

Early Neo-Elamite

1150 BC - 770 BC

Commanders

Leadership 8 (0-3 per Army)
 Leadership 7
 Leadership 6

40 Points
 20 Points
 10 Points

Restrictions

Min 25% Infantry
 Min 25% Levy
 Max 25% Cavalry
 Max 10% Chariots
 Max 25% Skirmishers
 Max 20% Allies

Keywords

Elamite Dark Age

Units

Elamite Guard Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears and Bows		6	6	3	3	5+	6		29
Spears		6	6	3	-	5+	6	Valiant	26
Bows		5	5	3	3	5+	6		27

0-2 per Army

Elamite Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears and Bows		6	6	3	3	5+	6		23
Spears		6	6	3	-	5+	6	Levy	20
Bows		5	5	3	3	5+	6		21

Babylonian Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears and Bows		6	6	3	3	5+	6		26

Babylonian Light Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins and Bows		5	5	3	3	5+	6		24

Elamite Skirmishers

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		3	2	2	-	0	4		11
Slings		2	2	2	2	0	4		12
Bows		2	2	2	2	0	4		12

Elamite Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows	850 BC +	6	4	3	3	6+	6	Levy	23

Elamite Light Chariots

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows		6	6	3	3	4+	6		30