

SPQR™

WARBAND COMBAT IN THE ANCIENT WORLD



WARLORD™
GAMES

CAESAR'S TROOPS PROBE DEEP INTO GAUL TERRITORY



CONSUMMATE HORSEMEN, THE NUMIDIANS ARE EASILY CAPABLE OF TURNING THE TIDE OF A BATTLE



SPQR

WARBAND COMBAT IN THE ANCIENT WORLD

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INTRODUCTION

MINIATURES GAMING

Miniatures gaming is a hobby in which players collect armies of model soldiers and vehicles, and then take part in games against like-minded opponents. Played on a table featuring terrain ranging from open wasteland to burnt out city streets, miniatures gaming allows you to act as a general, directing your forces in a cunning battle plan designed to bring you total victory!

Historical Accuracy

When looking at the ancient world, it should be acknowledged that there is a great deal we do not know, even for popular cultures such as the Spartans and Romans. We know there were Spartans who wore headpieces atop their helmets, but not who wore them or why (was it to mark rank, was it a sign of a hero who had distinguished himself, or was it some other mark of status?). There are many who assume that Roman legionaries all wore red tunics; although there is evidence that other colours were used, we are not sure when and where they appeared (and there are some who doubt legions had truly uniform colours anyway).

For the purposes of this book, we have decided to keep to what is 'generally accepted' while making notes to other theories and evidence where we feel it important or interesting. It has to be said though that during the writing of this book, we did have some blazing rows in the office over what was generally accepted on some points!

In terms of game play, we have followed a line that is mostly historical but with a good dollop of style from *Spartacus* and *300*, all the while keeping in mind that players should have fun as they move their warbands around a table.

So, in short, you may find facts and figures in this book that are not completely correct. However, you should not find anything that is wholly wrong.



You can think of it as chess but

- With freeform movement – you are not restricted to squares;
- With random elements – troops pinned down by enemy missiles are likely to be in real trouble, but they might surprise you and start fighting back;
- With far prettier models!

Using the rules of a miniatures game – aided by a few models, some dice and a tape measure – you will be able to lead your armies across the battlefield, dodging a hail of incoming missiles, before unleashing your finest troops against your enemy.

The joy of miniatures games like this one is that they are flexible (no two games will play out quite the same way), challenging (with all the different models you can use there a lot of different tactics possible) and visually appealing (nothing beats the clash of two forces over nice model terrain). Miniatures gaming is a fascinating hobby that appeals to all ages and walks of life. If these are your first steps into the hobby then you are doubly welcome – you have just found something that may well keep your interest for many years.

Your local hobby store can be a great resource for learning about the game. Many stores run their own clubs, tournaments and ongoing campaigns, which offer a great chance to find opponents. Additionally, the Internet hosts a cornucopia of sites and forums about miniatures gaming.

THE SPQR MINIATURES GAME

In the *SPQR* miniatures game, you will take control of a 'warband,' a group of warriors from Rome, one of the Greek city states, or another empire based around the Ancient Mediterranean. This warband will meet its enemies on the battlefield to fight for vengeance, territory, or gold.

As you play more games, the models in your warband will become more experienced, your warband as a whole will become richer, and have access to greater resources. You need not worry about having to face a more powerful warband in an unfair fight, as the *SPQR* miniatures game has a unique balancing mechanism that will add allies to your side so you can beat even a veteran enemy who has survived many fights in the past!



SENATUS POPULUSQUE ROMANUS

"THE ROMAN SENATE AND PEOPLE"

The Basic Rules chapters provide everything you need to get started playing *SPQR*, and the introductory scenario, *Trouble in Gaul* (on page 14), will get you fired up with a basic conflict on an ancient battlefield.

Beyond that, you will be introduced to the campaign system, allowing you to face a variety of enemies, fighting for chaos and avarice, or civilisation and order.

NEEDED FOR PLAY

In addition to this rulebook, you will also need several other items to begin playing this game. While additional materials such as terrain pieces and counters for various conditions are also useful, they are optional and not required for most games.

- Two or more players.
- A playing surface, such as a tabletop or unobstructed floor space.
- A selection of *SPQR* miniatures.
- A tape measure or ruler of a minimum 12 inches in length.
- Several six-sided dice (at least two will be needed).
- Some scrap paper to jot down notes as you play.

