

CHAPTER ONE: THE SUMER CAMPAIGN. 3000 BC.

INTRODUCTION.

This is the earliest campaign to be considered and so we have difficulty in finding enough information to describe it. It is literally "pre-historic" - too old for there to be any written records about the people and armies involved or the events which took place. We have to try and reconstruct a plausible account from the archaeological evidence. You have no stories and no famous name to inspire you - only the archaeologists' interpretation of the remains. These show that the city-states had periods of building alternating with destruction and the destruction is interpreted as the result of wars between cities competing for overall control. The picture shows the type of desert terrain away from the rivers.



1. SOURCES FOR THE SUMER CAMPAIGN.

The starting point is the entry in DBA, namely:- “Sumer 3000BC: Martu I/6a, Kish I/1a, Isin I/1a, Larsa I/1a, Lagash I/1a, Elam I/5a/”.

This indicates that we need sources about Mesopotamia (where Sumer is situated) for the period around 3000 BC. The relevant volume of the Cambridge Ancient History is Volume One Part Two and which has several useful chapters. The appropriate WRG book is "Armies of the Ancient near East" by Nigel Stillman and Nigel Tallis (1984). Sadly it is now out-of-print - I have extracted the relevant information and used it for the descriptions in the this document. If you want to check up on my research, you may be able to buy a second-hand copy or find someone with a copy you can borrow. The books by Harriet Crawford and David Rohn are included because I happen to have copies in my own library. There are also a few brief references in Genesis in the Bible. I did a quick search of the internet, with keywords "Sumer" and "Mesopotamia" and each of these threw up a number of hits. I noticed the British Museum website and also one at Oxford University with a large selection

of "Sumerian Literature". This is obviously good source material, but it may take you a long time to search through and find anything useful.

REFERENCES:

The Cambridge Ancient History Volume 1, part 2. CUP 1971
Chapter 12: "The Last Pre-dynastic Period in Babylonia" H. Frankfort & L. Davies.
Chapter 13: "The Cities of Babylonia" C.J.Gadd.
Chapter 16: "The Early Dynastic Period in Mesopotamia" M. E. L. Mallowan.
"Armies of the Ancient Near East" N. Stillman & N. Tallis. WRG 1984. (AANE)
"Sumer and the Sumerians" Harriet Crawford. CUP 1991.
"Legend" David Rohl Century 1998.
<http://www.thebritishmuseum.ac.uk/visit/index.html>
<http://etcsl.orinst.oxon.ac.uk>

