Cavalry Stables tech tree option: "Heavy Chariots" or "Siege Shields". "Heavy Chariots" immediately and permanently upgrades all existing chariots, and any chariots trained thereafter, to the larger 4-man vehicles from the period of Ashurbanipal. "Siege Shields" enables chariots to convert to large, slow-moving 3-man-crewed shields, and back again (much like ballistas and bolt shooters can pack and unpack). Trained at the Cavalry Stables.
- **Generic Name:** Assyrian Heavy Chariot
- **Specific Name:** Attartu
  - **Class:** Cavalry Archer.
  - **Ranged Armament:**
    - **Archer:** Composite bow.
    - **Driver:** None.
    - **Shieldbearers:** None.
  - **Appearance:** Unit can be AA Plate K, and ANE Plates 140/141.
    - **Garb:** Standard government issue for everyone.  
 Archer: Short-sleeved knee-length tunic, sleeveless lamellar torso armour, leggings, boots, cosmetic short sword.  
 Driver: Same thing.

- Shieldbearers: Same thing.
- **Helmet:** Standard government issue for everyone.  
Archer: Conical iron helmet.  
Driver: Same thing.  
Shieldbearers: Same thing.
- **Shield:**  
Archer: None.  
Driver: None.  
Shieldbearers: Round ribbed iron shield.
- **Figure(s):**  
Archer: Dark hair, beard.  
Driver: Dark hair, beard.  
Shieldbearers: Dark hair, beard.
- **Mount:**  
4 horses, textile body armour; rectangular chariot cab, vertical front side quivers, heavy 8-spoked wheels.
- **History:** This type of chariot was introduced by the time of Ashurbanipal; new features included a fourth crewman, two additional horses, more armour, and greater size.
- **Garrison:** 4.
- **Function:** Mobile firing platform, delivers shock attack vs infantry.
- **Special:** Trample damage aura (greater than for normal Assyrian chariot). High attack and armour. The player can gain these types of chariots by selecting “Heavy Chariots” from a Cavalry Stables tech tree option: “Heavy Chariots” vs “Siege Shields”. “Heavy Chariots” immediately and permanently upgrades all existing chariots, and any chariots trained thereafter, to the larger 4-man vehicles from the period of Ashurbanipal. Trained at the Cavalry Stables (only after tech upgrade, of course!).

## SUPPORT UNITS

- **Generic Name:** Assyrian Woman
- **Specific Name:** Awiltu
  - **Class:** Female Citizen.
  - **Appearance:** Can be based off of GM Plate 132 examples.
    - **Garb:** Short-sleeved ankle-length garment with a girdle; barefoot.
    - **Helmet:** Majority of variations should have headband.
    - **Shield:** None.
    - **Figure:** Dark hair drawn up either in a bun or else shoulder-length curls.
  - **History:** Both native and assimilated Assyrian women experienced a wide range of stations and conditions in life. Generally speaking, upper-class Assyrian women enjoyed a relatively fine, well-to-do lifestyle, in contrast to the rustic labouring existence of many peasant women.
  - **Garrison:** 1.
  - **Function:** Good at gathering food.
  - **Special:** Has an 'aura' that boosts the productivity of citizen-soldiers around her. Trained at the Civ Centre and the House.
- **Generic Name:** Priest
- **Specific Name:** Sangû
  - **Class:** Priest.
  - **Appearance:** Can be GM Plate 135 Fig. 4.
    - **Garb:** Long-sleeved ankle-length fringed robe.
    - **Helmet:** Tall cap.



- **Shield:** None.
  - **Figure(s):** Clean-shaven.
- **History:** Assyrian priests were devoted followers of their chief deity, Asshur.
- **Garrison:** 1.
- **Function:** Heals units.
- **Special:** Trained at the Temple.
- **Generic Name: Merchant**
- **Specific Name: Tamkāru**
  - **Class:** Trader.
  - **Appearance:** Tradesman can be GM Plate 30 Fig. 1; camel can be GM Plate 30 Fig. 3.
    - **Garb:** Knee-length short-sleeved tunic, pointed boots.
    - **Helmet:** Pointed cap.
    - **Shield:** None.
    - **Figure:** Dark hair, beard.
    - **Mount:** Dromedary (one-hump) camel (inherits "Stench" Aura), laden down with saddle bags.
  - **History:** Dromedaries enjoy more representation on the reliefs than do the Bactrian (two-hump) camels.
  - **Garrison:** 1.
  - **Function:** Trades overland resources.
  - **Special:** Trained at the Market.