ROLLING DICE

This game uses six-sided dice (also called a D6). You will find it beneficial to have perhaps half a dozen dice on hand as it greatly speeds up play.

These rules assume that an unmodified roll of '1' on a die is automatically a failure. Even if subsequent bonuses raise the result above 1, it is still a failed roll. This is referred to as rolling a 'natural 1.' The natural 1 rule applies to all rolls in this game unless specifically mentioned otherwise.

If you are ever called upon to roll a D3, simply roll a die and halve the result, rounding up.

Whenever fractions arise elsewhere in the game, always round downwards.

RE-ROLLS

Some special situations may call for you to re-roll a dice. This simply means you ignore the first result rolled and roll the dice again. All modifiers or conditions that affected the first roll are also present and must be accounted for on the re-roll. You must always accept the result of the second roll, even if it was worse than the first – re-rolls can be used to get you out of a tricky situation but they are never guaranteed! Also, any given player may only ever re-roll a specific dice result once, even if you have multiple opportunities to re-roll a dice result – a dice can only be re-rolled more than once if another is able to also re-roll it.

PRE-MEASURING DISTANCES

You may always 'pre-measure' distances in *SPQR*, allowing you to check to see if an enemy is within range before making the decision to throw a spear, for example.

PREPARING FOR PLAY

Once you have your force and an opponent, there are just a couple of things you need to do before battle can commence. You will need a flat playing surface, such as a kitchen or dining room table – though many players invest in a dedicated gaming table, complete with modelled terrain.

Your playing surface should have plenty of terrain placed upon it. You can use piles of books or boxes to simulate buildings, walls and hills, though many players soon progress to model houses, rocks, forests, ruins and so on.



MODELS

Models in the *SPQR* miniatures game represent individual characters, heroes, leaders, and their followers on the tabletop. Some of these will be familiar to you, having come straight from history. However, you will also have the chance to create your own heroes and warlords.

BASES AND MEASURING

Most models used in *SPQR*, especially those of around man-size or smaller, are mounted on their own plastic bases. All measurements in the game are made from the edge of these bases.

Some larger models may not have bases, as they are able to stand on the table without additional support. On such models, measurements are taken from the closest edge of the model.

UNITS

Models with the Hero type generally act on their own as single models, striding across the battlefield and performing great feats that will guarantee their place in legend.

Minions, on the other hand, band together for mutual protection and to give them a chance against enemy Heroes.

SPQR treats all units as a single entity within the rules. A unit may be a single model, such as a mighty Hero, or a collection of models who work together to defeat their enemies, such as a phalanx of Minions.

No unit may contain more than 30 models. All models within a unit must be equipped with the same weapons, armour and equipment (see page 24).

Infantry and Cavalry

Units are also defined by being either Infantry or Cavalry, depending on whether they are on foot or riding a beast.

FACING

The majority of units are fast-moving and agile. In most cases, you do not need to worry about which way a model is pointing when you move it, as it is assumed it can turn quickly enough to face any threat and target any enemy.

Some units (such as those forming a phalanx) have special rules that require you to know where they are facing. Some weapons, for example, may only be permitted to attack into one facing.

The diagram below shows a unit and its Front, Side and Rear facings.





CHARACTERISTICS

Every unit in *SPQR* is defined by a set of characteristics showing you how well it throws

javelins, fights in close combat, jumps over yawning chasms and other exciting things!

HERO								50 Denarii
TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+1	+2	+0	2

Title: The name of the unit. (In this case, 'Hero'.)

Denarii: The base cost of the unit. This is deducted from your allowance when creating a new force (see page 55).

Type: Most units are Infantry and have no special rules. This entry also defines whether a unit comprises Heroes or Minions (see page 28), what Level of Hero it may be, or how many models are in the unit.

Move: The maximum distance a unit may be moved with a single Move action.

Ranged: How accurate a unit is when shooting an arrow or throwing a javelin.

Melee: How skilful the unit is in close combat.

Melee Dice: This is how many dice the unit rolls when engaged in close combat.

Agility: How competent the unit is when negotiating obstacles or performing actions not directly related to combat.

