

# Mannaean

## 1000 BC - 611 BC

### Commanders

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

40 Points  
 20 Points  
 10 Points

### Restrictions

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

### Keywords

Udaki - Iranzu - Cimmerian Invasion of Urartu (714 BC - 705 BC) - Median Conquest of Mannaea (615 BC - 611 BC) - Medo-Babylonian Conquest of Assyria (615 BC - 609 BC) - Battle of Qablin (615 BC) - Mannaea

### Units

#### Mannaean Medium Infantry

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

#### Mannaean 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

#### Mannaean Light Cavalry

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

#### Cimmerian Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows	705 BC +	6	4	3	3	6+	6	Parthian Shot	29

0-2 per Army