TRIBES and ARMIES

a supplement for

BABYLON ON WHICH FAME AND JUBILATION ARE BESTOWED

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G. P. Davis

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Designed by G. P. Davis

Table of Contents

I had sent two men from Mišulu to the assembly of the Yaminites to learn their plans — this was before my lord defeated the Ešnunna army. One of the two men I dispatched came back here to tell me, "They were planning to make raids along the Euphrates, saying, 'While the king is encamped, we should raid along the Euphrates, thus creating problems for him'." This is what the Yaminites had decided. No sooner than my lord defeated the Ešnunna leader, I heard (that) they said, "Having defeated the leader of Ešnunna, the king is lowering his guard, we ought to raid and do one great favor for the leader of Ešnunna." They were planning to do these things, when one among them rose to say, "All the youngsters…as well as the grain from the Sim'al villages are now collected into strongholds. If you raid now, what will you get? If you yourselves raid, you will only get sheep and cattle. But King Zimri-Lim will come here and his soldiers [will attack you]." This is what he told them.

- A letter from Yaqqim-Addu of Saggaratum to King Zimri-Lim of Mari, translation by Jack M. Sasson[1]

PART ONE: TRIBES

1.0 Introduction

The purpose of this work is to fill several gaps in the historical information and game mechanics presented in the core rulebook for *Babylon On Which Fame and Jubilation Are Bestowed*. In its discussion of character origins, *BFJB* assumes that any PCs native to Mesopotamia will hail from one of the several city-states.

Players with some knowledge of the social dynamics of the Ḫammu-rapi era should immediately recognize an omission, namely, that substantial "tribal" populations of pastoral and semi-pastoral peoples existed throughout the ancient Middle East. On the whole, these groups were hardly uniform; virtually all of the human races available

in *BFJB* are represented among pastoralists.

While subsequent sections will touch on the peculiarities of a handful of individual groups, some information remains generally applicable to the populations this supplement covers.

1.1 Pastoralism

All of the groups who form the subject of this work engage in some form of pastoralism, although its scope may vary. The economy of pastoral communities is concerned exclusively with the raising and maintenance of large herds of livestock; in this era, primarily cattle, sheep and to a lesser extent, goats.

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[1] Sasson, Jack M. (2015). From the Mari Archives: An Anthology of Old Babylonian Letters. Winona Lake, IN: Eisenbrauns.

All other economic concerns, including ownership and maintenance of the land, are secondary.

"True" pastoralism is generally held to be nomadic in nature, with pastoralists following their herds irrespective of boundaries natural, political, or otherwise. True pastoralists do not engage in cultivation of the land, nor are they generally concerned with the rights or titles thereto. Instead, pastoral tribesmen graze their flocks in natural pastures, which, as agricultural uses of land go, is intensive enough that their herds usually deplete an area's available grasses and fresh water faster than they are naturally replenished. As a result, true pastoralists must regularly migrate with their flocks to new pastures. Throughout the Ancient Near East, neither vegetable biomass, nor fresh water, exist in sufficient quantities to support a herd without sustained maintenance of those resources.

In forming a picture of pastoral communities in the world of Ḫammu-rapi, it is important to note that both ancient and modern examples of true pastoralism are rare. From a conceptual standpoint, true pastoralists sit at one end of a continuum, with settled land-maintaining farmers at the other, and the bulk of the groups discussed below falling somewhere in between.

Indeed, regardless of a specific tribe's degree of commitment to a migratory lifestyle, pastoral communities never exist in a vacuum. Humans of every stripe have considerable difficultly subsisting on a diet of animal products alone, and even the most pastoral of Ancient Near Eastern tribesmen rely on communities of landed farmers to produce grain. In this way then, pastoralists formed an important part of the Near Eastern economy; at a base, simplistic level, they supplied landed communities with not insignificant quantities of animal products in exchange for the products of landed civilization. Furthermore, while some herdspersons will never sleep a night of their lives under the roof of a house, it does not follow that they are economically poor. On the contrary, the pastoral communities of ancient Mesopotamia were often very rich in capital.

Within the historical context of this work, it was often true that established tribes progressively limited their travels to certain geographical areas as their broader economic interests increasingly intersected with local settled peoples. Indeed, the history of the Ancient Near East is replete with successive waves of nomadic populations migrating into Mesopotamia, populations whose individuals assimilate over generations into the landed agricultural communities of the city-states. This cycle of migration, acculturation and settlement plays out again and again. Relevant to our purposes, at the time of Ḫammu-rapi the

Amorites have been engaged in this process for a few hundred years; their successors will include the Kassites, the Arameans, and the Medes, to name a few.

1.2 Tribal Organization

For members of these pastoral populations, their foremost, if not exclusive political allegiance is to the tribe (OB. *li'mum* or *līmum*). Within the tribe, ties of kinship are important; indeed, while *BFJB* goes to lengths to emphasize the cosmopolitan nature of Ancient Mesopotamia, tribal societies are essentially mono-ethnic. Accordingly, within the society of the tribe, foreigners — a term which would describe both members of other ethnicities, as well as those of the same ethnicity who are not related to the tribe — have no legal rights or social standing. The vast majority of foreign people living in a tribal community will be slaves, but even this class is significantly less sizable than those in landed communities. Pastoral communities, after all, do not require slaves for crop-cultivation; communities beyond the city-states also generally lack many of the industries in which urban slaves are regularly employed.

In game terms, this means that tribal characters of *BFJB*'s highest social class, the awīlû (called OB. *awīlû damqūtum*, sing. *awīlum damqum*, in some pastoral communities), must share their tribe's ethnicity. Likewise members of the *muškēnū* class (in some tribal communities, OB. *awīlû lapnūtum*, sing. *awīlum lapnum*), although in some tribes this status will be open to "half-caste" multi-ethnic characters with only partial tribal kinship. As above, slaves may belong to any playable ethnicity, and might themselves even share kinship with the free persons of the tribe.

Despite the homogeneity of tribal societies, players should not assume that the totality of a tribe travels, settles, or operates as a unit. Indeed, as noted above, the Mesopotamian steppe could not support the concentrated grazing of herds of livestock for very long. Instead, tribal people move together in tiny, independent units, often limited in composition to an extended family or a several small families braving the hardships of nomadic life together. Every additional person requires food and water; indeed, the average family of five requires thirty to fifty heads of small stock to survive, in addition to animals for riding and transport.

Larger cultural events, such as holidays, tribal gatherings, and marriages can bring these sundry, autonomous families together.

As can the pursuit of war. As will be seen from the succeeding sections, pastoralists in Mesopotamia presented a constant threat to settled communities. Every male member of tribal society represents a highly mobile warrior trained in
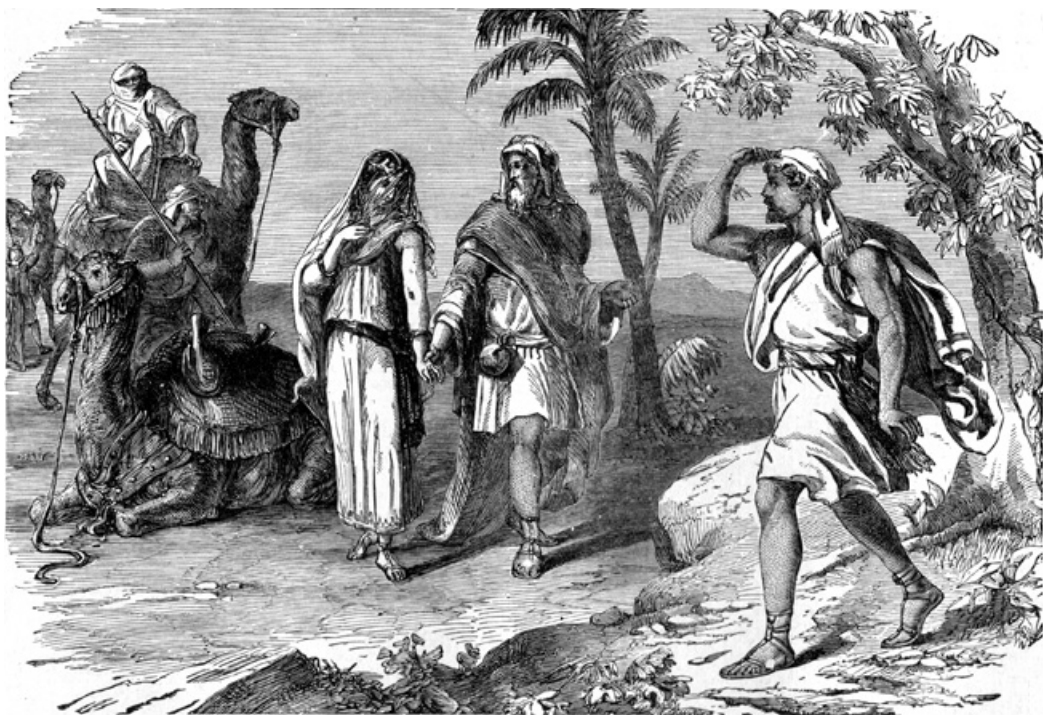
the handling of animals.

2.0 Creating Tribal Characters

Players who wish to create a character belonging to a tribal society should encounter little difficulty. However, the following paragraphs present several important considerations for tribal players.

Character Origins. In place of choosing a city-state, a tribal character's player should choose his or her character's tribe. Section 3.0 presents notes on some of the principal tribes of Hammu-rapi's era, however players in cooperation with their GMs should be free to invent their own tribes.

As noted in section 1.2, a tribal player's ethnicity must match that of his or her tribe, except if the character is a slave, or in some circumstances, if the character is of the *muškēnum* class.

In Fantasy *BFJB*, non-human characters should follow this rule as well. With respect to the demi-human races presented in core *BFJB*, the elves and half-giants fit most easily into a tribal paradigm. In keeping with their infrequency in Mesopotamia, tribal non-humans should represent small, isolated or foreign groups with few ties to the larger culture of Mesopotamia.