## NAVY

- **Generic Name: Fishing Boat**
- **Specific Name: Maturru** [lit., "little boat"]
  - **Class:** Fishing Ship.
  - **Appearance:** Can be GM Plate 133 Fig. 2 (early long-boat).
    - **Shell:** --
  - **History:** Fishing was primarily an occupation of the lower classes; they seem to have mainly used simple lines, rather than nets, although admittedly the reliefs do tend to focus predominantly on the lifestyle of the upper classes, so that one cannot be dogmatic on this issue.
  - **Garrison:** Cannot.
  - **Garrison Capacity:** 1; support, infantry.
  - **Function:** Gathering: only method of collecting meat from a fish.
  - **Special:** Constructed at the Dock.
- **Generic Name: Phoenician Merchantman**
- **Specific Name: Makkūtu**
  - **Class:** Merchant Ship.
  - **Appearance:** 850 B.C. armoured merchantman:  
<http://www.reocities.com/CapitolHill/Parliament/2587/ships.html>
    - **Shell:** --
  - **History:** Assyrian naval commerce was carried on largely through Phoenician vassal cities such as Tyre.
  - **Garrison:** Cannot.
  - **Garrison Capacity:** 20.
  - **Function:** Naval trade.

- **Special:** High armour. Constructed at the Dock. Requires Town Phase.
- **Generic Name: Phoenician War Galley**
- **Specific Name: Eleppu** [lit., “ship”]
  - **Class:** Bireme.
  - **Appearance:** Main reference can use 700 B.C. bireme:  
<http://www.reocities.com/CapitolHill/Parliament/2587/ships.html>  
 Birds'-eye-view at [http://miltiade.pagesperso-orange.fr/GB/Ancient\\_North\\_Africa.htm](http://miltiade.pagesperso-orange.fr/GB/Ancient_North_Africa.htm)
    - **Shell:--**
  - **History:** As in maritime commerce, Assyria relied heavily on Phoenician ships and personnel for her warlike ventures on the seas.
  - **Garrison:** Cannot.
  - **Garrison Capacity:** 30.
  - **Function:** Can shoot arrows and ram enemy ships, as well as transport troops across large, deep bodies of water.
  - **Special:** Ramming action. Constructed at the Dock. Requires Town Phase.

