

# They came from beyond the Sea army rosters

Full options can be found in the relevant Army Organisation List on our forum or yahoo group. The rosters below only contain the details relevant for the battle and are 2500 point armies

## New Kingdom Egyptians

### Personalities of War

#### 0-1 Pharaoh

	CA	SA	KA	Mo	L	S	Pts
Pharaoh	-	-	-	9	3	+2	190

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special: He is the Army General. Pharaoh has 2 Strategy Intervention Points and a Zone of Command of 15". Pharaoh may move independently and should he do so, we can assume he has a two-horse chariot at his disposal, an Armour Value of 3 and a Durability of 8.

#### Brigade Commander (one with the archers and the other with the spearmen)

	CA	SA	KA	Mo	L	S	Pts
Commander	-	-	-	8	1	+1	70

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special: A brigade commander has a Zone of Command of 10". He may take 1 Strategy Intervention Point for 20 points. A brigade commander must be placed in a unit at the start of the battle and remain there throughout.

#### Army Standard

	CA	SA	KA	Mo	L	S	Pts
Army Standard	-	-	-	8	2	+1	90

Formation: Personality

Equipment: As unit

Special: Increases the Army Generals Zone of Control by 5". The Army Standard may move independently and should he do so, we can assume he has a two-horse chariot at his disposal, an Armour Value of 3 and a Durability of 8.

### Chariot Formations

#### Chariot (two formations of 5 chariots and one of 7 with Pharaoh and Army Standard)

	CA	SA	KA	Mo	S	D	Pts
Chariot	4	4	3	8	1	8	35

Armoury

Formation: Chariot

Equipment: Hand weapon and bow

Armour value: 2

Special: Two-horse chariot. May use Feign flight and Nomad cavalry rules. Egyptian Chariots count as a Battle Formation where Battle Objectives are concerned.

### **Chariot runners (two units of 8)**

	CA	SA	KA	Mo	Pts
Runner	2	3	3	6	7

Armoury

Formation: Light

Equipment: Shield, hand weapon and javelins.

Armour value: 1

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 (24 spearmen and 18 axe men)**

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

Armoury

Formation: Regular

Equipment: Throwing weapon, shield and hand weapon. May have light armour at 1 point per model. One unit may replace the throwing weapon with a mace-axe at 1 point per model. This is treated as a halberd.

#### **Archers (27)**

	CA	SA	KA	Mo	Pts
Archer	3	3	3	6	8

Armoury

Formation: Light

Equipment: Bow and hand weapon. May have light armour at 1 point per model.

#### **Marines (24)**

	CA	SA	KA	Mo	Pts
Marine	4	3	3	8	13

Armoury

Formation: Light

Equipment: Hand weapon and javelin. May have light armour at 1 point per model. May have a shield at 1 point per model.

### **Supporting Formations**

#### **Sherden Royal Guard (18)**

	CA	SA	KA	Mo	Pts
Royal Guard	4	3	3	8	16

Armoury

Formation: Regular

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

Armour value: 2

### **Nubians (12)**

	CA	SA	KA	Mo	Pts
Tribesman	2	3	2	6	5

Armoury  
Formation: Skirmish  
Equipment: Short bow

### **Allied Formations**

#### **Kushites (16)**

	CA	SA	KA	Mo	Pts
Kushite	2	3	3	5	5

Armoury  
Formation: Light  
Equipment: Shield and Hand weapon. The unit may have throwing weapons at 1 point per model. The unit may have darts for 10 points.  
Armour value: 1  
Special: Undisciplined warband.

## **Mycenaeans**

### **Personalities of War**

#### **King**

	CA	SA	KA	Mo	L	S	Pts
King	-	-	-	9	3	+2	180

Formation: Personality  
Equipment: As unit  
Armour value: As unit

Special: One King is the Army General. The King has 2 Strategy Intervention Points and a Zone of Command of 10". The King may move independently and should he do so, we can assume he has a two-horse chariot at his disposal, an Armour Value of 3 and a Durability of 8.

#### **Minor King**

	CA	SA	KA	Mo	L	S	Pts
Minor King	-	-	-	8	2	+2	120

Formation: Personality  
Equipment: As unit  
Armour value: As unit

Special: A Minor King has 1 Strategy Intervention Point and a Zone of Command of 10". A Minor King may move independently and should he do so, we can assume he has a two-horse chariot at his disposal, an Armour Value of 3 and a Durability of 8.

#### **Noble (one with the 40 strong unit of spear and the other with a 32 man unit of spear)**

	CA	SA	KA	Mo	L	S	Pts
Noble	-	-	-	8	1	+2	80

Formation: Personality  
Equipment: As unit  
Armour value: As unit

Special- A noble has a Zone of Command of 10". He may take 1 Strategy Intervention Point for 20 points. A noble must be placed in a unit at the start of the battle and remain there throughout.

## Chariot Formations

### Dendra Chariots (two units of 7, one has the King and the other the Minor King)

	CA	SA	KA	Mo	L	S	D	Pts
Chariot	4	3	3	8	1	2	8	33

Formation: Chariot

Equipment: One warrior and a charioteer riding in a two-horse chariot. The noble warrior wears dendra armour (cataphract armour) and is armed with thrusting spear and hand weapon.

Armour value: 3 (4 from shooting- remember chariots are skirmish formations)

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, you may reroll the D6. You must abide by the second result. Mycenaean Dendra Chariots count as a Battle Formation where Battle Objectives are concerned.

### Chariots (one unit of 6)

	CA	SA	KA	Mo	L	S	D	Pts
Chariot	4	4	3	8	1	2	8	34

Formation: Chariot

Equipment: One warrior and a charioteer riding in a two-horse chariot. The noble warrior wears light armour and is armed with throwing spear, shield, hand weapon and javelins.

Armour value: 2 (3 from shooting- remember chariots are skirmish formations)

Special: When moving away after a glancing attack, you may reroll the D6. You must abide by the second result. Mycenaean Chariots count as a Battle Formation where Battle Objectives are concerned.

### Chariot runners (3 units of 10)

	CA	SA	KA	Mo	Pts
Runner	2	3	3	6	7

Armoury

Formation: Light

Equipment: Shield, hand weapon and javelins.

Armour value: 1

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

### Spearmen (one of 30 plus 10 archers, and two others, each of 24 spear and 8 archers)

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	5	9

Armoury

Formation: Regular

Equipment: Thrusting spear, large shield and hand weapon.

Special: Undisciplined. Combined formation- Up to 25% of the unit may exchange their thrusting spear and large shield for a bow. They must be placed in the rear ranks of the formation and still benefit from the armour value of the large shield.

### Archers (one unit of 27 and then others combined with spear above)

	CA	SA	KA	Mo	Pts
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Archer                                2        3        2        5        5  
Formation: Light  
Equipment: Bow  
Special: Undisciplined

**Skirmish Formations**

**Slingers (two units of 13)**

	CA	SA	KA	Mo	Pts
Slinger	2	3	2	5	4

Formation: Skirmish  
Equipment: Sling

As listed at the start, review the relevant army organisation list for the all the options, and the Legends of War!



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