Skills. *BFJB* takes a liberal approach to skills in character creation. However, players of tribal characters are strongly discouraged from taking "cultured" skills like Disable Device, Literacy, and most varieties of the Craft, Knowledge

and Profession skills. Gamemasters, moreover, should consider limiting or reinterpreting the uses of skills like Appraise and Sorcery which would operate differently within a pastoral culture.

As a result of their upbringing, tribal characters will often have significant expertise in the Handle Animal, Fighting and Survival skills. Additionally, they have access to a new Profession skill, *Pastoralist*.

Characters with the **Profession · Pastoralist** skill will have intimate knowledge of a wandering life devoted to animal husbandry. They will be comfortable subsisting in the Mesopotamian wilderness, and the dangers peculiar to traveling with their herds thereabouts. Like the Profession · Shepherd and · Solider skills, this can operate as a limited kind of Survival skill, or in concert with it. Pastoralist characters, furthermore, will be able to diagnose and treat injury and sickness among animals of the kinds belonging to their herds. They will have an innate understanding of the relative value of their stock, and will understand the best ways to dispose of herd animals for financial gain.

Equipment. In addition to the equipment presented in *BFJB*, pastoral characters can add the following:

Lasso

Modern players will associate the lasso with the American West, however many cultures have used snares devised from knotted lengths of rope. (See Herodotus's Ἱστορίαι 7.85). Although you hold onto one end of a lasso, it operates like a thrown weapon, and requires characters to develop ranks in a Fighting skill specific to its use. When a character hits an opponent with a lasso, it does no damage, however it entangles the opponent, not unlike a net (see *BFJB* page 85).

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity. It can only move at half speed, and cannot charge or run. The creature can only move within the limits of what the trailing rope allows, if you succeed on an opposed Strength check (revise, i.e., they fail to pull away). Entangled creatures must succeed on a DC 15 Sorcery check to cast a Sorcery; GMs, moreover, may modify this DC by the level of the spell being cast.

As with a net, an entangled creature can escape with a successful DC 20 Escape Artist check (a full-round action). A lassoed creature can also break the knot on a successful DC 25 Strength check (also a full-round action).

A lasso has 3 hit points and an AC of 12. It costs 0.1 of a *šiqlum*.

Throwing Stick

Throughout history, many cultures have used thrown sticks for sport and war. A favorite weapon of mounted pastoralists,

Mesopotamian throwing sticks can range in size from four inches to ten inches long. Throwing sticks are usually made from wood, and are often slightly bent at their middle, though not to the degree of the more familiar boomerangs devised by the indigenous cultures of Australia.

A player wielding a throwing stick will hold it by one end, and throw it at a target so that it spins end-over-end. Players who wish to become proficient in the use of throwing sticks must develop ranks in a Fighting skill specific to it. Small throwing sticks (4 in. to 6 in. long) deal 1d4 damage on a successful hit, and have a range increment of 20 ft. Larger throwing sticks (7 in. to 10 in.) deal 1d6 damage, but have a range increment of 10 ft.

Like lassos, throwing sticks are generally cheap to purchase, as a rudimentary one can be constructed with little training. As with any weapon, expensive orate or masterwork versions exist as well. A basic throwing stick should cost a player less than 0.1 of a *šiqlum*, and like other crude items in the Core Rulebook, is available to starting players at no cost.

Feats. Feats, while not present in the standard, core rulebook version of *BFJB*, have been outlined in the supplement *Feats*. Players and Gamemasters who wish to incorporate feats into their campaigns should consider the following:

ANIMAL COMPANION
[REGIONAL]
Prerequisites: Tribal Culture, 4 or more ranks in Handle Animal.

Benefit: You gain an animal companion, which may be selected from the following list: camel, cat, dog, fox, eagle, hawk, horse, lion, mule, pony, rat, snake, or wolf. This animal is a loyal companion who accompanies the character. In addition to the animal's normal statistics, it gains an extra HD when its player character advances in level.

FLEET OF FOOT
[REGIONAL]
Prerequisite: Tribal Culture.
Benefit: Your Speed increases by an increment of 10. For dwarves and halflings, this means their base speed becomes 30. For all other standard *BFJB* races, their base speed becomes 40. Note that these increases also apply to local and overland movement rates. See *BFJB* page 103, Table 7.3.1.

HYDRATED
[REGIONAL]
Prerequisite: Tribal Culture.
Benefit: You can subsist on roughly half the amount of water as other characters, and you feel the effects of dehydration less acutely. In game terms, this means that all negatives related to dehydration are halved, and you make any related checks only half as frequently.

INNATE SORCERY
[REGIONAL, SORCEROUS]

Prerequisites: Tribal Culture, no ranks in Literacy.

Benefits: You gain innate knowledge of one Sorcerous Path and may develop ranks in it. To cast spells, you must develop ranks in the Sorcery skill as normal.

LORD OF THE STEPPE
[REGIONAL]

Prerequisite: Tribal Culture.

Benefits: You gain a +2 bonus on all Profession · Pastoralist and Survival checks.

In all other aspects, character creation can proceed as it does in core *BFJB*.

3.0 Mesopotamian Tribal Communities

AMORITE TRIBES

During Ḥammu-rapi's life, and for several hundred years before and after him, the most significant tribal communities were ethnic Amorites. While these pastoralists left behind no written records themselves, their city-dwelling contemporaries often made detailed accounts of interactions with their tribal neighbors.

Numḫa* or *Numḫûm (OB. wr. phon. nu-um-ḫa-a 𒉡𒌝𒄩𒀀).

A tribal Amorite population centered around the city-states of Kurdā and Karanā. In the 1760s, they engaged in a protracted conflict with the Yamutbalum.

Sim'al (OB. wr. phon. si-im-a-al 𒉌𒅎𒀀𒀠 or si-im-'a-al 𒉌𒅎𒀀𒀠).

A significant Amorite tribe, one especially relevant to the kingdom of Mari. Their name is derived from the Amorite term for "left" as contrasted by the Yaminā's "right." Mesopotamians in Ḥammu-rapi's time associated "left" with the direction north, and "right" with south; these directions, therefore indicate the location of these tribes' traditional lands relative to the course of the Purattum.

The government of the kingdom of Mari and the leadership of the Sim'al tribe are one and the same. Zimri-Lim is the tribal chieftain of the Sim'al and commands the loyalty of all twelve sub-clans (OB. sing. *gayyum* itself dervied from an Amorite term), *viz.* the Abi-nakar, Amurru, Ibal-aḫum, Isaru, Naḫan, Niḫad, Patakḫum, Sibiyu, Wer'u, Yabasu, Yakallit, and Yamaḫammu.

Among the Sim'al, there is a notable distinction between landed members of the clans, and the so-called "tent dwellers" (OB. sing. *ḫanûm*); these mobile populations are harder for the king to control outright.

Each of the cans are led by a *sugāgum*, a term Assyriologists previously translated as "sheikh"

but now more often as "mayor" or "chieftain." Additionally, the *ḫanûm* populations have two more officials, together called the "chiefs of pasture" (OB. sing. *merḫûm*) who report to Zimri-Lim exclusively.

Yaminā (OB. wr. phon. ia-mi-na 𒈠�î 𒀀𒈾).

One of the largest Amorite tribes at the time of Ḥammu-rapi, members of the Yaminā are found throughout the Middle East. The tribe is composed of five major sub-clans, the Mutebal, Rabbû, Uprapû, Yaḫrurû and Yariḫû. In Mesopotamia, the Yaḫrurû made up some significant portion of the Awnān or Amnān tribespeople, who settled in the vicinity of the Sippars. Note that two of the traditional names of the respective Sippars, Sippar-Yaḫrurum and Sippar-Amnānum derive from these tribal identifications.

Three of these sub-clans, the Awnān, Mutebal, and Yaḫrurû had significant settlements and pastures along the course of the Purattum, while the Yaḫrurû could also be found along the middle Idiglat. The Uprapû were located on the Purattum near the Mari-affiliated city of Terqa, while Rabbû territory straddled the borders of the kingdoms of Mari and Yamḫad, in the vicinity of the city-state of Tuttul. Lastly, the Yariḫû are poorly-attested, but appear to have operated still further west of Mesopotamia proper.

Like the Sim'al, each of these individual sub-clans is led by a *sugāgum*. Unlike the Sim'al, however, no king or chieftain commands the loyalty of all the clans of the tribe. Indeed, those members of the Yaminā who find themselves within the hegemony of the city of Mari have been forced into an uneasily alliance with Zimri-Lim. Consequently, their legal rights and privileges remain secondary to those of the Sim'al within the boarders of his kingdom.

Yamutbalum (OB. wr. phon. ia-mu-ut-ba-lu-um 𒈠�𒁀𒇻𒌝).

A tribe historically affiliated with the ruling regimes of Andariq and Larsa.

The northern portion of the Yamutbalum tribe is centered around the city of Razama. In 1767 BCE the tribal chief is Šarrum-kī-ma-kalîma (although this might be an royal epithet rather than a true personal name). In the 1760s, the northern Yamutbalum frequently came into conflict with their Numḫa neighbors.

In the south, Yamutbalum territory is centered around the city of Larsa. By the time of Ḥammu-rapi, most of the southern Yamutbalum are at least semi-settled. These tribes have a close connection to the ruling regime in Larsa, whose legendary ancestor, Nablānum (or Naplānum) founded the city.

NON-AMORITE TRIBAL POPULATIONS

Gutians. Although this ethnicity was featured in *BFJB*'s Core Rulebook, the Gutians are an archetypical foreign, tribal population. Their homeland lies in the area of the Zagros Mountains, traditionally located north of Elam, and south of the Šubartum. A longtime antagonist of the settled peoples of Mesopotamia proper, Gutian kings established brief control over the cities of Sumer and Akkad in the 23rd and 22nd centuries BCE.

By the time of Ḫammu-rapi, Gutian power is much reduced, and if they are encountered beyond the Zagros Mountain region, it will only be in the form of small raiding parties or bands of mercenaries. Within their homelands, the Gutians practice animal husbandry, and do not participate in agriculture. Among their men, they value military prowess, and produce little in the way of material goods. As noted in the Core Rulebook, their language is an isolate, and unwritten.