## SIEGE

- **Generic Name: Siege Ram**
- **Specific Name: Šinnu**
  - **Class:** Ram.
  - **Appearance:** Can use GM Plate 110, ANE Plate 207b (minus the siege tower protruding above in the background), and AA Plate B Fig. 4.
    - **Shell:** Basically the same unit as the Persian ram (maybe can be a bit bigger?)
  - **History:** The first large-scale use of rams in reducing fortifications took place in the reign of Ashurnasirpal. Strictly speaking, an early ram such as this did not simply perform a “ramming” action, but instead inserted its iron-shod speartip into the baked bricks of a wall and began a side-to-side gouging movement in order to disrupt the wall's structural integrity. A domed, circular miniature tower (or cupola) sat atop the main ram structure, housing men who could either shoot arrows from small windows or else dispense water in case the speartip's wooden beam caught fire from the defenders.
  - **Garrison:** 5.
  - **Garrison Capacity:** 5.
  - **Function:** Good for smashing down structures. Can shoot arrows, depending on how many troops are garrisoned inside the ram.
  - **Special:** Bonused vs. wall gates. Constructed at the Fortress.
- **Generic Name: Siege Tower**
- **Specific Name: Dintu**
  - **Class:** Siege Tower.
  - **Appearance:** Can use ANE Plate 207b (the tower protruding above the foreground ram)
    - **Shell:** Basically a standard vertical siege tower with three windows on each side and animal skins covering the upper exterior; the tower contained several levels, accessible via a ladder from a lower level.
  - **History:** A siege tower served both as an elevated firing platform (mobile but slow) and as a means of physical access to an enemy's battlements, should the tower gain close proximity and the tower's drawbridge make contact with the wall in such a way as to permit a hand-to-hand encounter.
  - **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 ranged attack.
- **Special:** May unload garrisoned units over enemy walls. Constructed at the Fortress.
- **Generic Name: Siege Shield**
- **Specific Name: Mušēzibtu**
  - **Class:** Bolt Shooter (?) (except that the unit shoots normal arrows)
  - **Appearance:**
    - **Shell:** A soldier holding upright on the ground a large, more than man-high, bow-backed wicker shield, from behind which an archer shoots arrows, and a third man holds up a smaller round shield to the left of the archer.
  - **History:** Assyrian chariot crews at sieges would often participate in ranged attacks from behind very large, mostly-stationary shields that curved back at the top in order to protect the head from arcing fire.
  - **Garrison:** 2.
  - **Function:** Good against walls and gates.
  - **Special:** Slow, but high attack and high armour. Can shoot fire-arrows (effective against structures as well as units) after a “Flaming Arrows” tech upgrade. In order to gain these types of units, the player must select from a Cavalry Stables tech tree option: “Heavy Chariots” or “Siege Shields”. “Siege Shields” enables chariots to convert to large, slow-moving 3-man-crewed shields, and back again (much like ballistas and bolt shooters can pack and unpack). Trained at the Cavalry Stables as Chariots, which the player, upon selecting the “Siege Shields” upgrade, can, again, then convert back and forth between chariots and shield crews, depending on his tactical needs.
- **Generic Name: Assyrian Raider** [or Torch Bearer, or Pillager, or whatever... (is this the “field salter” you had in mind, Atenmeses52?)]
- **Specific Name: Mār Šahītum**
  - **Class:** Swordsman
  - **Appearance:** An infantry unit with a short straight iron sword in his right hand and a burning torch in his left. The Assyrian Raider should have the appearance of an Advanced rank citizen-soldier, with plain conical iron helmet, player-color short-sleeved knee-length tunic, sleeveless lamellar torso armour, and bare feet.
  - **History:** Widespread destruction and upheaval were often a basic part of Assyrian war practice. Ashurbanipal had this to say of his campaign against the Elamites: *“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.”*
  - **Garrison:** 1.
  - **Function:** Can set fire to structures (possibly creating an Iberian fireship effect to the structure, whereby it slowly loses health while burning?). Cannot gather resources, but player gains a fraction of resource loot for each enemy unit killed or enemy structure destroyed by Assyrian Raider.
  - **Special:** Fast, super-bonused vs. all Village Phase structures (especially farm fields!), bonused vs. support units, average vs. siege units, weak vs. all other units, cannot attack city walls [thanks for the Sea Peoples pillager unit inspiration, Zaphzaph!]. Trained at the Fortress.

## CHAMPION UNITS

- **Generic Name: Infantry Guardsman**
- **Specific Name: Zuk Shepe**
  - **Class:** Champion Spearman.
  - **Hacker Armament:** 5.5-6' Spear.

