

Middle Meroe Kushite

20 BC - 68 AD

Commanders

Leadership 8 (0-1 per Army)
Leadership 7
Leadership 6

40 Points
20 Points
10 Points

Restrictions

Min 50% Infantry
Max 50% Cavalry
Max 25% Skirmishers

Keywords

King Natakamani - Queen Amanitore - Nero's Expedition into Kush (66 AD - 68 AD) - Meroe Period

Units

Kushite Guard Medium Infantry

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

0-2 per Army

Kushite Medium Infantry

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

Kushite Light Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows		4	4	3	3	0	6		20
		3	3	2	2	0	4		14

Kushite Skimishers

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

Kushite Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		7	5	3	-	6+	6	Levy	22