Tribal divisions exist among the Gutians, and are drawn along family lines.

Ḫurrians. Like the Gutians, the Ḫurrians are covered in *BFJB*'s Core Rulebook. While many Ḫurrians hail from urban societies, the majority, especially those who people the lands north and east of Mesopotamia, live in tribal societies. Individual Ḫurrian tribes are significantly smaller than Amorite tribes like the Sim'al, and disparate families often have only intermittent contact with other members of their clan. As such, a Ḫurrian's allegiance does not often go beyond that of their local group.

Hyksos (Egypt. Ḥq3-ḫ3st ⌈𓈖𓂝𓈖⌉, "Rulers of Foreign Lands").

The term "Hyksos" is an Egyptian label representing various, multiethnic groups of Semitic-speaking peoples, who began to enter Egypt through Sinai during the Twelfth Dynasty. By the time of Ḫammu-rapi, the Hyksos have established a kingdom in Lower Egypt, centered around Avaris. (The pharaohs of this kingdom form the Fourteenth Dynasty, which existed concurrently with those of the Thirteenth, who remained based in Upper Egypt.)

For the purposes of *BFJB*, the Hyksos of this era retain, for the most part, the tribal institutions of their West Semitic forebears, and a majority of the Hyksos population continues to live a pastoral, nomadic existence, under the auspices of the king in Avaris. Pioneers in military technology, Hyksos culture produces the most advanced bows and chariots in the Ancient Near East.

Kassites (OB. *Kaššû*, wr. phon. ka-aš-šu-ú 𒅗𒀸𒋗𒌑).

Newcomers to Mesopotamia at the time of the First Dynasty of Babylon, the Kassites will eventually establish their rule over the majority of Mesopotamia after the Hittites sack of Babylon in 1595 BCE. Like the Gutians, the Kassites are a tribal people hailing from the Zagros Mountain region.

Kassite tribal structure is communal and clan-based. Rather than individual ownership, property is generally held in common by members of a tribal house. Upon the death of a member of the tribe, said property does not necessarily transfer to the deceased's immediate relatives; instead, it is distributed according to the will of the clan's leaders.

The Kassites are racially distinct from the other peoples of the Near East, and their language is an isolate.[1] Their societal development relative to other peoples in the Near East during this period is rudimentary, however, the Kassites more than any other tribal population readily absorb the social forms and technologies of other cultures.

Suteans (OB. *Sutû* wr. phon. su/sú-tu-ú 𒋢/𒋢𒌅𒌑).

The Suteans are a pastoral Semitic people who roam the area between the cities of Mari and Hīt, from the western bank of the Purattum to the verges of the Arabian Desert. Few if any Sutean families have settled in urban communities, but both Babylon and Mari use the Suteans as a source of mercenaries.

The Suteans speak their own Semitic language, which, (following the approach of Wolfgang Heimpel) can be represented in *BFJB* by Aramaic.

Šubartū (OB. wr. phon. šu-bar-tu-ú 𒋗𒁇𒌅𒌑, or log. SU.BIR₄ 𒋗𒁉).

Among scholars, the identity of these peoples is not settled. *BFJB* follows a simplified approach based on E. A. Speiser[2], namely, that the term "Subarian" identifies those peoples living north of the Assyrian heartland, in the region of the Upper Idiglat. As a result, this term frequently includes the Ḫurrians, however, it is not precisely equivalent, and can also be used to label ethnic Amorites and Akkadians living in those areas.

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[1] Players familiar with Herodotus' Ἰστορίαι will perhaps recall that the author assumed an Ethiopian or African origin for the Kassites. This interpretation has never been favored by scholars, and moreover is representative of classical authors' confusion surrounding the identification of ancient Κισσία (properly, the region around Susa in Elam).

[2] "Ḫurrians and Subarians," E. A. Speiser, *Journal of the American Oriental Society*, Vol. 68, No. 1 (Jan. - Mar., 1948), pp. 1-13.

4.0 Tribal Magic Items

The Saddle of Hittipanum. To the eye, this saddle appears ancient, its timeworn leather broken and peeling in places. While it is uncomfortable to use (a cumulative -2 to Handle Animal checks for every two hours spent in the saddle; these penalties end after an equal amount of time spent out of it), it confers upon a rider several benefits. In combat, it grants the rider a +15 circumstance bonus on all Handle Animal checks (reduced, of course, by the penalty described above).

Moreover, the character gains a +10 to any Athletics or Gymnastics checks made from the saddle, and gains a +4 to any attack rolls made therefrom. This last bonus increases to +8 for any attacks made with a lasso, and lassoed creatures made any lasso-related checks at a -5 penalty.

CL: 20th.

The Lasso of the Uprapû. Woven from a mysterious material blessed by the Ḫurrian god Tešub, this lasso glows with the luminosity of a torch in darkness, and carries all of the associated bonuses and penalties to Perceive and Sneaking checks. To its wielder, it grants a +4 attack bonus, and the associated Escape Artist DC for a captured creature is raised to 35. The Strength DC to break its knot is 50. This last act results in the destruction of the Lasso of the Uprapû, however, any creature successfully doing so is cursed by the Ḫurrian storm deity, and so gains a -5 penalty to all actions for the next year, or whenever the god is appropriately propitiated.

CL: 17th.

Mace of Lasirab. This mace, created for the Gutian king of the same name by his youngest son, the master-smith Saratigubisin, grants its wielder +5 to his attack and damage bonuses. Additionally, it acts as a Mace *Of Slaying Men*, and humanoid opponents struck by the mace must succeed on a DC 22 Fortitude check or be destroyed instantly. Even creatures normally exempt to Fortitude saves (e.g. Undead) may be destroyed in this manner.

CL: 19th.

Rod of Yadiḫa. This unadorned, three-foot long rod is made from a gnarled branch of petrified wood. It grants its wielder the ability to command a herd of five to fifty animals as if they were all subject to a *Dominate Animals* sorcery. Only herd animals can be dominated by the Rod of Yadiḫa, and only one herd at a time can be controlled in this way. All of the *dominated* animals must be of the same species.

Only one of these rods is known to exist, and it currently in the possession of Laḫwi-Il, the elderly *sugāgum* of the Yaminā Yahrurû sub-clan.

CL: 20th.

Personal Protector Spirit, Aurochs. In their natural form, these twined figures appear as two aurochs, both unremarkable and crudely fashioned from stone. However, when their owner speaks the correct command word, they each become a giant aurochs. They may then be utilized as draft or pack animals, or commanded to engage in combat.

Once manifested, the twin aurochs can persist in their animal forms indefinitely, until their owner commands them to return to their statue state. If slain in their animal forms, these creatures automatically become statues again, and may not be summoned again for 4d6 days. Otherwise, there is no limit to the number of times their owner may transform them.

In animal form, each one has these statistics:

Huge Animal	
Hit Dice:	7d8+35 (119 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (–2 size, +5 natural), touch 8, flat-footed 13
Grapple:	+33
Attack:	Gore +23 melee (1d10+8), Trample (2d8+8, DC 18)
Space/Reach:	10 ft./5 ft.
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +4, Will +4
Abilities:	Str 27, Dex 10, Con 20, Int 3, Wis 14, Cha 5
Skills:	Perceive +7
Environment:	Special
Organization:	Pair
Challenge Rating:	7

As with all *Personal Protector Spirits*, if their statute forms are broken, the aurochs are destroyed forever.

CL: 15th.

PART TWO: ARMIES

5.0 Organization of the City-States' Militaries

The *Rēdûm*. As discussed in the core rulebook, the standard Babylonian foot-soldier is the *rēdûm* (OB. wr. AGA.ÚŠ ⬚). While squads of *rēdûtum* may be trained as archers or as mounted cavalry, the vast majority serve as infantry.

In exchange for these services, *rēdûtum* usually receive a leasehold in plot of land (OB. *il-kum*), which they may farm so long as they continue to preform the obligations of their profession. When not engaged in service to the state, a *rēdûm* traditionally receives no other assistance from the government, while on campaign or corvée-duty, the city-state's military apparatus provides a stipend of basic food and beer.

In times of conflict, the king can require a *rēdûm* to take up arms in defense of the city-state. He will either become engaged locally in defense of his community, or sent away from home on campaign. In peacetime, the city-state can require him to engage in manual labor and public construction projects, such as refortification of the city walls, or dredging out canals.

On campaign, the average *rēdûm* wears a basic kilt and sandals, along with a leather belt or harness to hold his bladed weapon. He has no armor, but carries a light leather shield, one to four javelins, and a bladed weapon such as a short sword or dagger.

Officers and Divisions. In the rules system presented below, *rēdûtum* are represented generally as 1st or 2nd level infantrymen. Veteran *rēdûtum*, called *bērūtum* ("elite" sing. *bērum*, wr. phon.), supplement these ranks as 3rd or 4th level warriors. Their equipment matches that of the *rēdûtum*, although many will wear a leather harness, or carry a hand axe in place of a short sword or dagger.

Rēdûtum and *bērūtum* are generally grouped into squads of ten (OB. *ušurtum*, wr. NAM.10 ⬚) under the command of a decurion (OB. *wakil ušurtim*, wr. UGULA NAM.10 ⬚).

A *wakil ušurtim* is represented as a warrior with statistics appropriate to 5th or 6th level characters. He will be clothed in either full leather armor, or a studded leather harness, wear a helm of leather or of stiff, corded rope, and carry some combination of spear, short sword, and hand axe.

Several of these ten-person squads may operate together, and as the aggregate number of *rēdûtum* approach 100, they are likewise overseen by a lieutenant, (OB. *laputtûm*, wr. NU.BÀNDA ⬚ / NU.BÀN.DA ⬚), represented in our system as a melee-focused warrior of 7th, 8th, or 9th level. The *laputtûm*, as

a career military man, will possess a light bronze shield, bronze breast-plate and leather or bronze helm. In combat, he carries a short sword or a hand axe, along with a dagger.