- **Appearance:** Standard unit can be AA Plate I Fig. 1, ANE Plate 145. Veteran unit can be AA Plate I Fig. 2, ANE Plate 146.
  - **Garb:** Short-sleeved knee-length tunic, sleeveless lamellar torso armour, leggings, boots, cosmetic short sword.
  - **Helmet:** Conical iron helmet w/ cheek guards and decorative bands.
  - **Shield:** Large round convex shield w/ conical boss; veteran Guardsman (after a certain number of kills) receives *very* large round convex shield w/ domed boss.
  - **Figure:** Dark hair, full beard.
- **History:** Infantry guardsmen were an elite unit that served both as guards for the Assyrian ruler and as a core of professional soldiers within the standing army. Around the time of Esarhaddon, guardsmen were equipped with very large shields, perhaps as part of the increasing emphasis on combat protection and well-being for Assyria's soldiers.
- **Garrison:** 1
- **Function:** Good for maintaining a solid formation as well as serving as part of an elite storming party.
- **Special:** After a certain amount of combat experience, an Infantry Guardsman is upgraded to veteran status, and receives a very large shield nearly covering his whole body. Trained at the Palace.
- **Generic Name: Royal Bodyguard Cavalry**  
**Specific Name: Qurubti Ša Pēṭhalli**
  - **Class:** Champion Cavalry.
  - **Hacker Armament:** Long spear.
  - **Appearance:** Can be AA Plate J horseman, and ANE Plate 143.
    - **Garb:** Tunic, torso armour, leggings, boots, cosmetic short sword, cosmetic angular composite bow and quiver attached to back.
    - **Helmet:** Conical iron helmet w/ cheek guards and decorative bands.
    - **Shield:** None.
    - **Figure:** Dark hair and full beard.
    - **Mount:** Fabric equine armour, animal skin saddlecloth, horse's head-crest, most elaborate trappings.
  - **History:** Armoured cavalymen first made their appearance under Tiglath-pileser III. The royal bodyguard cavalry functioned as the personal guard and escort of the king while on campaign.
  - **Garrison:** 1.
  - **Function:** Rapid shock attacks; should wield spear overarm-style.
  - **Special:** Trained at the Palace.

## HEROES

Note: in order to reflect Assyrian kings' love of the hunt, all Assyrian heroes are bonused vs. Gaia lions!

- **Generic Name: Tiglath-pileser III**
- **Specific Name: Tukultī-apil-Ešarra III**
  - **Class:** Hero1.
  - **Ranged Armament:** Composite bow (angular style, carried by hero).
  - **Appearance:** Chariot Hero; Hero and 2 eunuchs can use AA Plate D. One eunuch drives, the other holds a parasol over the person of the king.
    - **Garb:**  
 Hero: Royal robes, shoes, and cosmetic short sword.  
 Eunuchs: Barefoot, w/ long fringed short-sleeved tunics.
    - **Helmet:**

Hero: Cylindrical royal cap.

Eunuchs: None.

- **Shield:**

Hero: None.

Eunuchs: None.

- **Figure(s):**

Hero: Full-bearded w/ dark hair.

Eunuchs: Clean-shaven with dark hair.

- **Mount:** 4 horses; chariot is very ornately decorated, w/ rectangular cab holding two vertical arrow quivers, one on each side at the front; 8-spoked wheels.

- **History:** (745 - 727 B.C.) One of the most successful Assyrian conquerors, Tiglath-pileser III instituted major government and military reforms, including a standing army.
- **Garrison:** 3.
- **Function:** Battlefield commander.
- **Special:** Trained at the Palace.
  - “Siegecraft”: All siege units gain +2 attack and armour during his lifetime.
  - “Rapid Conquest” Aura: All equine (cavalry/chariotry) units in his LOS gain increased speed.
  - “Deportation” Ability
- **Generic Name:** Sargon II
- **Specific Name:** Šarru-ukin II
  - **Class:** Hero2.
  - **Ranged Armament:** Composite bow (angular style).
  - **Appearance:** Hero Archer; figure can be based off of seated Sennacherib archer from AA Plate G.
    - **Garb:** Royal robes, shoes, and cosmetic short sword
    - **Helmet:** Cylindrical royal cap.
    - **Shield:** None.
    - **Figure:** Dark hair and full beard.
  - **History:** (721 - 705 B.C.) One of the greatest of the campaigning Assyrian warrior kings, Sargon II implemented the almost wholesale use of iron in his army. He conquered Israel and fought Babylonia during his relatively brief time as king, and was succeeded by his son Sennacherib, who took Lachish in Judah and fought against King Hezekiah in the siege of Jerusalem.
  - **Garrison:** 1.
  - **Function:** Useful back at base as well as at the front lines of combat.
  - **Special:** Trained at the Palace.
    - “Army of Iron”: All melee infantry units gain +2 attack and armour during his lifetime.
    - “Temple Construction”: Temples cost 25% less metal and construct 25% faster within his LOS.
    - “Deportation” Ability
- **Generic Name:** Ashurbanipal
- **Specific Name:** Aššur-bāni-apli
  - **Class:** Hero3.
  - **Ranged Armament:** Composite bow (angular style, carried by hero).
  - **Appearance:** Chariot Hero. The entire unit (hero, driver, 2 shieldbearers, 4 horses, vehicle) can be ANE front cover illustration.
    - **Garb:**

Hero: Royal robes, shoes, and cosmetic short sword.