2. HISTORICAL BACKGROUND FOR THE SUMER CAMPAIGN.

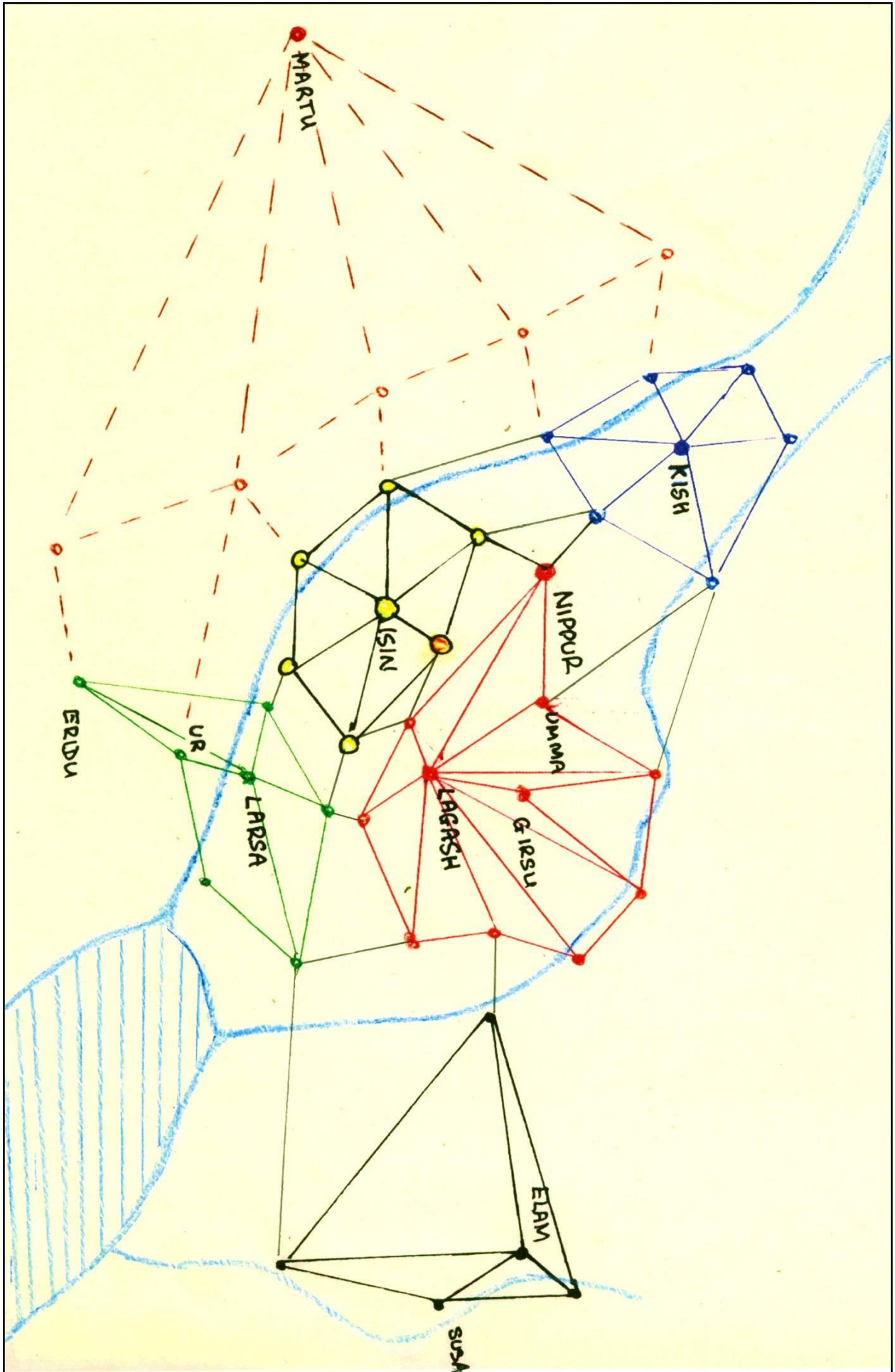
This is an unusual campaign since most of the evidence is archaeological rather than historical. There are no written accounts of wars and battles, you will have to decide which king starts the campaign by attacking one of his neighbours and then find out what happens afterwards.

The Cambridge Ancient History gives a good (if lengthy) background. Chapter 12 discusses the change from neolithic farming to city states and the archaeological finds which indicate this change. Chapter 13 follows on from this and mentions hieroglyphic inscriptions giving king-lists for some of the cities. The interpretation these lists is still a matter for academic debate. This chapter also refers to some of the evidence for warfare in this period - including the figures shown on the "Standard of Ur" which may be seen in the British Museum in London. Chapter 16 is devoted to the early dynastic period and summarises the evidence known about the cities.

The book by Harriet Crawford tells us that in the Uruk period (named after the first site of this period to be studied), there is evidence for people living together in groups and building up a hierarchy of settlements - cities (the largest), towns, villages and hamlets. This period also saw the beginnings of armies and organised warfare and this was identified in the archaeological record.

In the account of "Early Dynastic Sumer" in AANE, the area between the rivers Tigris and Euphrates was divided into competing city states, each home to one of the gods in the Sumerian pantheon, and a map is given to show their positions. Elam lies outside this area in the less-fertile ground to the east. The other four cities (Kish, Lagash, Isin and Larsa) lie in the fertile farming country between the rivers, each city being surrounded by outlying towns, villages and hamlets. The holy city of Nippur was home of the supreme god Enlil and its overlord also claimed the title of "overlord of Sumer". Martu is in the desert to the west.

The book by David Rohl is still somewhat controversial, but this means it has been written in a lively manner and is easier going than the Cambridge Ancient History. However its aim is to justify a revision in dating rather than describe the warfare of the period, and so it contains a lot that is not relevant to you.