The next class of commanding officer, the *wakil ḫaṭṭim* ("captain", OB. wr. GIDRI.GIDRI ⫲⫲) oversees divisions of 200 to 900 *rēdûtum* and *bērūtum*. In Mari, a comparable official is the *rabi persim* ("section commander", OB. wr. phon. or GAL.KUD ⫲⫲) who oversees a similar unit called a *persum* ("section", OB. wr. KUD ⫲). Regardless of what they are called, these individuals are usually experienced melee fighters of 10th to 13th level. They are provisioned similarly to the *laputtûm*.

Generals and Armies. Finally, over all of these divisions and commanders in the military hierarchy are the generals (OB. sing. *wakil Amurrī*, wr. UGULA MAR. TU ⫲ ⫲⫲⫲; in Mari, OB. sing. *rabi Amurrī*, wr. GAL MAR.TU ⫲⫲⫲⫲⫲). These men represent some of the most trusted individuals in the city-state's hierarchy, and are often bound to the king by bonds of kinship or marriage. They may serve in administrative or police roles as the commanders of garrisons in important city-states, or command forces on campaign. Statistics for a *wakil Amurrī* are not presented below. Instead, GMs should treat these individuals as unique personalities of at least 14th level, and detail them

accordingly.

Expeditionary forces may total up to 50,000 men, however armies this large are unusual. Typically, a large army consists of anywhere from 8,000 to 20,000 men.

Player characters, moreover, may encounter divisions of all of the above descriptions while adventuring in the world of Ḥammu-rapi. Smaller forces regularly participate in raiding or police actions, and generals would be exceedingly loath to muster more *rēdûtum* than necessary to deal with minor threats.

Specialized Forces, Support Personnel, and Camp Followers

Archers. All major Mesopotamian city-states employ archers. Almost without exception, these are *rēdûtum* or *bērūtum* of 1st to 4th levels with ranks in Fighting · Bows. Like most rēdûtum, common archers will not be able to afford armor, and will instead wear only a kilt and a belt. Most will also carry a dagger.

Cavalry. Also present in Mesopotamian forces are small (10-200) units of mounted cavalry. The majority of these men are 1st to 4th level warriors with maximum ranks in Handle Animal. They do not usually wear armor beyond simple leather harnesses, and carry a short sword along with one to four javelins or a short bow and complement of arrows.

Tribal Units. Most of the city-states have, at one time or

another, employed tribal peoples to supplement their infantry forces of *rēdûtum* and *bērûtum*. Tribal peoples are not usually trained in traditional melee combat. Instead, they are utilized as cavalry, or as a disorganized skirmishing force.

Scouts. Scouts serve a function critical to the success of Mesopotamian armies on campaign. These individuals, usually bērūtum, operate away from their divisions alone or in small squads, and are tasked with reconnaissance missions to ascertain the movements and strength of enemy forces. As often as not mounted, scouts are always encountered lightly armed with a short sword, dagger, or hand axe. They rarely wear armor of any kind.

Diviners, Priests and Religious Officials. Even smaller units of Mesopotamian armies do not operate without the pretense of some kind of religious sanction. Military officials regularly employ diviners to interpret the omens relating to troop movements. Clergymen offer prayers for success to the gods, or might be present to attend to idols or religious relics which the military units have brought along as material evidence of their god's favor.

Administrative and Support Personnel. As a military expedition's numbers grow, so too does their need administrative and support personnel. Large armies require competent officials who organize and manage their supplies and the baggage train. Literate scribes are necessary to provide important clerical and letter-writing functions, while couriers ferry dispatches and reports to and fro.

Civilians. Large military forces also support a significant number of civilian noncombatants. Among these might be members of the soldiers' families, in addition to professionals and tradespersons who care for the needs of the assembled men and animals. Cooks, craftsmen of all stripes, and prostitutes, of course, are among these.

5.1 Soldier Statistics by Rank.

GMs may use the following stats as a shorthand guide to creating generic warrior opponents.

These statistics represent average human warriors encountered in the world of *BFJB*. These numbers should be supplemented according to the fighter's background.

Ideally, low-level (1st through 4th) soldiers in the armies of city-states do not spend all of their time soldiering. They will have ranks in the Profession · Farmer skill. Higher-level fighters will have ranks in Handle Animal, and Profession · Solider. Top ranking military officials may additionally have ranks in Profession · Bureaucrat.

Tribal warriors, on the other hand, will have comparable ranks of Handle Animal at all levels, as well as Profession · Pastoralist.

Babylonian Name	*Rēdûm*	*Bērum*	*Wakil Ušurtim*	*Laputtûm*	*Wakil ḫaṭṭim / rabi persim (in Mari)*
English Name	Foot-soldier	Elite soldier, veteran	Decurion	Lieutenant	Captain / Section Commander
Hit Dice:	1d8 (4 hp)	3d8+3 (15 hp)	5d8+5 (25 hp)	7d8+14 (42 hp)	10d8+20 (60 hp)
Initiative:	+0	+0	+0	+1	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	11, touch 10, flat-footed 11	12, touch 10, flat-footed 12	13, touch 10, flat-footed 13	17, touch 11, flat-footed 16	17, touch 11, flat-footed 16
Grapple:	+3	+5	+8	+10	+11
Attack:	Javelin +3 (1d6+1) or Dagger +3 (1d4+1)	Javelin +5 (1d6+1) or Hand axe +5 (1d6+1)	Sword, short +8 (1d6+2) or Hand axe +8 (1d6+2) or Spear +8 (1d8+2)	Sword, short +13 (1d6+3) or Dagger +13 (1d4+3) or Hand axe +13 (1d6+3)	Sword, short +19 (1d6+3) or Dagger +19 (1d4+3) or Hand axe +19 (1d6+3)
Space/ Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Saves:	Fort +1, Ref +1, Will +1	Fort +3, Ref +2, Will +2	Fort +4, Ref +3, Will +3	Fort +6, Ref +5, Will +5	Fort +7, Ref +6, Will +7
Abilities:	Str 13, Dex 10, Con 11, Int 9, Wis 11, Cha 10	Str 14, Dex 11, Con 13, Int 9, Wis 11, Cha 10	Str 15, Dex 11, Con 13, Int 9, Wis 11, Cha 12	Str 16, Dex 12, Con 14, Int 12, Wis 13, Cha 13	Str 17, Dex 13, Con 15, Int 13, Wis 14, Cha 14
Skills:	Fighting · Blades +3, Fighting · Pole-arms +3, Fighting · Unarmed +3	Fighting · Axes +5, Fighting · Pole-arms +5, Fighting · Blades +5, Fighting · Unarmed +3	Fighting · Axes +8, Fighting · Blades +8, Fighting · Pole-arms +8, Fighting · Unarmed +6	Fighting · Axes +13, Fighting · Blades +13, Fighting · Pole-arms +8, Fighting · Unarmed +7	Fighting · Axes +16, Fighting · Blades +16, Fighting · Pole-arms +10, Fighting · Unarmed +8
Environment:	Any	Any	Any	Any	Any
Organization:	Detail (2-7 foot-soldiers), company (7-11 foot-soldiers plus 2 3rd-level veterans and 1 decurion of 5th level), band (70-100 foot-soldiers plus 20% noncombatants plus 3-5 3rd-level veterans per 10 adults, 7-10 5th-level decurions, and 1 7th-level lieutenant), or division (200-800 foot-soldiers plus 100-300 3rd-level veterans, 20-80 decurions of 5th level, 2-8 7th-level lieutenants and 1 10th level captain/section commander)				
Challenge Rating:	1	3	5	7	10

Mercenaries might have a variety of skills, including Sleight of Hand, Sneaking, and Survival.

The following equipment is used in these statistics:

Rēdûm Equipment: 1d4 javelins, a dagger and light leather shield.

Bērum Equipment: 1d4 javelins, hand axe, light leather shield, leather harness.

Wakil Ušurtim Equipment: Spear, short sword, or hand axe, leather shield, and leather armor or studded leather harness.

Laputtûm Equipment: Hand axe or short sword, dagger, light bronze shield, bronze breastplate.

Wakil ḫaṭṭim / rabi persim

Equipment: Hand axe or short sword, dagger, light bronze shield, bronze breastplate.

GMs of groups using the *Feats* supplements should add a number of feats appropriate to these opponents' levels.

Other races. For games using a Fantastic *BFJB* setting, GMs need only make the following adjustments:

Dwarves. -2 Dex, +2 Con. Dwarves are much less likely to serve as warriors, and more likely to appear as solitary encounters. When they participate in martial combat, they do not use spears or swords, and instead favor hammers or clubs. Additionally, all dwarves will be literate, and have ranks in the Sorcery skill. Those with five or more hit dice will know an appropriate number of spells.

Elves. +2 Dex, -2 Con. The most hostile of the non-human races, elves of both genders are trained in the martial arts. "Javelin" or "Fighting · Pole-arms" entries above should be replaced with "Shortbow" or "Fighting · Bows" respectively. Elves will also have ranks in Gymnastics and Survival.

Halflings. +2 Dex, -2 Str. Like the dwarves, halflings are rarely encountered in groups outside of the land of Telmun. When they are, replace the "Javelin" and "Fighting · Pole-arms" entries with "Sling" and "Fighting · Slings."

Half-giants. +2 Str, +2 Con, -2 Int, -2 Cha. Half-giants do not fight with spears, and rarely use swords. Replace all entries of "Javelin" and "Fighting · Pole-arms" with "Hammer" and "Fighting · Hammers and Maces" as well as all entries of "Hand axe" with "Great-axe".

Not since the antediluvian age have the god-touched existed in sufficient enough numbers to be encountered regularly as warriors.

6.0 Rules for Mass Combat

While the focus of *BFJB* remains on player characters as individual agents within the game, occasionally the nature of this setting may require rules for determining the outcome of battles involving scores of opponents on either side. In general, these encounters play out like personal combat writ large.