Bravery: How mentally tough the unit is.

Armour: This score is used to protect a unit from harm and can be increased with heavier armour and shields. Sometimes Armour will have a secondary score in parentheses. This shows the Armour score the model has against ranged weapons such as arrows.

Wounds: Particularly hardy units can survive several successful attacks before dropping to the ground. Units generally have one Wound for every model within it, though Heroes tend to have more Wounds even though they are single models.



TYPES OF UNIT

Below are listed the various types of unit in *SPQR*.

Infantry Heroes

These are the mighty leaders and champions of warbands, capable of great feats on the battlefield.

Cavalry Heroes

The horse was often the mark of nobility in the ancient world and a mount certainly made it easier to get across the battlefield to where a Hero was most needed.

Infantry Minions

Most models in *SPQR* are Infantry Minions – they travel on foot and fight in larger units.

Cavalry Minions

Speed of horse was a key tactic for many ancient armies, used either as powerful skirmishers or line breakers.

The photograph below depicts one of each type of unit found in the game: In the foreground, a unit of 5 Cavalry Minions is being led by a Cavalry Hero, and behind them an Infantry Hero leads a unit of 12 Infantry Minions.

Multiple Model Bases

SPQR assumes models are individually based, as can be seen in the photographs throughout this book. However, readers with existing collections of models may find they have miniatures that have been built with two, three, four or even six models to one base. As you will discover, this is not a significant issue with *SPQR* and fielding miniatures based in this fashion will not impact upon your games or tactics at all. When removing models from a unit, usually due to casualties being sustained, you can either simply place a marker next to a multiple model base to show how many men it has lost or, if you are using a mixture of single and multiple model bases, simply remove the latter when you have lost a substantial number of models in the unit.



THE GAME TURN

Every battle fought in *SPQR* takes place over a number of turns. During each turn, every player will have a chance to move and fight with all of his units. When a certain number of turns have been completed, or victory conditions have been attained, the game ends, and the victor is decided!

TURNS & PHASES

During a turn, one player will move and fight with all of his units – this is called his Player's Phase. When he has finished, his opponent takes over and runs through his units in his own Player's Phase.

These two Player Phases together make one complete turn in the game.

THE DICE OF FATE

Who has the first Player Phase in each turn is decided by the gods, through the Dice of Fate.

At the start of every turn, both players roll one dice, re-rolling any ties. The player with the highest score then decides whether they will take the first Player Phase of that turn, or whether they will force their opponent to do so.

This represents one warband stealing a march on the other, of feints wrong-footing a warband and yes, even the will of the gods.

First Phase

Most scenarios will tell you which player takes the first Phase of the game. If it does not, both players should roll the Dice of Fate. The player who rolls the highest will take the first Phase as usual.



Using the Dice of Fate

Rolling the Dice of Fate at the start of each turn is a big portion of the tactics you must employ in *SPQR*. You not only have to plan for it, you can also *predict* it. This is a very important thing to remember if you are to crush your enemies and see them driven before you.

Remember, it is not a roll to see who goes first in a turn. It is a roll to see who *chooses* who goes first. That is a big difference.

Imagine you are in a battle, and it is the second turn, so your units have just begun to engage the enemy in earnest. You win the initiative. Now, you can just leap in and start dishing out the damage, but if you do that then there is a 50/50 chance that in the next turn, your opponent will actually get a 'double' Phase – they will perform actions with all of their units and then, if favoured by the Dice of Fate in the next turn, immediately perform actions all over again. So, you need to make sure you give your opponent a bloody nose if you choose to go first in this turn, in order to counter that.

If you instead choose to make your opponent go first, you need to weather what they dish out before you can strike back, but here is the thing – you now have that 50/50 chance of the double phase but, just as important, if you do not get it, you *still* have that 50/50 chance in the turn after and your opponent *doesn't*. You can keep rolling over the subsequent turns with your opponent winning the initiative and stopping you from double phasing, but at some point they will fail and the double phase will come your way, and all the while you know your opponent will not be double phasing.

This system of initiative covers a series of turns, not just one. You can start influencing it when you are likely to get a double phase to best effect – not much use on turns 1 and 2, but could be extremely helpful on turns 4 and 5 when you are making your final push.



