

# Age of Bronze Gods, Legends and Mortals

## Special Rules –

Death – In the Age of Bronze game, Gods have only one death and cannot be raised ‘in game’ by invocation. Exceptions; some gods have multiple ‘hit points’ (Antiboga has 3!) and Apep Duat (see below)

Apep Duat -- These alien beings wear a semblance of godlike beauty but actually resemble something from a nightmare. Their first ‘death’ strips them of their immortal disguise and lowers their combat value one (so C5 to C4, etc). All other powers remain intact.

Flame Template (Dragon’s breath) – Place a flame template wherever the owning player prefers. Every figure whose base is even partially under the template must roll a ‘saving throw’ equal to their activation number. A successful ‘activation’ means they dodged or had a magical reaction that saved them. Otherwise dead. Not unlike Lightning, Gods can be killed outright.

Chariots – Count the number of horses (2 horse chariot x 2 models equals ‘4 figures’) Chariots in general count as long move and mounted.

## Gods

Enkul Anu King of all Gods -- 412 A Great God

Q2 C5 Lightning, Tremble before my might, weather control, flight, hammering blow, Apep Duat\*

Sypa, Goddess of Lust and Vengeance -- 272 A Great God

Q2 C3 – Transfix, Love Conquers All, Breathtaking Beauty, Apep Duat

Gul, God of the Dead – 326 A Great God

Q2 C4 – Raise the Dead (x2) Healing, Protection, Lightning (actually a bolt of decay, same effect, but cannot be stolen) Apep Duat. Once per game Gul can raise a unit of skeletons (Q4 C2 Undead) anywhere on the battlefield.

Urkigul, Goddess of the Dead – 256 A Great God

Q2 C4 – Raise the dead, healing, protection, Apep Duat

Anzu God of Rage and Murder (Looks like a sphinx) -- 330

Q2 C4 – Transfix, shooter (long), fire into melee, Group fighter, Apep Duat

Antiboga the World Serpent – 468

Q2 C5 – Gargantuan, Amphibious, Flame template, Flying, Group Fighter, combat master, invulnerable

Tyka (The Blue Goddess) – 372

Q2 C4 – Transfix, Stealth, Healing (x2), Teleportation, Flying,

Temis (The Black Goddess) – 320

Q2 C3 – Danger Sense, Very Difficult Target, Stealth, Protection, Shooter (Long), Legendary Shooter, Good Shot, shapeshift Bear (Long move, forester)

Daos/ Nannuck 316

Q2 C4 Amphibious, Part the Waters, Release the Kraken, Water God, Prophecy, Weather Control  
Shapeshift Donkey or horse or sea monster

Kurshag The Destroyer 476

Q2 C5 Sacrifice, Culling of the Weak, Danger Sense, Combat Master

## **Legends –**

Generic Hero 60

Q3 C3 Armoured add 10 pts

In chariot add long move and mounted for 30 points

Apusquipay 60

Q3 C3 (Poche general.)

Option: May be carried in a litter: Add Mounted for 14 points.

Option: Add Shooter (Medium) for 10 points.

Zos 118

Q3 C4 Dashing, Combat Master, armoured

Add 'Terror' sword 'Tremble Before my Might' affects Gods, 20 pts

Add chariot Long move and Mounted for 30 points

Era 116

Q3 C3 Dashing, Group fighter, trickster

Add Iron Sword 'Poison (all Gods, Apep Duat) 6pts

Add chariot Long Move and Mounted 30 pts

Pollon 86

Q3 C3 Good shot, shooter long, Poison, (affects Gods, all Apep Duat)

Add chariot Long Move and Mounted 30 points

Ax and Anemome (2 figures) 126

Q3 C3 Hammering Blow, Ambusher, Armoured, 1 free die as if from worshippers each round.

Golden Chariot 98

Q 4 C1 Flying, Long Move, Mounted, Carrier. Invulnerable (May carry 2 Legends or Gods, if crewed use crew combat factors Crew Q)

Hefa Asus 126

Q3 C3 Hammering Blow, Armoured, Smithy, Shooter (Medium) Poison (only vs. Apep Duat, Gods)

Poche Condor Riders 110

Q3 C3 Shooter Long, Flying, Long move,

Godborn Heroes and God Kings 60

Q3 C3

Add shooter (long) 14

Add chariot (Long move and mounted) (30)

Add armoured 10

Mummies Q3 C3 86

Slow, Undead, Armoured, Hammering Blow

Sphinxes Q3 C3 96

Long Move, Flying

## **Mortals**

### **Narmer**

Narmer Guard Chariots 45 (OO)

Q3 C2 Shooter Long, Long Move, Mounted, Good shot, Rare (2)

(Each chariot counts as two OO figures. Two chariot models make a unit)

Narmer Chariotry including Northerners 37 (OO)

Q4 C2 Shooter Long, Long Move, Mounted, Rare (8)

(Each chariot counts as two OO figures. Two chariot models make a unit)

Narmer Guard Infantry 24 (CO)

Q4 C2 Steadfast, Desert Walk, Armoured

Narmer Foreign Guard 30 (CO)

Q4 C3 Steadfast, Armoured

Mejwe Scouts 27 (OO)

Q4 C2 Good shot, Desert Walk, Shooter Long

Narmer Line Infantry 17 (CO)

Q4 C2 Desert Walk

Narmer Archers 17 (CO)

Q4 C1 Shooter (Long) Desert Walk

## **Jekers**

Chariotry 37 (OO)

Q4 C2 Shooter short, Long Move, Mounted, Fanatic, Rare (4)

(Each chariot counts as two OO figures. Two chariot models make a unit)

Jekers 17 (CO)

Q4 C2 Steadfast

Add shooter (short) 3 pts

Add Armoured 5 pts

Jeker Skirmishers 13 (OO)

Q4 C1 Shooter (Medium)

## **Hundred Cities**

Chariots 37 (OO)

Q4 C2 Shooter Long, Long Move, Mounted, Rare (8)

(Each chariot counts as two OO figures. Two chariot models make a unit)

Warriors 15 (CO)

Q4 C2

Guards 20 (CO)

Q4 C2 Armoured

Archers 15 (CO)

Q4 C1 Shooter Long

Skirmishers 13 (OO)

Q4 C1 Shooter (medium)

## **Dardania and Lasba**

Chariotry 38 (OO)

Q4 C2 Shooter short, Long Move, Mounted, Armoured, Rare (4)

(Each chariot counts as two OO figures. Two chariot models make a unit)

Noble Warriors 20 (CO)

Q4 C2 Armoured

Levy 8 (CO)

Q4 C1

Psiloi 8 (OO)

Q4 C1 Shooter (short)

## **Poche and Northern Allies**

Poche Noble Warriors 23 (CO)

Q4 C3

Add armoured 5

Anti (Forest People) Skirmishers 25 (OO)

Q4 C2 Good Shot, Shooter (Medium), Forester

Uron or Onadawega Warriors 28 (OO)

Q4 C3 Shooter (Long)

Nikali Knights (Jaguar, Eagle, etc) 37 (CO)

Q4 C3 Dashing, Hammering Blow, rare (8)