



## HITTITE EMPIRE

The following army organisation list (AOL) will enable you to build a Hittite army for War & Conquest.

Please refer to the army organisation list introduction document. This is 'version 2', March 2020. Feedback and comments are most welcome.

*The Hittites were located in Anatolia (we now know the area as central Turkey) around 1600 B.C. From their capital at Hattusa they expanded their empire into many adjoining regions including modern day Syria. They fought against the Egyptians for many years (circa 1500 to 1300 B.C) as well as the Assyrians and Mitanni. This list is principally designed around the battle of Kadesh fought between the Hittites and Egyptians (and one of the largest known chariot battles), but will allow you to build a range of Hittite armies and expeditionary forces.*

### ARMY COMPOSITION

#### **PERSONALITIES OF WAR**

Up to 25% of the points value of the army may be Personalities of War. An Army General must be selected. Should the Great King be taken, then he is the Army General. If he is not in the army, or is killed during the battle, then a King may assume command. Should neither be in the army, or are killed during the battle, then a Minor King may assume command.

Personalities must retain their own Strategy Intervention Points. They cannot be pooled unless you are using the Legends of War special rules

#### **CHARIOT FORMATIONS**

At least 25% of the points value of the army.

#### **INFANTRY FORMATIONS**

At least 25% of the points value of the army

#### **SKIRMISH FORMATIONS**

Up to 10% of the points value of the army.

#### **ALLIED FORMATIONS**

Up to 40% of the points value of the army.

#### **LEGENDS OF WAR**

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations.

# PERSONALITIES OF WAR

## 0-1 GREAT KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General Loyal	3	10"	180

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

**Special:**

## KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	2	Army General Loyal	2	10"	-

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

**Special:** May act as Army General if the Great King is not in the army or is killed during the battle.

You can take more than one King, but if the Great King is not taken one needs to be the Army General. If the nominated Army General is killed during the battle, then another with the ability may assume command at the end of the End phase before the next turn begins.

## MINOR KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	10"	110

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

**Special:** May be upgraded to Army General for 20 points and will be Army General if the Great King or any King is not in the army or killed during the battle. You can take more than one Minor King, but should one need to be the Army General because another is killed during the battle, then they may assume command at the end of the End phase before the next turn begins.

## NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	2	-	-	-	60

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May take a Strategy Intervention Point for 20 points.

May take a 10" Zone of Command for 20 points.

**Formation:** Personality

Must be placed in a formation at the start of the battle and remain there throughout

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

## PERSONAL STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	Army Standard	-	-	70

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

**Special:** Increases the Army Generals Zone of Control by 5".

Each Great King, King or Minor King may take a Personal Standard. These act exactly like an Army Standard for that Personality and increases their Zone of Control by 5". The Personal Standard may move on foot independently but we can assume he will ride in any chariot his King may use.

## SEA PEOPLES OR OTHER ALLIED/MERCENARY NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	-	-	80

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points. May have a Zone of Command of 10" for 20 points

**Formation:** Personality

A Sea Peoples/Allied/Mercenary Nobles must be placed in one of the units listed in Allied Formations at the start of the battle and remain there throughout.

**Special:** A Sea Peoples/Allied/Mercenary Nobles Strategy Intervention Point can only be used on units listed in Allied Formations

# CHARIOT FORMATIONS

## HITTITE THREE-CREW CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	8	3	2	3	8	47

**Equipment:** Two warriors and a charioteer riding in a two-horse chariot. The warriors wear light armour and are armed with thrusting spear, javelins, shield and hand weapon. Riding in a two horse chariot.

**Options:** May add an extra Life for 10 points

**Special:** Loyal. Thrusting spear armed chariots may reroll their 'to hit' rolls in the opening round of combat or when making a glancing attack. You must reroll all the hit rolls, not just the misses.

When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

Hittite Three-Crew Chariots count as a Battle Formation where Battle Objectives are concerned.

*Remember if charged by battle formations, chariots, like other skirmish formations, have to evade. I have used the term 'three-crew chariot' to differentiate between the chariots and their use. The extra crewman may have simply been a warrior hitching a ride.*

## HITTITE TWO-CREW CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	8	3	2	2	8	42

**Equipment:** One warrior wearing light armour armed with thrusting spear, shield, hand weapon and javelins. The charioteer is (probably) armed with a shield. Riding in a two horse chariot.

**Special:** Loyal. Thrusting spear armed chariots may reroll their 'to hit' rolls in the opening round of combat or when making a glancing attack. You must reroll all the hit rolls, not just the misses.