ACTIONS

When a single unit is selected by you in a turn, it must perform two actions before you can move on to another unit. These two actions must be performed at this time and you are not allowed to hold an action in 'reserve' to be used later in the same turn.

Move: Allows the unit to walk, run or otherwise travel across the table.

Shoot: Allows the unit to make ranged attacks against the enemy.

Melee: Allows the unit to rush into close combat to tear the enemy apart!

Special: Allows the unit to prepare itself to do something unusual, like load a complicated weapon, sabotage an objective, or use a special Talent.

A unit may choose to perform the same type of action twice in the same turn, or may choose any combination of the above. For example, a Spartan Hero may choose to perform two Move actions if he needs to cross open ground quickly. Alternatively, he may instead decide to Shoot at some approaching Athenians with a javelin before making a Melee to counter-attack them. If surrounded by the Athenians, the Spartan Hero may instead decide to perform two Shoot actions.

Over the next few pages, we take a look at these different actions more closely. The important thing to remember is that each unit gets two actions of your choice in every turn. Once all your units have taken two actions, your Phase is over and your opponent does the same thing.

Compulsory Movement

Sometimes a unit will be forced to move, regardless of what its player wants it to do. A Talent may force a unit to flee, for example. All compulsory

movement is done right at the start of a turn, before the Player Phases, regardless of whose unit it is.

CHECKS

When performing these actions during a game, you will sometimes be called on to make a check. This is done simply by rolling a dice and adding (or subtracting) the appropriate characteristic.

If the final result equals 6 or more, the check has succeeded!

For example, if a Spartan warrior with Ranged +1 is called on to make a Ranged check, to shoot a distant target, perhaps, its player would roll a dice and add the Spartan's Ranged score (+1). If the dice plus the Spartan's Ranged score totals a 6 or more the check is successful and he hits his target!

A roll of a 1 is always a failure, no matter what bonuses are being applied, and a roll of a 6 is always a success for a check.

Opposed Checks

Sometimes, you will be called to make an opposed check against an enemy unit. Roll a dice and add the appropriate characteristic, as for a normal check. However, the enemy unit also rolls a dice and adds its characteristic; the unit with the highest total wins the check. In the event of a tie, both units re-roll their dice.

VICTORY AND DEFEAT

The game will continue until either one side gains victory by achieving its objectives or when a certain number of turns have been completed.



MOVE ACTIONS

Every unit in *SPQR* has a Move score which shows how far it can travel across the table, in inches, with a single Move action. A unit need not move in a straight line and can make any number of turns to face in any direction you wish.

A Move action does not have to be taken to its full possible length and a unit can travel any distance up to its maximum value. Units may move through any friendly units freely but may not move through an enemy unit.

If a unit consists of more than one model, all models within it must always move so they can form an imaginary 'chain' with every other model in the same unit, with no gap in the 'chain' being more than 1" between models.

When moving a unit no individual model may be moved further than its Move characteristic.

TERRAIN

Terrain in *SPQR* is anything that is placed on the table that is not a unit – this can be anything that is part of the landscape, such as buildings, ruins, rivers and hills. You will quickly find that the more terrain you use, the better the game, as your units will have a chance to leap behind walls and dodge behind buildings in an effort to avoid incoming missiles. If you just play on a flat 'desert' you will discover your warband gets mowed down by a hail of missiles.

Rough ground and other hazards can slow a unit down or stop it altogether. All terrain is defined as one of the following.

Clear Terrain: Includes roads, low hills and shallow streams – anything that appears to be easy to move over. Clear terrain will not hinder movement at all, and so there is no reduction in the unit's Move score.

Difficult Terrain: Includes steep hills, woods, ruins, and barricades – anything that looks like it would be difficult for most units to cross. Any models within a unit trying to cross difficult terrain will have their Move halved during that Move or Melee action.

Impassable Terrain: This is terrain that is impossible for a unit to cross, no matter how hard it tries! Huge walls without openings, cliff faces and deep crevices are all examples of impassable terrain. A unit cannot cross impassable terrain – hence its name!