Driver: Short-sleeved knee-length tunic, sleeveless lamellar torso armour, leggings, boots, cosmetic short sword.

Shieldbearers: Short-sleeved knee-length tunic, sleeveless lamellar torso armour, leggings, boots, cosmetic short sword.

- **Helmet:**

Hero: Cylindrical crimson royal cap.

Driver: Conical iron helmet w/ cheekguards and decorative bands.

Shieldbearers: Conical iron helmet w/ cheekguards and decorative bands.

- **Shield:**

Hero: None.

Driver: None.

Shieldbearers: Round shield, with brass boss and 3 concentric coloured rings: blue-red-blue.

- **Figures:**

Hero: Dark hair and full beard.

Eunuchs: Dark hair and full beard.

Shieldbearers: Dark hair and full beard. Right-side shieldbearer holds shield on right arm, left-side shieldbearer holds shield on left arm.

- **Mount:** 4 horses, fancy trappings, white textile body armour; gold-decorated red rectangular chariot cab, vertical front side quivers, heavy 8-spoked wheels, gold-studded blue parasol fixed to the floor of the cab.

- **History:** (668 - 630 B.C.)

- **Garrison:** 4.

- **Function:** Chariot commander.

- **Special:** Trample damage aura (greater than for Tiglath-pileser III's chariot). High attack and armour. Trained at the Palace.

- “Armoured Chariots”: +4 increase in chariot armour during his lifetime.
- “Height of the Empire”: all buildings +15% radius during his lifetime.
- “Deportation” Ability

## CIV CENTRE UNITS

- Melee Infantry: Neo-Hittite Spearman.
- Ranged Infantry: Assyrian Levy Archer.
- Cavalry: Aramaean Horseman.

## FORBIDDEN CLASSES

- Cavalry Swordsman
- Cavalry Javelinist
- Ballista
- Heavy Warship

## STRUCTURE DESCRIPTIONS

Note: Assyrian structures, especially those for royalty, employed a good deal of flora and fauna designs in their architecture (see GM Plates 60-62).

## VILLAGE

- **Generic Name:** House

- **Specific Name: Bitu**
  - **Class:** House. Use GM Plate 56.
  - **History:** No windows; based on the historical data, most houses seem to have had domed rather than flat roofs.
  - **Special:** Train female citizens (must reach Town Phase to do so).
- **Generic Name: Farmstead**
- **Specific Name: Arû**
  - **Class:** Farmstead.
  - **History:** Assyria contained some good farmland, particularly in the Tigris-Euphrates confluence area.
  - **Special:** “Irrigation” tech increases farm field production. Requires Town Phase.
- **Generic Name: Farm Field**
- **Specific Name: Eršu**
  - **Class:** Field.
  - **History:** (See previous item)
- **Generic Name: Corral**
- **Specific Name: Supûru**
  - **Class:** Corral.
  - **History:** Domesticated animals of Assyria included oxen, sheep, goats, horses, donkeys, mules, and camels.
  - **Special:** Breed sheep for food.
- **Generic Name: Mill**
- **Specific Name: Našpakûtu**
  - **Class:** Mill.
  - **History:** Assyria, being rather lumber, stone, and metal poor, resorted to outward expansion in order to keep up with resource demands.
- **Generic Name: Barracks**
- **Specific Name: Bêt Napṭ arti**
  - **Class:** Barracks.
  - **History:**
  - **Special:** Train infantry citizen-soldiers. Research “Mobilisation” special technology, as well as “Iron-tipped Arrows / Quiver Innovations” tech choice..
- **Generic Name: Dock**
- **Specific Name: Kāru**
  - **Class:** Dock. (Use a generic Phoenician dock reference; failing that, reverse-engineer a Persian dock)
  - **History:** The mainstay of the Assyrian fleet was its Phoenician vessels and manpower, using Phoenician ports and harbors.
  - **Special:** Construct ships.
- **Generic Name: Palisade**
- **Specific Name: Kikkišu**

