

Neo-Hittites

1150 BC - 708 BC

Commanders

Leadership 8 (0-2 per Army)
 Leadership 7
 Leadership 6

40 Points
 20 Points
 10 Points

Restrictions

Min 60% Infantry
 Max 25% Skirmishers
 Max 20% Chariots
 Max 20% Cavalry

Keywords

Carchemish - Hilakku - Gurgum - Milid - Kummuhu - Kashka - Tabal - Thukan - Assyrian conquest of Aram (856 BC - 732 BC) - Battle of Qarqar (853 BC) - Conquest of the Neo-Hittites (738 BC - 708 BC)

Units

Neo-Hittite Guard Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		6	6	3	-	5+	6	Valiant	26

0-2 per Army

Neo-Hittite Medium Infantry

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

Aramean Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		6	6	3	-	5+	6	Levy	20

Neo-Hittite Skirmishers

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		3	2	2	-	0	4		11
Slings		2	2	2	2	0	4		12
Bows		2	2	2	2	0	4		12

Neo-Hittite Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows	890 BC +	6	4	3	3	6+	6	Levy	23

0-2 per Army

Neo-Hittite Heavy Chariots

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows	890 BC +	9	5	3	3	3+	6		33

Neo-Hittite Light Chariots

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows		6	6	3	3	4+	6		30