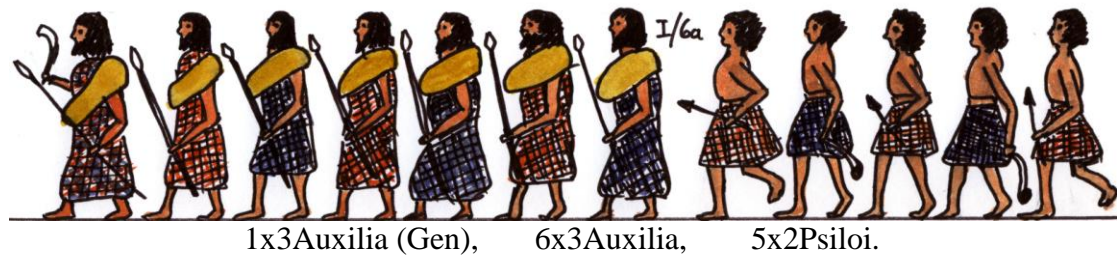
The two relevant sections in David Rohl's book are the "orthodox chronology of Mesopotamia" on page 35 and the "new chronology" and king-lists in Appendix C on pages 431 and 432. This gives some names for leaders of the various cities.

3. DESIGNING THE SUMER CAMPAIGN.

This campaign assumes that the area between the Tigris and Euphrates was divided into competing city states, each home to one of the gods in the Sumerian pantheon. The four chosen cities (Kish, Isin, Larsa and Lagash) lie in the fertile farming country between the two rivers, each city being surrounded by other towns, villages and hamlets. Since control of the holy city of Nippur (home of the supreme god Enlil) was necessary to claim the title of "overlord of Sumer", this is a good choice for the central city, the prize for which the other cities compete. Initially this was under the control of the king of Lagash. Since the Tigris and Euphrates are major rivers, corresponding to waterways, they will need ferries rather than fords to cross them. These assumptions lead to the campaign map on the previous page. Elam lies in the less-fertile area to the east of the Euphrates and the Martu occupy the desert to the west of the Tigris. The Elamites may be assumed to have cities similar to those of the Sumerians, although their farmland is less fertile. The Martu, being Bedouin, do not have cities and their centres are assumed to be less permanent and closely defined.

4. ARMIES FOR THE SUMER CAMPAIGN.

1. Martu 3000BC (1/6a Early Bedouin – Terrain Type: Dry – Aggression: 3).



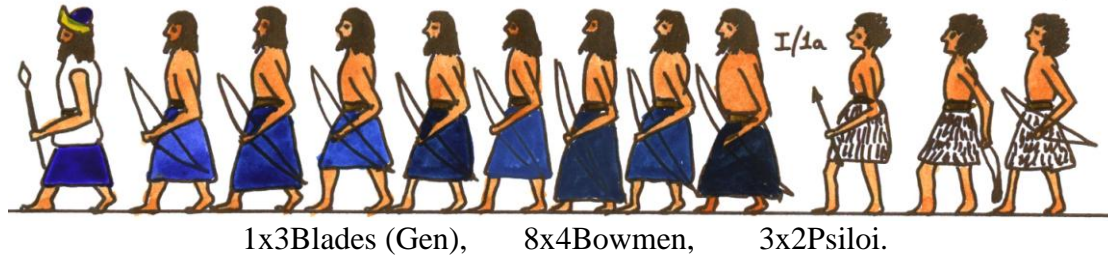
The Martu were the “donkey-nomads”, which included the biblical Amorites under names such as “Martu”, “Tiduum” and “Aamu” - hence the names on the map denote regions rather than cities. They moved on foot, being classed as auxilia or psiloi, and their camp followers included donkeys carrying their possessions as well as women and children leading the donkeys. They wore woven woollen costumes, patterned in red, white and blue and with a water-skin slung around their shoulders (essential in the desert). Unfortunately I have not yet found any model-maker who produces figures with water-skins, so this will require some conversion work to produce a really accurate army. The auxilia carried short bronze-headed spears or axes and daggers while the psiloi had slings, throw-sticks or simple bows. There are no records of the names of their leaders, but the Bible (Genesis 14) mentions of “Mamre the Amorite” and his brothers Eshcol and Aner.

The Martu are represented by an early Bedouin army with high aggression because they need to raid the lands with a better water supply in order to survive in the dry season. Since their topographic category is “DRY”, the compulsory piece of terrain is a patch of rough going. They are also allowed sand-dunes, steep hills, and an oasis or

a Built-Up-Area (BUA). Both the camp and the BUA should contain camp followers and donkeys, while the BUA should consist of a tented encampment.