When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

Hittite Two-Crew Chariots count as a Battle Formation where Battle Objectives are concerned.

*Remember if charged by battle formations, chariots, like other skirmish formations, have to evade.*

## SUBJECT CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	4	3	7	3	2	1	8	36

**Equipment:** One warrior wearing light armour armed with hand weapon, shield and bow. The charioteer is (probably) armed with a shield. Riding in a two horse chariot.

**Options:** May have a thrusting spear at 2 point per model. May have a javelin at 1 point per model.

**Special:** Feign Flight. Thrusting spear armed chariots may reroll their 'to hit' rolls in the opening round of combat or when making a glancing attack. You must reroll all the hit rolls, not just the misses. When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

Subject Chariots count as a Battle Formation where Battle Objectives are concerned.

## CHARIOT RUNNERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

**Equipment:** Shield, hand weapon and javelins.

**Special:** May Skirmish. Should a friendly chariot unit declare a glancing attack on an enemy unit, the runners do not need to make a Morale test to also make a glancing attack on the same unit.

## INFANTRY FORMATIONS

### SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	-	9

**Equipment:** Thrusting spear, shield and hand weapon.

**Options:** May take Extra Armour at 20 points per unit

### 0-1 GUARDS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	1	Regular	Resilient Loyal	11

**Equipment:** Hand weapon and shield.

**Options:** May take thrusting spear at 2 points per model or a two-handed weapon at 1 point per model (treat as halberd). May take Light Armour at 1 point per model

### ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	-	Light	-	-

**Equipment:** Bow.

### PHOENICIAN WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Regular	-	7

**Equipment:** Javelin and hand weapon.

**Special:**

**Options:** May have light armour at 1 points per model. May replace the javelin with a bow at 1 point per model.

## SKIRMISH FORMATIONS

*This category represents skirmishers from the many tribes found in the region.*

### SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmisher	-	4

**Equipment:** Sling

### ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	-	-	Skirmish	-	4

**Equipment:** Short Bow.

### JAVELINMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

**Equipment:** Javelin.

**Options:** May take Bucklers at 1 point per model

## ALLIED FORMATIONS

*These categories represent the many tribes found in the region recruited into the Hittite Empire*

### SEA PEOPLES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	-3	7	-	Light	Warband	9

**Equipment:** Javelins, shield and hand weapon.

**Special:** One unit may be made Resilient at 1 point per model

**Options:** May take throwing weapons at 1 point per model. May have light armour at 1 point per model.

### MERCENARY TRIBESMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	4	3	6	1	Light	Undisciplined Warband	9

**Equipment:** Shield and hand weapon.

**Options:** May take throwing weapons at 1 point per model.

May have Darts at 10 points per unit.

May have Extra Armour at 20 points per unit.

### PEASANT AND LEVY INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	1	Light	Undisciplined Unmotivated	6

**Equipment:** Javelin, shield and hand weapon.

### PEASANT AND LEVY ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Light	Undisciplined Unmotivated	5

**Equipment:** Bow.

**Special:** May Skirmish

**Options:**

## LEGENDS OF WAR

### COMMUNICATIONS

The Hittites, like other ancient armies used some command and control systems. They may pool all their Strategy Intervention Points for 50 points. Should they do this, any personality that may take SIPs may use them, even if they took none to begin with.

# FEATURE RULES

## PERSONALITIES IN CHARIOTS

When a Personality rides in their own chariot and accompanies a chariot or skirmish cavalry formation, they use the profile of the unit and contribute their own Morale and number of Strikes as normal.

Personalities in chariots are assumed to have the same missile weapons as the unit they accompany. If accompanying a chariot (or skirmish cavalry) formation, the Personality will benefit from the skirmish +1 to their Armour value (see page 66) but if on their own only gain the Durability 8.

## UNMOTIVATED

This rule is used to represent some of the more poorly motivated 'levy' formations.

Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

## RESILIENT

Some formations were renowned for their staying power in combat and to simulate this, we use 'Resilient' (which is similar to the Combat Result abilities of 'Drilled').

There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

*Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -*

### **Combat Result Difference of 1**

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

### **Combat Result Difference of 2**

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

*You should advise your opponent that your formations are Resilient*

## EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

*To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.*

**LOYAL**

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

**WEAPONS**

When playing out of period against later opponents of more than 500 years, javelins should be treated as darts, to make some allowance for the improved armour of the later periods. (Therefore, treat darts as stones)



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