



NEW KINGDOM EGYPTIAN

The following Army Organisation List (AOL) will enable you to build a New Kingdom Egyptian army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document.

This is Version 4, March 2020. Feedback and observations are most welcome.

During the New Kingdom of Egypt period, the Pharaohs created one of the first professional armies. The period runs from 1600 B.C to 800 B.C by which time, during the 20th Dynasty Egyptian dominance waned due to invasions of Sea Peoples and other tribes surrounding her borders.

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 Pharaoh be taken, then he is the Army General. If he is not in the army, or is killed during the battle, then a Prince may assume command. Should neither be in the army, or are killed during the battle, then an Army General 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

Up to 40% of the points value of the army may be chariots and chariot runners.

If your fighting men are all marines, you may only take one unit of chariots

INFANTRY FORMATIONS

At least 25% of the points value of the army must be infantry formations.

You may not take more units of marines than units of warriors and archers, unless all your infantry are marine units.

SUPPORTING FORMATIONS

Up to 40% of the points value of the army may be Libyans, Nubians and Kushites. One unit of Sherden Royal Guard may be taken if either Pharaoh or a Prince is present in the army.

ALLIED FORMATIONS

Up to 25% of the points value of the army may be Sea Peoples, Kushites and Syrians

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. Alternatively you can increase the size of your army with extra formations.

PERSONALITIES OF WAR

0-1 PHARAOH

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General Loyal	2	15"	180

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

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

0-1 PRINCE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army General	1	15"	130

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

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 Pharaoh is not in the army or is killed during the battle

0-2 ARMY GENERAL

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	2	Army General	1	10"	150

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 Pharaoh or a Prince does not accompany the army or are killed during the battle.

BRIGADE COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	-	-	10"	60

Equipment: As unit

Armour Value: As unit

Options: May take 1 Strategy Intervention Point for 20 points.

Formation: Personality

A brigade commander must be placed in a unit 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

Special: You may take up to 4 brigade commanders per Pharaoh, Prince or Army General.

ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Options:

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".

CHARIOT FORMATIONS

TWO-HORSE CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	4	3	8	3	2	1	8	40

Equipment: One warrior wearing light armour armed with hand weapon and bow. The charioteer is (probably) armed with a shield.

Special: Feign Flight. Loyal

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

Egyptian 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.

CHARIOT RUNNERS

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

Equipment: Shield, hand weapon and javelins.

Options:

Special: May also 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

WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	9

Equipment: Throwing weapon, shield and hand weapon.

Options: May have light armour at 1 point per model

Special: One unit may replace the throwing weapon with a mace-axe at 1 point per model. This is treated as a halberd.

For hand weapons, the warriors would use an axe, mace or Khopesh (sickle sword). There is some debate if the mace-axe was used or was simply ceremonial. Therefore I have restricted it to one unit.

ARCHERS

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

Equipment: Bow and hand weapon.

Options: May have light armour at 1 point per model

MARINES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	-	Light	-	10

Equipment: Hand weapon and javelin.

Options: May have light armour at 1 point per model. May have a shield at 1 point per model

Special: May Skirmish. Up to 50% Marine Archers may combine in the rear ranks of a Marine formation.

MARINE ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	-	Light	-	11

Equipment: Hand weapon and bow.

Options: May have light armour at 1 point per model.

Special: May Skirmish. Up to 50% Marine Archers may combine in the rear ranks of a Marine formation

MARINE SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	-	Skirmish	-	10

Equipment: Sling.

Options: May have light armour at 1 point per model.

SUPPORTING FORMATIONS

SHERDEN ROYAL GUARD

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	Resilient	17

Equipment: Light Armour, shield, throwing weapon, hand weapon and javelin.

LIBYAN TRIBESMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Undisciplined Warband	7

Equipment: Hand weapon and shield.

Options: The unit may have throwing weapons at 1 point per model.
The unit may have darts for 10 points

LIBYAN SKIRMISHERS

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

Equipment: None

Options: The unit may have short bows at 1 point per model or the unit may have darts for 10 points

NUBIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	-	Skirmish	-	5

Equipment: Short bow.

0-1 SCOUT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Skirmish	-	13

Equipment: Horse, bow and hand weapon.

ALLIED FORMATIONS

SEA PEOPLES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Warband	9

Equipment: Hand weapon, javelins and shield.

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

Options: The unit may have throwing weapons at 1 point per model and light armour at 1 point per model.

KUSHITES

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

Equipment: Shield and Hand weapon.

Options: The unit may have throwing weapons at 1 point per model.
The unit may have darts for 10 points.

SYRIAN WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	-	7

Equipment: Throwing weapon, shield and hand weapon.

Options: May have light armour at 1 point per model.
The unit may have darts for 10 points

SYRIAN ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	-	7

Equipment: Bow and hand weapon.

Special: May Skirmish

Options:

0 - 1 MERCENARY TWO-HORSE CHARIOTS

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	8	3	2	2	8	43

Equipment: One warrior wearing light armour armed with hand weapon, thrusting spear and bow. The charioteer is (probably) armed with a shield.

Special: 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.

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

This entry represents either the mysterious elite regiment at Kadesh or other mercenaries or allied warriors. I have referred to them as mercenaries for convenience.

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

LEGENDS OF WAR

STEADY

Egyptian Marines fought on board ships. Therefore they may move and shoot without their Shooting Ability being reduced for 2 points per model. All marines must receive the upgrade, regardless of their armament.

LIVING GOD

Pharaoh was considered a living god. To reflect that, he raises the Morale value of those within 10" by +2 rather than +1 and any unit he accompanies become Loyal. Points Cost: 30

COMMUNICATIONS

The Egyptians, 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.

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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