6.1 Combat Statistics

This section summarizes the statistics used in mass combat, and details how to use them. Stat. blocks for specific units do not appear in this work. As discussed in this section, a unit's statistics are the average of the values of the individual fighters who compose them.

Attack roll. This number represents one unit's attempts to strike an opposing unit. As with personal combat, you roll a d20 and add your unit's attack bonus, in addition to other modifiers. If the result equals or beats the target opposing unit's Armor Class, you hit and deal damage.

Automatic Misses and Hits: As in individual combat, a natural 1 is always a miss, and a natural 20 is always a hit. Critical hits, likewise, operate as they do in personal combat.

Attack Bonus. A unit's attack bonus is listed in the unit's entry and is a rough average of the total attack bonuses of the individual fighters making up the unit.

Fighters. A unit is composed of fighters, and their number is a major factor in gauging their combat strength.

Fronting. A unit's "front" is critical to determining the strength and number of its melee attacks, as well as its fighters' exposure to harm. A unit's front is the number of men on the edge that unit who are facing the opposed edge of an opposing unit.

A unit may be organized with as many or as few fighters on a front as desired with the remaining members of the unit formed up in ranks behind them. However, as each individual on the face of a unit requires a certain amount of space to exist and fight ably, units are limited to three members of a unit per 10 feet.

Discrepancies between the number of fighters of a unit on its front and the number of fighters in the opposing front can have a dramatic effect on combat. This effect is reflected in Discrepancy and Morale Modifiers.

Damage. When an attack succeeds, your unit deals damage. This is determined by the type of weapon your unit is using, and after it is modified by the Discrepancy Modifier, *it is multiplied by 1 or a number equal to the amount over the roll needed to beat the opposing unit's armor class, whichever is greater* (i.e., this multiplier can never be 0 on a successful hit).

Damage reduces the opposing

unit's hit points per fighter, and not infrequently disables members of the opposing unit.

Discrepancy Modifier. In melee combat, this modifier is determined by subtracting the number of fighters on the front of the opposing unit from the number of fighters in the front of your attacking unit. The result (positive or negative!) is then added to your damage roll, before its is multiplied by the amount you exceeded the opposing unit's armor class. ***This may result in a negative number, in which case the damage dealt is equal to the amount you exceeded the opposing unit's armor class.***

Note that units attacking with ranged attacks do not apply a discrepancy modifier, since they can hit members of the unit who are not on the fronting edge.

Units with fighters equipped with reach weapons who are attacking from behind the unit's front add the number of members on both lines of the attacking unit to determine their Discrepancy Modifier.

Armor Class. This represents how hard it is for opposing fighters to land a damaging blow on your unit. In other words, it's the attack roll the opponent needs to achieve to inflict damage upon your men.

Hit points per Fighter. This number represents the average hit points for a member of your unit. When an opponent inflicts damage, they disable a number of fighters on your unit's exposed front equal to the number of times this damage exceeds the hit points per fighter score. Any leftover damage applies to the next (ill-fated) member of your unit to be disabled.

Keep in mind that in melee combat, damage exceeding the total hit points of the number of men on a unit's front is normally lost, as damage in melee combat can normally only be applied to the front.

Fighters disabled in this way are subject to the same death and healing rules as characters involved in personal combat. (See *BFJB* §§ 7.5 and 8.3)

Speed. A unit's speed tells how far they may advance in a round and still take an action. As in individual combat, a unit may take two move actions within a round to double their speed, however, they cannot run all out. The reason for this is simple -- fighters within a unit are normally too close to one another to effectively bolt.

Saving Throws. Within the world of unit-on-unit combat, saves occur less frequently. As in individual combat, these are made by adding the appropriate save bonus to a d20 roll. Natural 1s and 20s automatically fail and succeed, respectively.

Initiative. At the start of each battle, each unit makes an initiative check using a d20, and applies the appropriate bonuses. Units

then operate in order, counting down beginning the unit that scored the highest. If two or more units are tied, the tie goes to the unit with the higher modifier. If these are also equal, these units should roll again to break the tie.

Surprise. When a combat starts, if your unit is not aware of an opposing unit, but they are aware of you, you're surprised. Determining awareness may call for a Perceive skill check or other checks.

The Surprise Round: If some but not all of the units are aware of their opponents, a surprise round happens before regular rounds begin. Any units aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), units who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs. Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

6.2 Actions in Mass Combat

The Combat Round. Each round represents 6 seconds in the game world. As in individual combat, a round presents an opportunity for each unit involved in a combat situation to take an action. The scope of actions available to units, however, is comparatively limited to those available in individual combat.

Each round's activity begins with the unit with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a unit's turn comes up in the initiative sequence, that unit performs its entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first unit to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types. An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions. In a normal round, a unit can perform a standard action and a move action, or it can perform a full-round action. A unit can also perform one or more free actions, and can always take a move action in place of a standard action.

In some situations (such

as in a surprise round), a unit may be limited to taking only a single move action or standard action.

6.2.1 Standard Actions

Attack. Making an attack is a standard action.

Melee Attacks: Units armed with normal melee weapons can strike an opposing unit within 5 feet of the unit's front. (Opponents within 5 feet are considered adjacent to this unit.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away (i.e., from the line behind the unit's front).

Ranged Attacks: Units armed with ranged weapons, can shoot or throw at any target unit that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

In unit combat, this distance is determined by the distance from the target at the beginning of the combat round, not the position of the target when the unit's attack comes up in the turn order.

Attack Rolls: An attack roll represents an attempt by your unit's front to strike the front of the unit opposing it.

A unit's attack roll is 1d20 + your total skill bonus with the weapon they're using. If the result is at least as high as the target unit's AC, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target unit's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon and apply the appropriate modifiers. Damage is deducted from the target's current hit points, at the end of the round.

Multiple Attacks: A unit can make more than one attack per round. To do so, the line of members behind the face must be using reach weapons, or other members of the unit using ranged weapons.

Fighting Defensively as a Standard Action: As in individual combat, a unit can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Total Defense. A unit can defend itself as a standard action. Your unit gets a +4 dodge bonus to its AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively.

Critical Hits: When you make an attack roll and get a natural

20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

6.2.2 Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move. The simplest move action is moving you unit's speed. If you take this kind of move action during your turn, you can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Fill-in. When members of a unit's face are disabled in combat, this results in gaps the line of unit members on that face. This can significantly reduce a unit's combat prowess. When a unit has not already used its move action for a round, members of the second line can "fill-in" the gaps created in the front of the line facing the opposing unit.

Draw or Sheathe a Weapon. Drawing a weapon so that your units can use it in combat, or putting it away so that they have a free hand, requires a move action. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. Drawing ammunition for use with a ranged weapon (such as arrows or sling bullets) is a free action.

6.2.3 Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action.

(Full) Withdraw. Withdrawing from melee combat is a full-round action. When a unit withdraws, it can move up to double its speed, unless it began this round in a threatened square. Normally, this prohibition would prohibit the full withdraw of a routed unit (see *Restricted Withdraw* below, and *Rout* § 5.2.7). A unit cannot take a 5-foot step during the same round in which it withdraws.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw. If you are limited to taking only a standard action, or if your unit began this round in a threatened square, you cannot withdraw at double your speed. However, you can make a restricted withdraw as a standard action. In this case, you may only move up to your speed (rather than up to double your speed).

In mass combat, restricted withdraw occurs frequently, as units are often routed. See *Rout* § 5.2.7.

Move 5 Feet through Difficult Terrain. In some situations, a unit's movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and it can't be coupled with a standard action.

6.2.4 Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Generic free actions are identical to those found in individual combat. (See *BFJB* p. 131)

6.3 Injury and Death

Loss of Hit Points for Units. When an opponent inflicts damage on the front of a unit, the damage can disable one or more fighters. Damage dealt from melee attacks are generally dealt to those members of the unit facing the attacking enemy's front. Ranged attacks, however, deal damage to those members within the applicable range increment.

Every time a unit takes more damage than its average hit points per fighter, a fighter is disabled. Disabled fighters in a unit are unconscious, treated as Dying (*BFJB* p. 133) and no longer count for your Discrepancy Modifier.

Unlike in individual combat, damage is only dealt to units, or a unit's fighters disabled, ***at the end of***

the combat round. This is an important distinction, as fighters-to-be-disabled this round still can contribute to their unit's attack, even if they didn't win the initiative.

An individual fighter may be stabilized or healed as per the rules normally applicable to individual characters.

6.4 Movement, Position, and Distance

Tactical Movement. Unit descriptions have entries for Tactical movement. Tactical movement represents the Unit's base movement speed in combat. A unit can move its full speed in a round, and still take a standard action. It can also use both of its actions to move at double its speed.

Unlike movement in individual combat, a unit cannot move at quadruple its speed by running for the full round.

Occupying a Square. Normally, each member of a unit takes up one 5x5 square. However, because of the nature of military combat, a unit commander can order more men into fewer squares. The mechanical reason for doing this is to generate or increase favorable discrepancy bonuses and penalties.

Of course, there is a limit to how many men can be crammed into a finite space. In unit combat, a maximum of 3 fighters can be treated as occupying 2 squares. (Which means that usually at the start of a battle, no unit will have a discrepancy of more than 5.)

Moving through a Unit. Generally, a Unit cannot move through a square occupied by another Unit, whether friendly or opposing. The exception to this rule is when the other unit is helpless.

Terrain and Obstacles. As in individual combat, difficult terrain or other obstacles hampers a unit's movement. A unit can't run or charge across difficult terrain, and their movement is reduced by half. If the unit occupies different kinds of terrain, it can move only as fast as the most difficult terrain will allow.

6.5 Combat Modifiers

In general, the attacking front of a unit can benefit from the same combat modifiers (*BFJB*, p. 139) as a character involved in individual combat. Defenders as well are afforded the same Armor Class modifiers as individuals (*BFJB*, p. 140), with the exception that units cannot benefit from Concealment. However, portions of a Unit defending against a ranged attack do benefit from Cover.

6.6 Special Attacks

Units cannot use the Aid Another, Disarm, Grapple, Overrun, Sunder, or Trip special attacks. They may, however, use Bull Rush, Charge, and Two-Weapon Fighting.