- **Class:** Palisade Fence.
- **History:** Palisades served as both an enclosing and an excluding mechanism.
- **Generic Name:** Outpost
- **Specific Name:** Madgulu
  - **Class:** Scout Tower.
  - **History:** Assyria's complex communication and mobilization infrastructure required outposts and observation points.

## TOWN

- **Generic Name:** Provincial Governor
- **Specific Name:** Pīhātūtu
  - **Class:** Civ Centre.
  - **History:** By the time of Tiglath-pileser III, the Assyrian empire was divided into provinces; depending on a variety of factors, local assimilated peoples were permitted varying degrees of limited self-governance.
  - **Special:** Train Neo-Hittite Spearmen, Assyrian Levy Archers, Aramaean Horsemen, and Female Citizens.
- **Generic Name:** Temple
- **Specific Name:** Ayyakku
  - **Class:** Temple. Can use GM Plates 49-55 (particularly GM Plate 49 Figs. 1 and 4).
  - **History:** Although Assyrian temples do not enjoy the same status and attention on the reliefs as the royal palaces do, these buildings and those who served in them were still held in high regard by the people. The polytheistic religion of the Assyrians involved the worship of the chief god Asshur, along with a host of lesser deities involving bulls, genies, and fish.
  - **Special:** Train priests. Research “Terror of Asshur” special technology.
- **Generic Name:** Blacksmith
- **Specific Name:** Bēt Nappāhi
  - **Class:** Blacksmith.
  - **History:** Assyrians were among the first widespread users of high-quality iron in warfare..
- **Generic Name:** Market
- **Specific Name:** Maḥīru
  - **Class:** Market.
  - **History:** Assyrian land trade was extensive, although much of Assyria's material needs were addressed through tribute and taxation of conquered and vassal states.
  - **Special:** Train traders.
- **Generic Name:** Defense Tower
- **Specific Name:** Nāmuru
  - **Class:** Defense Tower. Use either a miniature ziggurat structure or else a glorified wall tower.
  - **History:** Towers were a notable feature of Assyrian defensive architecture.
- **Generic Name:** Wall
- **Specific Name:** Amuḥḥu
  - **Class:** Wall. Use GM Plate 57.



- **History:** Assyrian city walls were constructed of baked brick, sometimes along with a stone exterior.
- **Generic Name: Wall Tower**
- **Specific Name: Asītu**
  - **Class:** Wall Tower. Use GM Plate 57.

#### History:

- **Generic Name: City Gate**
- **Specific Name: Abullu**
  - **Class:** Gate. Use GM Plate 57.
  - **History:** Assyrian gates were double doors, rounded into a semicircle at the top.

#### CITY

- **Generic Name: Fortress**
- **Specific Name: Birtu**
  - **Class:** Fortress. Can use GM Plate 47 Fig. 3.
  - **History:** Fortresses, like many buildings in Assyria, would have been constructed of stone and baked brick.
  - **Special:** Train siege units. Research “Flaming Arrows” tech for Siege Shields.

#### SPECIAL STRUCTURES

- **Generic Name: Cavalry Stables**
- **Specific Name: Bēt Umāmi**
  - **Class:** Stables.
  - **History:** The procurement, housing, care, and training of horses occupied a great deal of an Assyrian monarch's time, energy, and attention.
  - **Special:** Train cavalry units. Select “Siege Shields / Heavy Chariots” tech choice.
- **Generic Name: Royal Palace**
- **Specific Name: Ekallu**
  - **Class:** SB1; can use GM Plates 41-46.
  - **History:** The structure housing the Assyrian ruler was sure to be elaborately designed and furnished, sometimes ostentatiously so. Vast amounts of reliefs and statues covered entrances and interiors, serving to awe and intimidate friend and foe alike.
  - **Special:** “Provincial Tribute” enabled. Train hero and champion units. Select “Troops of the Feet” special technology. Build limit of 1. Requires City Phase.