2. Kish - the true blue city.

3000BC (1/1a Early Sumerian – Terrain Type: Arable – Aggression: 2).



Some means of distinguishing between the contingents from the different cities will be needed. You will find it easiest to choose a different colour for each city and perhaps indicate this by painting the back of the base of each element in the colour of their city. However you may prefer to paint each army using a limited number of colours to go with the colour chosen for the city. If you took the colours suggested, then the army for Kish would have its garments painted with a mixture of unbleached wool (cream) and indigo (denim blue).

The king wears a long tunic (probably ankle-length) and has a sheepskin over his shoulder fastened with a silver belt and a helmet of electrum (gold in colour) partly covered with coloured material. He carries a spear with a bronze head, and the general's element also had axes or maces. The king-lists for the various cities include possible suggestions for the names of the kings in the campaign. Those for Kish start with King Etana and also include Kubaba, Puzursin and Urzababa.

The early Sumerian troops wore a short kilt and used a bow. They also used slings, javelins, stone maces and copper axes - suggesting that the psiloi were probably equipped with slings or javelins. The bowmen are shown with kilts of varying shades and lengths and may wear a quiver slung across one shoulder. The psiloi wear short wool or sheepskin kilts in cream and carry javelins, slings or bows.

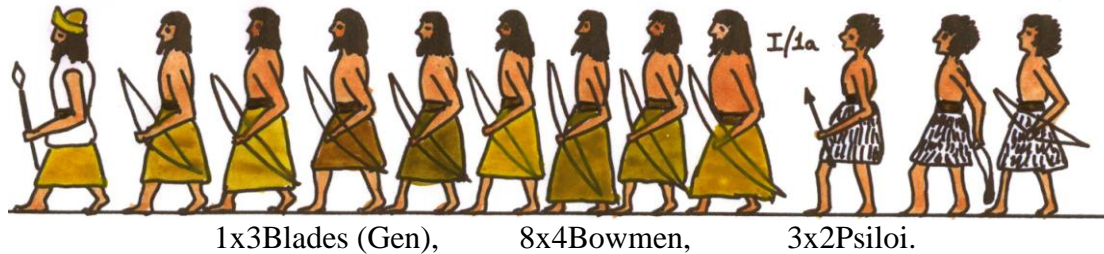
All four of the towns in Mesopotamia are represented by early Sumerian armies. Since they are farmers and their topographic category is "ARABLE", the compulsory element is either a BUA or the road leading to a BUA. The BUA may represent part of the home city of this army - a corner of the city extending onto the edge of the battlefield. Alternatively, a model of the temple of the god to which the city belongs may be used for this purpose. The camp should also be a mud-brick enclosure with camp followers included to add interest. For a battle between a besieging army and a relieving army, the compulsory terrain type should be the road, with the city under dispute in the background and off the playing area.

The other permitted terrain types are a river (or large drainage ditch), a road, a waterway (part of the Tigris or the Euphrates), steep or gentle hills and woods. Although woods are permitted, they are less in keeping with the actual terrain in this area. Any battle which could reasonably be placed alongside either the river Tigris or the river Euphrates would have a waterway along one side of the battle field and

would not need to contain any other rough going. Alternatively, the cultivated areas could include orchards, which would count as “woods” for the sake of the terrain. Although they frequently fought among themselves, they were not in the habit of invading others outside the area. Accordingly their aggression is only 2.

3. Isin - the golden city (never call us “yellow”).

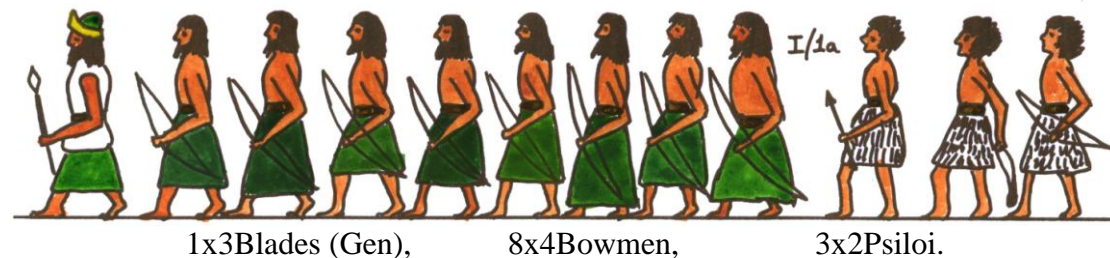
3000BC (1/1a Early Sumerian – Terrain Type: Arable – Aggression: 2).