6.7 Morale and Rout

All units begin play with a Morale score. Unlike in personal combat, most units are not defeated by reducing them to zero hit points (or fighters). Instead, unit battles are generally won and lost depending on a commander's success (or lack of it) at maintaining the morale of their fighting men.

The following table gives example morale scores for various types of units:

Unit Type	Morale Score
Mob	18
Militia	15
Soldiers	10
Professional Mercenaries	7
Elite Soldiers	5

The Morale Check. Like skill checks, to make a morale check roll 1d20 against the unit's morale score. A roll that equals or exceeds the Unit's morale succeeds, while a roll below the moral score fails.

Note that each individual unit on the battle field makes a morale check.

Morale Modifiers. The morale check roll should be adjusted by the modifiers indicated on the following table.

Player characters who are directing a unit, and have the Leadership feat (as per the optional *Feats* supplement) can also add their Leadership modifier to this result.

In this case, GMs should consider the potential Leadership score of the opposing unit's

Condition	Modifier to Morale Roll
25% of unit disabled	-2
33% of unit disabled	-3
50% of unit disabled	-4
66% of unit disabled	-5
75% of unit disabled	-6
Abandoned by commander	-6
Unit is fighting a hated enemy	+2
Unit is defending its home	+4
Unit has witnessed a magical or unusual affect	Varies
Unit has traveled for the past day	-2
Unit is poorly nourished	-4
Unit started this round routed	-4
Another allied started this round routed (cumulative)	-2
The opposing enemy unit began round routed	+2
For every front the unit is defending in addition to the first	-2
The enemy unit is X times size of your unit	-X

commander.

When to make a Morale Check. Morale Checks are made every round before any attack rolls, but after the initiative roll.

The effect of the Morale Check. Success at a Morale check grants no bonuses. However, a unit that fails its morale check takes a penalty on its attack roll for that round equal to half of the amount by which it failed the check (rounded down).

Rout. If a unit fails its morale check three rounds in a row, it is *routed* and will attempt to flee. During the round of the third failure, it will not attack, will move away from the opposing unit, and attempt to leave the battlefield at twice its normal speed (i.e., a restricted withdraw). The opposed front of the fleeing unit may be attacked, in which case it is treated as flat-

footed, and the attacking force does not suffer from Discrepancy penalties (although it may still benefit from Discrepancy bonuses).

Halting a rout. The commander of a unit may attempt to halt a rout on any subsequent turn. To do so, he will have to succeed at a morale check, modified by the -4 penalty noted above.

6.8 An Example Of Unit Combat

It's the second day of Nisānum, 1767 BCE and the beginning of campaign season for the armies of Mesopotamia. Hostilities between the kings of Babylon and neighboring Ešnunna are tense. Agents of Ḫammu-rapi have mustered a force of 4,000 men, a hybrid force of *muškēnū* farmers and day-laborers from the northern part of his kingdom, as well as a large contingent of professional soldiers. The *wakil Amurrī* assigned to this force, Šamaš-nūr-ilī, has armed these troops with rudimentary weapons and directed Sumu-eraḫ, a seasoned Babylonian *wakil ḫaṭṭim*, to take a detachment of 800 of his best soldiers across the Tigris and attack a village in the vicinity of Tutub.

Unfortunately for the Babylonians, Ešnunnan scouts have reported the incursion into their territory, and Iqīš-Tišpak, *wakil ḫaṭṭim* of the Ibal-pi-El's garrison at Tutub, has mobilized a local force of 1200 villagers to oppose them.

Near a large canal on the eastern bank of the Tigris, the forces meet and prepare for battle.

The commanders organize their respective armies into four units. Each of Sumu-eraḫ's units have 200 fighters, with 10 men positioned on front 50 feet long. The front of each Ešnunnan unit is also 50 feet long, but Iqīš-Tišpak uses every bit of this space by placing 15 fighters on each front.

As a result, the respective units have the following statistics:

Each of Sumu-eraḫ's Units	
Fighters/Unit:	200
Fighters on Front	10
HP/Fighter	4
Initiative:	+0
Morale	10
Speed:	30 ft. (6 squares)
Armor Class:	11, touch 10, flat-footed 11
Attack:	Javelin +3 (1d6+1) or Dagger +3 (1d4+1)
Space/Reach:	5 ft./5 ft.
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 13, Dex 10, Con 11, Int 9, Wis 11, Cha 10
Skills:	Fighting · Blades +3, Fighting · Pole-arms +3, Fighting · Unarmed +3

Each of Iqīš-Tišpak's Units	
Fighters/Unit:	300
Fighters on Front	15
HP/Fighter	4
Initiative:	+0
Morale	15
Speed:	30 ft. (6 squares)
Armor Class:	11, touch 10, flat-footed 11
Attack:	Dagger +3 (1d4+1)
Space/Reach:	5 ft./5 ft.
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 13, Dex 10, Con 11, Int 9, Wis 11, Cha 10
Skills:	Fighting · Blades +3, Fighting · Unarmed +3

Although Iqīš-Tišpak has the dual advantages of a local and more numerous force, his troops are green. Sumu-eraḫ, moreover, has an experienced force of trained soldiers, who all carry a ranged weapon in addition to their melee weapon.

Round 1

The two armies advance over land towards one another. When the front lines are within 30 feet, Iqīš-Tišpak orders his men to charge and attack the Babylonian lines, while Sumu-eraḫ directs the first five rows of each column to loose a volley of javelins.

Combat begins with an Initiative check, and the Ešnunnans win the roll.

Before resolving any combat actions, both sides also roll for each of their units' morale. The Ešnunnans, a militia force, have a base morale of 15, and gain a +4 modifier because they are defending their homes.

The Babylonians are professional soldiers with a base morale of 10, however, they spent the previous day traveling and so take a -2 on their morale rolls.

Round 1 Morale Rolls
Ešnunna
Unit 1: Roll 1 + 4 = Fail, -5 to attack rolls this round.
Unit 2: Roll 11 + 4 = Success.
Unit 3: Roll 12 + 4 = Success.
Unit 4: Roll 17 + 4 = Success.
Babylon
Unit 1: Roll 11 + -2 = Fail, -0 to attack rolls this round.
Unit 2: Roll 19 + -2 = Success.
Unit 3: Roll 13 + -2 = Success.

Babylonian Unit 1 200 Men	Ešnunnan Unit 1 300 Men	Tutub ↗
Babylonian Unit 2 200 Men	Ešnunnan Unit 2 300 Men	
Babylonian Unit 3 200 Men	Ešnunnan Unit 3 300 Men	
Babylonian Unit 4 200 Men	Ešnunnan Unit 4 300 Men	Round 1
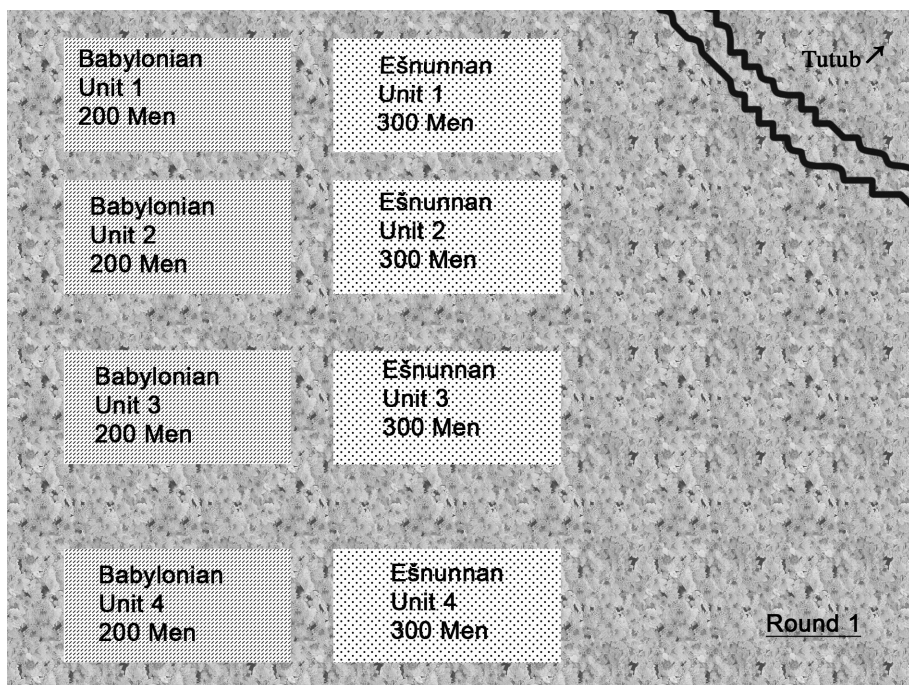
Unit 4: Roll 9 + -2 = Fail, -1 to attack rolls this round.

Round 1 Ešnunna Attacks

The Ešnunnans charge the Babylonians. When their front lines clash, the Ešnunnans attack.

This attack resolves as follows:

Ešnunna Unit 1

Unit 1: Attack Roll 12 + 3 (skill bonus) + -5 (Morale Penalty) v. 11 AC

Attack Fails.

Ešnunna Unit 2

Attack Roll 8 + 3 (skill bonus) v. 11 AC

Attack Successful.

Damage Roll 4 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 1 = 10 total damage

At the end of the combat round, Babylonian Unit 2 will loose 2 men, and another will be down 2 hp.

Ešnunna Unit 3

Attack Roll 2 + 3 (skill bonus) v. 11 AC

Attack Fails.

Ešnunna Unit 4

Attack Roll 15 + 3 (skill bonus) v. 11 AC

Attack Successful.

Damage Roll 2 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 7 = 56 total damage

At the end of the combat round, Babylonian Unit 4 will loose all 10 men on its front.

Round 1 Babylon Attacks

As the Ešnunnans cross the inventing distance, however, the first five rows of Babylonians loose their javelins.

Because they are using ranged weapons this round, any damage the Babylonians inflict will not be reduced by a Discrepancy Modifier.