#### WONDER

- **Generic Name: Great Temple of Nimrud**
- **Specific Name: <?>**
  - **Class:** Wonder; can use GM Plate 52 Fig. 2.
  - **History:** Several Assyrian deities had “Great Temples” constructed and dedicated in their honour.
  - **Special:** Build limit of 1. Requires City Phase.

#### NEW STRUCTURE TRAITS

- **Provincial Tribute:** When constructed, the Royal Palace bestows a benefit whereby the player's Metal resource

increases by a very small but continuous trickle. The rate is dependent upon the number of terrain tiles (territory) under the player's dominion; the larger the player's territory, the greater the income of Metal resource. The player cannot build more than one Royal Palace at a time, and the destruction of the Royal Palace removes its effect.

## CIV BONUSES

- **CB1**
  - **Generic Name: Deportation**
  - **Specific Name: Miše ' tu**
  - **History:** In order to establish empire-wide solidarity and break up any partisan feelings, some Assyrian rulers made special efforts to relocate captive peoples wholesale to new lands, while at the same time populating the new vacancies with native Assyrians.
  - **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. These captured units cannot build any structures in their new home besides their own original civ's non-military village phase structures (which, of course, belong to the Assyrian player). [This idea will probably need some revision/tweaking; thanks for the suggestion, Atenmeses52!]
- **CB2**
  - **Name: Assyrian Levy**
  - **Specific Name: Dikut-mati** (“general levy”)
  - **History:** Through the use of a “levee-en-masse”, Assyrian kings could call up a large number of recruits to active service within a relatively short span of time.
  - **Effect:** Assyrians have a +10% population cap bonus (e.g., 330 pop cap instead of the usual 300).
- **CB3**
  - **Generic Name: Horse Recruiting Officers**
  - **Specific Name: 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**
  - **Generic Name: Auxiliaries of the Empire**
  - **Specific Name: Nērāru**
  - **History:** As the Assyrian empire continued in almost constant warfare through the decades and centuries, native Assyrian troops became casualties faster than they could be replaced, and so rulers began to increasingly rely on allied and vassal troops to fight Assyria's wars.
  - **Effect:** Reduced cost and train time for all allied ranged units.

## TECHNOLOGIES

- **Infantry:** Generally strong infantry; eligible for both advanced and elite upgrade purchase (both the advanced an. Archers receive a special tech upgrade choice.
- **Cavalry:** Average, except for Scythian Horse Archers, which are the fastest cavalry units in Aristeia; good chariots. Cavalry are eligible for advanced upgrade purchase.

- **Naval:** Above average. Phoenician vessels and crews were utilized for the bulk of the Assyrian navy.
- **Siege:** Excellent; some of the best siegecraft prior to the Romans; should receive all relevant upgrades.
- **Economy:**
  - **Farming:** Above average.
  - **Fishing:** Below average.
  - **Mining:** Poor.
  - **Lumbering:** Poor.
  - **Hunting:** Average.
  - **Land Trade:** Average.
  - **Naval Trade:** Above average; Assyria imposed a tax on Phoenician commerce, in addition to using Phoenician vessels and sailors.
- **Architecture:**
  - **Defences:** Above average; Assyrian walls were constructed of stone and mud-brick; in addition, major Assyrian cities such as Nineveh enjoyed multiple defensive walls.