The troops for Isin would be painted in varying shades of yellow (a lot of yellow ochre and some brighter shades). In other respects, they would be the same as Kish (see above). No lists from the early period survive for Isin, but later ones include Ishbirra/Ibbisin, Urninurta and Damiklishu.

4. Larsa - the verdant city.

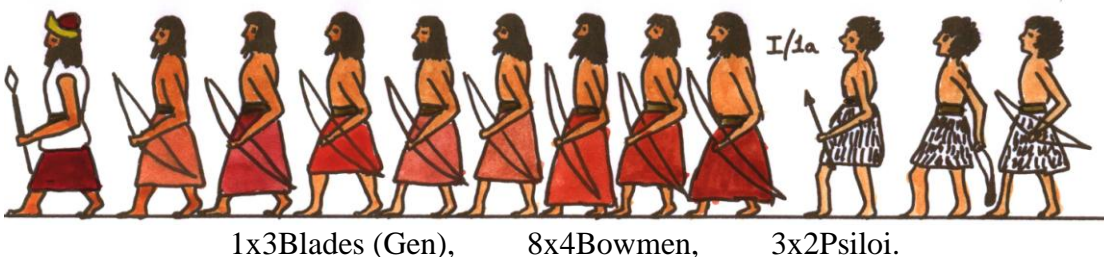
3000BC (1/1a Early Sumerian – Terrain Type: Arable – Aggression: 2).



The troops for Larsa would have shades of dull green and cream and they would also be the same as Kish in other respects (see above). The king-lists for Larsa are also from the later period and include Naplanum, Gungunum, Sumuel (not Samuel) and Rimsin.

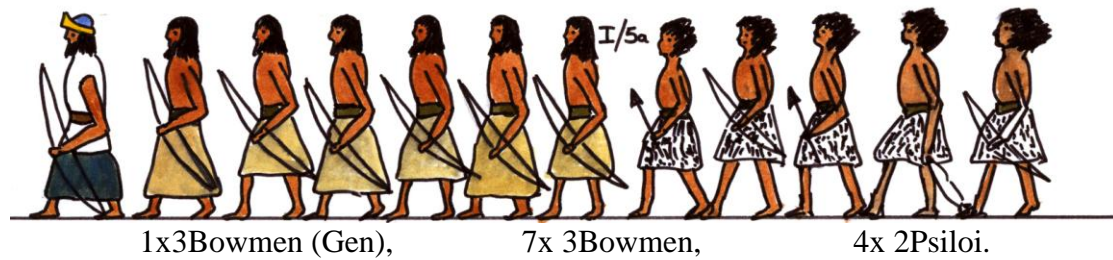
5. Lagash - the blood-red city.

3000BC (1/1a Early Sumerian – Terrain Type: Arable – Aggression: 2).



The colours for Lagash would be russet (burnt sienna) and cream and in other respects, they too would resemble Kish (see above). The king-lists for Lagash overlap with those of Kish and include the names Gurshar, Lugulanda and Urukagina.

6. Elam 3000BC (1/5a Early Elam – Terrain Type: Arable – Aggression: 3).



Elam is represented by an early Elam army. Since their topographic category was “ARABLE”, they had the same options as the Sumerians, but their aggression was 3 because they were outside the most fertile land and wished to spread into it. These were probably the poor relations of the Sumerian armies. The king was in an element of three bowmen, and may be distinguished by have the sheepskin over his shoulder, fastened by a silver or bronze belt. I suggest they wore mainly the unbleached woollen cloth rather than the dyed cloth of the richer cities. The rest of the army was a mixture of Bowmen and psiloi with the bowmen carrying their arrows either as a bunch in the hand or in a quiver slung across one shoulder. The psiloi may also be armed with bows, but could equally well have javelins or slings.

There are no king-lists for the leaders of the Elamite people, but in the Bible, Genesis 14 refers to Chedorlaomer, king of Elam.