Instead, the Babylonians must be mindful of the penalties that result from their javelins' range increments. Remember, range penalties are determined by the respective locations of the units when the combat round begins, not where the units would be at the end of their turn.

Babylonian Unit 1

First Line

Attack Roll 12 + 3 (skill bonus) v. 11 AC

Attack Successful.

Damage Roll 3 + 1 (stat bonus) x 4 = 12 total damage

Second Line

Attack Roll 10 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 4 + 1 (stat bonus) x 1 = 5 total damage

Third Line

Attack Roll 19 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 2 + 1 (stat bonus) x 9 =

27 total damage

Fourth Line
Attack Roll 2 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Fifth Line
Attack Roll 9 + 3 (skill bonus) + -4 (Range Penalty) v. 11 AC
Attack Fails.
At the end of the combat round, Ešnunnan Unit 1 will loose a total of 11 men.

Babylonian Unit 2
First Line
Attack Roll 8 + 3 (skill bonus) v. 11 AC
Attack Successful.
Damage Roll 1 + 1 (stat bonus) x 1 = 2 total damage

Second Line
Attack Roll 1 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Third Line
Attack Roll 17 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 7 = 28 total damage

Fourth Line
Attack Roll 13 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 4 + 1 (stat bonus) x 3 =

15 total damage

Fifth Line
Attack Roll 12 + 3 (skill bonus) + -4 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 2 + 1 (stat bonus) x 1 = 3 total damage
At the end of the combat round, Ešnunnan Unit 2 will loose 12 men.

Babylonian Unit 3
First Line
Attack Roll 2 + 3 (skill bonus) v. 11 AC
Attack Fails.

Second Line
Attack Roll 7 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Third Line
Attack Roll 19 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 6 + 1 (stat bonus) x 8 = 56 total damage

Fourth Line
Attack Roll 12 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 2 = 8 total damage

Fifth Line
Attack Roll 20 + 3 (skill bonus) + -4 (Range Penalty) v. 11 AC

Attack Successful.
Damage Roll 2 + 1 (stat bonus) x 8 =
24 total damage

At the end of the combat
round, Ešnunnan Unit 3 will loose
22 men.

Babylonian Unit 4
First Line
Attack Roll 9 + 3 (skill bonus) + -1
(Morale Penalty) v. 11 AC

Attack Successful.
Damage Roll 2 + 1 (stat bonus) x 1 =
3 total damage

Second Line
Attack Roll 3 + 3 (skill bonus) + -1
(Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Third Line
Attack Roll 13 + 3 (skill bonus) + -1
(Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Successful.
Damage Roll 4 + 1 (stat bonus) x 2 =
10 total damage

Fourth Line
Attack Roll 11 + 3 (skill bonus) + -1
(Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 1 =
4 total damage

Fifth Line
Attack Roll 2 + 3 (skill bonus) +
-1 (Morale Penalty) + -4 (Range Penalty) v. 11 AC

Attack Fails.

At the end of the combat
round, Ešnunnan Unit 4 will loose a
4 men, and another will loose 1 hp.

At the end of round one,
these are the following active fighter
totals for each unit.

Bab. Unit 1: 200	Ešn. Unit 1: 289
Bab. Unit 2: 198	Ešn. Unit 2: 288
	one @ 2 hp
Bab. Unit 3: 200	Ešn. Unit 3: 278
Bab. Unit 4: 190	Ešn. Unit 4: 296
	one @ 3 hp

Round 2
The fighters in all units move
up to fill the places of their disabled
fellows.

In this round, the Ešnunnan
units will engage in melee combat
with the Babylonian front lines.
Babylonian lines 5 through 10 will
also loose their javelins.

Round 2 Morale Rolls
Ešnunna
Unit 1: Roll 8 + 4 = Fail, -1 to attack
rolls this round.

(One Previous Failure)
Unit 2: Roll 10 + 4 = Fail, -0 to attack rolls this round.
Unit 3: Roll 19 + 4 = Success.
Unit 4: Roll 20 + 4 = Success.

Babylon
Unit 1: Roll 18 + -2 = Success.

Babylonian Unit 1
200 Men

Ešnunnan Unit 1
289 Men

Babylonian Unit 2
198 Men

Ešnunnan Unit 2
288 Men

Babylonian Unit 3
200 Men

Ešnunnan Unit 3
278 Men

Babylonian Unit 4
190 Men

Ešnunnan Unit 4
296 Men

Tutub ↗
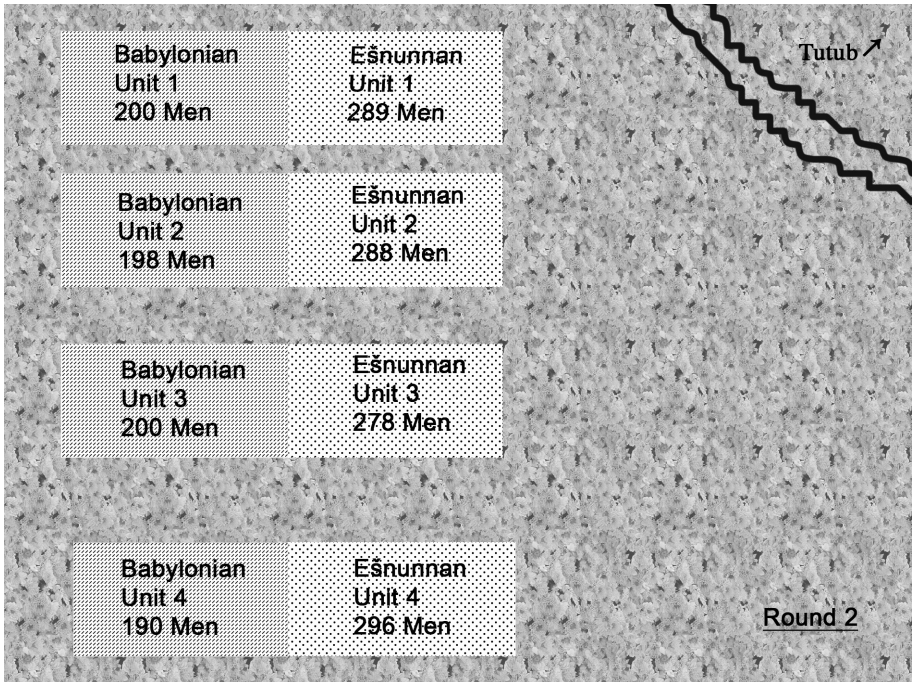
Round 2

Unit 2: Roll 3 + -2 = Fail, -4 to attack rolls this round.
Unit 3: Roll 12 + -2 = Success.
Unit 4: Roll 12 + -2 = Success.

Round 2 Ešnunna Attacks
Ešnunna Unit 1
Attack Roll 18 + 3 (skill bonus) + -1 (Morale Penalty) v. 11 AC
            Attack Successful.
Damage Roll 3 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 9 = 81 total damage
            At the end of the combat round, Babylonian Unit 1 will loose 10 men on its front.

Ešnunna Unit 2
Attack Roll 4 + 3 (skill bonus) v. 11 AC
            Attack Fails.

Ešnunna Unit 3
Attack Roll 6 + 3 (skill bonus) v. 11 AC
            Attack Fails.

Ešnunna Unit 4 Attack Roll 17 + 3 (skill bonus) v. 11 AC
            Attack Successful.
Damage Roll 2 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 8 = 64 total damage
            At the end of the combat round, Babylonian Unit 4 will loose all 10 men on its front.

Round 2 Babylon Attacks
Babylonian Unit 1
First Line (Melee)
Attack Roll 15 + 3 (skill bonus) v. 11 AC
            Attack Successful.
Damage Roll 3 + 1 (stat bonus) +

35

-5 (Discrepancy Modifier) x 7 = -7, thus 7 total damage.

Sixth Line (Ranged)
Attack Roll 7 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Seventh Line (Ranged)
Attack Roll 16 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 1 + 1 (stat bonus) x 6 = 12 total damage

Eighth Line (Ranged)
Attack Roll 19 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 4 + 1 (stat bonus) x 9 = 45 total damage

Ninth Line (Ranged)
Attack Roll 2 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Tenth Line (Ranged)
Attack Roll 17 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 3 + 1 (stat bonus) x 7 = 28 total damage

At the end of the combat round, Ešnunnan Unit 1 will loose 23 men.

Babylonian Unit 2
First Line (Melee)
Attack Roll 10 + 3 (skill bonus) + -4 (Morale Penalty) v. 11 AC

Attack Fails.

Sixth Line (Ranged)
Attack Roll 7 + 3 (skill bonus) + -4 (Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Seventh Line (Ranged)
Attack Roll 1 + 3 (skill bonus) + -4 (Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Eighth Line (Ranged)
Attack Roll 18 + 3 (skill bonus) + -4 (Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Successful.

Damage Roll 3 + 1 (stat bonus) x 1 = 4 total damage

Ninth Line (Ranged)
Attack Roll 12 + 3 (skill bonus) + -4 (Morale Penalty) + -2 (Range Penalty) v. 11 AC

Attack Fails.

Tenth Line (Ranged)
Attack Roll 7 + 3 (skill bonus) + -4 (Morale Penalty) -2 (Range Penalty) v. 11 AC

Attack Fails.

At the end of the combat round, Ešnunnan Unit 2 will loose 1 man.

Babylonian Unit 3
First Line (Melee)
Attack Roll 20 + 3 (skill bonus) v.

11 AC
Attack Successful, Critical.
Critical Roll 7 + 3 (skill bonus) v. 11 AC
Critical Fails.
Damage Roll 1 + 1 (stat bonus) + -5 (Discrepancy Modifier) x 12 = 0, thus 12 total damage.

Sixth Line (Ranged)
Attack Roll 15 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 5 = 20 total damage.

Seventh Line (Ranged)
Attack Roll 7 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Eighth Line (Ranged)
Attack Roll 3 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Ninth Line (Ranged)
Attack Roll 17 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 7 = 28 total damage

Tenth Line (Ranged)
Attack Roll 16 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 4 + 1 (stat bonus) x 6 = 30 total damage
At the end of the combat round, Ešnunnan Unit 3 will loose 22 men, and one will be reduced by 2 hp.