## 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. Selected from the Royal Palace (City Phase).
- **ST2**
  - **Name: Mobilisation**
  - **History:** A system of standing forces throughout the provinces stiffened the locally-recruited troops, and ensured a rapid mobilisation when the king launched a campaign. Assembly points and supply depots were established near key campaigning areas, readily available for the army's access.
  - **Effect:** Additional increase in batch training speed of citizen units, but at a cost in health. Selected from the Infantry Barracks.
- **ST3**
  - **Name: Siege Shields**
  - **History:** During a lengthy siege, chariot crews would sometimes man large stationary shields, the archer shooting arrows and the other crewmember(s) grasping the shield and a melee weapon.
  - **Effect:** For a wood and metal cost, the player can select a tech option (paired with "Heavy Chariots") whereby chariots can convert to Siege Shields (and back again). Selected from the Cavalry Stables. Requires Town Phase.
- **ST4**
  - **Name: Heavy Chariots**
  - **History:** During a lengthy siege, chariot crews would sometimes man large stationary shields, the archer shooting arrows and the other crewmember(s) grasping the shield and a melee weapon.
  - **Effect:** For a wood and metal cost, the player can select a tech option (paired with "Siege Shields") whereby chariots can permanently upgrade to larger and heavier vehicles. Selected from the Cavalry Stables. Requires Town Phase.
- **ST5**
  - **Name: Flaming Arrows**
  - **History:** The use of flaming arrows (via setting alight oil-soaked wool attached to the projectile) was an

effective method of overcoming a town or city, as well as an effective psychological weapon.

- **Effect:** Increased attack for Siege Shieldbearer unit. Selected from the Fortress.
- **ST6**
  - **Name: Iron-tipped Arrows**
  - **History:** The use of iron arrowheads gave archers greater penetrating power.
  - **Effect:** Increased attack for Assyrian Archer unit (tech choice paired with “Quiver Innovations”). Selected from the Infantry Barracks.
- **ST8**
  - **Name: Quiver Innovations**
  - **History:** Assyrian archers were able to increase their rate of fire by using quivers that incorporated a short rod projecting slightly above their shoulder; the archer could grasp the rod in order to tip the arrows forward over his shoulder for easier reach.
  - **Effect:** Increased rate of fire for Assyrian Archer unit (tech choice paired with “Iron-tipped Arrows”). Selected from the Infantry Barracks.
- **ST9**
  - **Generic Name: Irrigation**
  - **Specific Name: Mikru**
  - **History:** The bulk of arable land in Assyria was found along the major rivers; Assyrian farmers made the most of their liquid resource by utilizing devices such as canals, sluices, and other means of water usage.
  - **Effect:** Increased farm field production. Selected from the Farmstead. Requires Town Phase.
- **ST10**
  - **Name: Terror of Asshur**
  - **History:** In their after-action descriptions, Assyrian rulers took care to ascribe their military successes to their chief deity Asshur; there can be little doubt that Assyrian religious fervor animated many Assyrians, as well as put dread into the hearts of their foes.
  - **Effect:** For a high metal cost, the player may purchase a tech whereby Hero and Champion units cause a -10% decrease in attack for enemy units in LOS. [Thanks for the idea, Mythos\_Ruler!]. Selected from the Temple.

## AI NAMES

Adad-Nirari II  
Tukulti-Ninurta II  
Ashurnasirpal II (Aššur-nāṣ ir-apli II)  
Shalmaneser III (Šulmānu-ašarēdu III)  
Shamsi-Adad V  
Tiglath-pileser III (Tukultī-apil-Ešarra III)  
Shalmaneser V (Šulmanu-ašarid V)  
Sargon II (Šarru-ukin II)  
Sennacherib (Sîn-ahhī-erība)  
Esarhaddon (Aššur-ahhe-iddina)  
Ashurbanipal (Aššur-bāni-apli)  
Ashur-Etil-Ilani  
Sin-Shar-Ishkun

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## **ILLUSTRATION REFERENCES**

[Wikipedia and Rawlinson's *Seven Great Monarchies* contain many great public-domain images for Assyria!]

Note to modellers: the plates in Rawlinson's work on Assyria are an EXCELLENT primary reference source (thanks to The Crooked Philosopher for posting an original link to Rawlinson!), and throughout the unit and building descriptions above, I have referred to plates to work from, not only from *Seven Great Monarchies*, but also from Osprey Publishing works (if any modellers and artists happen to have them).

Again, a link to Rawlinson:

<http://www.gutenberg.org/files/16162/16162-h/16162-h.htm#linkimage-0002>