Babylonian Unit 4
First Line (Melee)
Attack Roll 8 + 3 (skill bonus) v. 11 AC
Attack Successful.
Damage Roll 1 + 1 (stat bonus) -5 (Discrepancy Modifier) x 0 = 0 total damage.

Sixth Line (Ranged)
Attack Roll 8 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Seventh Line (Ranged)
Attack Roll 5 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Fails.

Eighth Line (Ranged)
Attack Roll 17 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 1 + 1 (stat bonus) x 7 = 14 total damage.

Ninth Line (Ranged)
Attack Roll 19 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 9 = 36 total damage.

Tenth Line (Ranged)
Attack Roll 2 + 3 (skill bonus) + -2 (Range Penalty) v. 11 AC

Attack Fails.

At the end of the combat round, Ešnunnan Unit 4 will loose 12 men, and another is down to 1 hp.

At the end of round two, these are the following active fighter totals for each unit.

Bab. Unit 1: 190	Ešn. Unit 1: 266
Bab. Unit 2: 198	Ešn. Unit 2: 287
	one @ 2 hp
Bab. Unit 3: 200	Ešn. Unit 3: 256
	one @ 2 hp
Bab. Unit 4: 180	Ešn. Unit 4: 284
	one @ 1 hp

Round 3

The fighters in all units move up to fill their places. As the Babylonians fighters were only armed with one javelin each, combat is now determined at a faster pace.

Round 3 Morale Rolls
Ešnunna
Unit 1: Roll 2 + 4 = Fail.
(Two Previous Failures)
Unit 1 is Routed.
They cannot attack this round, and withdraw.
Unit 2: Roll 20 + 4 = Success.
Unit 3: Roll 8 + 4 = Fail, -2 to attack rolls this round.
Unit 4: Roll 12 + 3 = Success.

Babylon
Unit 1: Roll 16 + -2 = Success.
Unit 2: Roll 6 + -4 = Fail, -3 to attack rolls this round.
(One Previous Failure)
Unit 3: Roll 14 + -2 = Success.

Babylonian Unit 1 190 Men	Ešnunnan Unit 1 266 Men	Tutub ↗
Babylonian Unit 2 198 Men	Ešnunnan Unit 2 287 Men	
Babylonian Unit 3 200 Men	Ešnunnan Unit 3 256 Men	
Babylonian Unit 4 180 Men	Ešnunnan Unit 4 284 Men	Round 3

Unit 4: Roll 9 + -2 = Fail, -1 to attack rolls this round.

Round 3 Ešnunna Attacks
Ešnunna Unit 1
Routed.

Ešnunna Unit 2
Attack Roll 6 + 3 (skill bonus) v. 11 AC
Attack Fails.

Ešnunna Unit 3
Attack Roll 9 + 3 (skill bonus) + -2 (Morale Penalty) v. 11 AC
Attack Fails.

Ešnunna Unit 4
Attack Roll 16 + 3 (skill bonus) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 8 = 72 total damage.
At the end of the combat round, Babylonian Unit 4 will loose all 10 men on its front.

Round 3 Babylon Attacks
Babylonian Unit 1
Attack Roll 17 + 3 (skill bonus) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) x 9 = 36 total damage.
At the end of the combat round, Ešnunnan Unit 1 will loose 9 men on its front.

Babylonian Unit 2
Attack Roll 8 + 3 (skill bonus) + -3 (Morale Penalty) v. 11 AC
Attack Fails.

Babylonian Unit 3
Attack Roll 19 + 3 (skill bonus) v. 11 AC
Attack Successful.
Damage Roll 3 + 1 (stat bonus) + -5 (Discrepancy Modifier) x 12 = -12, so 12 total damage.
At the end of the combat round, Ešnunnan Unit 3 will loose 3 men on its front.

Babylonian Unit 4
Attack Roll 4 + 3 (skill bonus) + -1 (Morale Penalty) v. 11 AC
Attack Fails.

At the end of round three, these are the following active fighter totals for each unit.

Bab. Unit 1: 190   Ešn. Unit 1: 257
Bab. Unit 2: 198   Ešn. Unit 2: 287
                     one @ 2 hp
Bab. Unit 3: 200   Ešn. Unit 3: 253
                     one @ 2 hp
Bab. Unit 4: 170   Ešn. Unit 4: 284
                     one @ 1 hp

Round 4
With one of the Ešnunnan units routed, the battle begins to turn for the Babylonians.

Round 4 Morale Rolls
Ešnunna

Babylonian Unit 1 — 190 Men / Ešnunnan Unit 1 — 257 Men
Babylonian Unit 2 — 198 Men / Ešnunnan Unit 2 — 287 Men
Babylonian Unit 3 — 200 Men / Ešnunnan Unit 3 — 253 Men
Babylonian Unit 4 — 170 Men / Ešnunnan Unit 4 — 284 Men
Tutub ↗
Round 4

Unit 1: Roll 16 + 0 (+4 for home defense, -4 for routed) = Fail.

Unit 1 is Routed.

Unit 2: Roll 10 + 2 (+4 for home defense, -2 for allied unit routed) = Fail, -1 to attack rolls this round.

Unit 3: Roll 2 + 2 = Fail, -5 to attack rolls this round.

(One Previous Failure)

Unit 4: Roll 18 + 2 = Success.

Babylon

Unit 1: Roll 11 + 0 (+2 opposing united routed, -2 previous day travel) = Success.

Unit 2: Roll 4 + -2 = Fail, -4 to attack rolls this round.

(Two Previous Failures)

Unit 3: Roll 17 + -2 = Success.

Unit 4: Roll 8 + -2 = Fail, -2 to attack rolls this round.

(One Previous Failure)

Round 4 Ešnunna Attacks
Ešnunna Unit 1
Routed.

Ešnunna Unit 2

Attack Roll 9 + 3 (skill bonus) -1 (Morale Penalty) v. 11 AC

Attack Successful.

Damage Roll 4 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 0 = 10 total damage.

At the end of the combat round, Babylonian Unit 2 will loose 2 men, and another, already down 2 hp, will be killed.

Ešnunna Unit 3

Attack Roll 10 + 3 (skill bonus) -5 (Morale Penalty) v. 11 AC
    Attack Fails.

Ešnunna Unit 4
Attack Roll 11 + 3 (skill bonus) v. 11 AC
    Attack Successful.
Damage Roll 1 + 1 (stat bonus) + 5 (Discrepancy Modifier) x 3 = 21 total damage.
    At the end of the combat round, Babylonian Unit 4 will loose all 10 men on its front.

Round 4 Babylon Attacks
    Babylonian Unit 1
Attack Roll 12 + 3 (skill bonus) v. 11 AC
    Attack Successful.
Damage Roll 4 + 1 (stat bonus) x 4 = 20 total damage.
    At the end of the combat round, Ešnunnan Unit 1 will loose 5 men on its front.

    Babylonian Unit 2
Attack Roll 8 + 3 (skill bonus) -4 (Morale Penalty) v. 11 AC
    Attack Fails.

    Babylonian Unit 3
Attack Roll 17 + 3 (skill bonus) v. 11 AC
    Attack Successful.
Damage Roll 1 + 1 (stat bonus) + -5 (Discrepancy Modifier) x 9 = -27, so 9 total damage
    At the end of the combat round, Ešnunnan Unit 1 will loose

2 men on its front, and another will take 1 damage.

    Babylonian Unit 4
Attack Roll 7 + 3 (skill bonus) -2 (Morale Penalty) v. 11 AC
    Attack Fails.

At the end of round four, these are the following active fighter totals for each unit.

Bab. Unit 1: 190	Ešn. Unit 1: 252
Bab. Unit 2: 195	Ešn. Unit 2: 287
Bab. Unit 3: 200	Ešn. Unit 3: 251
	one @ 1 hp
Bab. Unit 4: 160	Ešn. Unit 4: 284
	one @ 1 hp

Rounds 5-7
    As Round 5 begins, Ešnunna Unit 1 has spent two full rounds routed, and retreated 120 feet. Sumu-eraḫ directs Babylonian Unit 1 to break off their pursuit and attack the flank of Ešnunnan Unit 2. Babylonian Unit 1 will spend their Round 5 action reorienting itself, and then advance on the northern flank of Ešnunnan Unit 2.
    If you've followed the battle this far, you can probably see that while the Ešnunnan units retain a numerical advantage, it is becoming increasingly difficult for Iqīš-Tišpak's men to sustain their morale. With the retreat of their Unit 1, their Unit 2 suffering an additional penalty in Round 6

because it faces attack on two fronts, and their Unit 3 on the verge of passing 25% of its men disabled, Ešnunnan Unit 3 will be routed in Round 6, and the other Units in Round 7.

At that point, with all of the Ešnunnan units withdrawing from the field, Sumu-eraḫ can direct his men to pursue them and continue to winnow their numbers, or declare victory for Babylon.

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TRIBES and ARMIES

BABYLON

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ON WHICH FAME AND JUBILATION ARE BESTOWED

𒂍 𒃻𒊏𒋫 𒀪𒈨 𒊏𒋫 𒄭𒉌𒂊

Tribes and Armies is the first major supplement for *Babylon On Which Fame and Jubilation Are Bestowed*.

TRIBES…

The first portion of this book fills several gaps in the setting information originally presented in the Core Rulebook, namely those associated with the pastoral and tribal populations of the Ancient Near East.

Players who want to create characters who hail from the world beyond the cities' walls will find a discussion of pastoral existence, new skills, new weapons (like the lasso and the throw stick), and tribal magic items. Additionally, for groups using the optional *Feats* system, this book includes several feats appropriate to migratory life in the arid world of Mesopotamia.

…and ARMIES

The second half details the organization and equipage of a city-state's armed forces, and describes rules for adjudicating mass combat situations, along with associated tactics and a method by which player characters may help or harm opposed units.