Dangerous Terrain: Some terrain is positively lethal! This includes deep pits, fast flowing rivers and vegetation filled with carnivorous animal life. Dangerous terrain is treated in the same way as difficult terrain except a unit must also make an Agility check after it has completed any action. If it fails, roll a dice – the unit automatically loses this many Wounds, plus the number it failed the Agility check by.

Cover

Some terrain will provide cover for units that take advantage of it. This is discussed more thoroughly under Shoot actions on page 10.

CLIMBING AND JUMPING

To get the best advantage over an enemy, one must use terrain to its best effect. A warrior at the top of a tall structure can get a clear shot at approaching enemies, while others may be skilled ambushers, attacking from places their enemies never suspect.

Climbing

So long as a suitable means of climbing is present on terrain (such as a ladder, or plenty of hand and footholds), then a unit may climb or descend one 'level' (approximately 4-6") with each Move action. However, all of its models must start and end each turn on a flat surface.

Jumping

A model may jump across a gap of less than half its Move with no difficulty, so long as the surface it is leaping to is no higher than the one it is leaping from. Simply count this as part of its Move or Melee action.

A model may leap further, up to a maximum distance equal to its Move. Again, count this as part of its Move or Melee action, and the surface it is leaping to must be no higher than the one it is leaping from. However, it must also take an Agility check. If successful, the jump is made and the model is moved from one surface to the other. If the check is failed, the model will fall down the gap! See the rules on Falling on page 17.



SHOOTING ACTIONS

Simple manoeuvring will not win you a battle – you have to destroy the enemy as well, and ranged weaponry is always a good way of doing that!

To perform a Shoot action, a unit must be armed with a ranged weapon, such as a bow or javelin. It must also have Line of Sight to its target and the target must be in range of its weapon.

A unit may not choose to perform a Shoot action if an enemy unit is in close combat with it (see page 12). A unit with no Ranged score may never perform a Shoot action.

LINE OF SIGHT

A model in a unit must be able to see its target, or at least part of it, in order to be able to shoot at it. This means you may have to bend down to the table's height for a unit's eye view! So long as you can see at least part of the target's body (flags and banners do not count!), then the unit has Line of Sight, and you can check the range.

Models within a unit do not block Line of Sight to other models in the same unit.

RANGE

Every weapon used for shooting has a Range characteristic. Measure a straight line from the base edge of each model in the attacking unit to the edge of the base of the closest model in the target unit. Every model that is within their weapon's Range may attack.

You cannot target units locked in close combat with a ranged attack, even if they are in range and Line of Sight – there is too much of a chance that you will hit your own men!

WEAPON CHARACTERISTICS

Like units, weapons have characteristics too, showing how powerful they are in battle.

These are the characteristics of a basic javelin:

WEAPON	RANGE	SPECIAL RULES
Javelin	10"	Lethal 2, One-Shot

Range: The maximum distance a weapon can be used at in a Shoot action.

Special Rules: Some weapons have special rules that make them exceptionally powerful (or weak!). A full description of all weapon special rules can be found on page 19.

MAKING A RANGED ATTACK

Once you have selected a target unit during a Shoot action, and have checked it is in Line of Sight and in range, it is time to unleash hell!

To make a ranged attack, go through the following steps:

- The attacking unit makes a Ranged check for every model in the unit that is making a ranged attack – each attacking model must be within range and have Line of Sight to at least one enemy model in order to make its Ranged check.
- Every dice that scores 6 or more is a successful attack! However, these dice may be modified by the Ranged Attack Table.
- Each successful attack will deduct one Wound from the target unit.



As with all checks, a roll of a 1 is always a miss and a 6 is always a hit. If an enemy model's Wounds are reduced to 0 or less then it is removed from the game – either dead or very badly injured.

Ranged Attack Table

Ranged attacks may be made easier or more difficult, depending on the target and who is doing the attacking. The dice rolled for an attacking unit are modified by the conditions listed on this table:

MODIFIER	CONDITION
-1	Long Range: If <i>any</i> model in the unit is more than half the Range of its weapon away from the target, then the <i>whole</i> unit suffers a -1 penalty to its Ranged check.
+1	Large Target: This bonus is applied for every ten models in the target unit – so, when attacking a unit of 24 models, a +2 bonus would be applied.

Larger Units

When a unit loses Wounds, models should be removed (starting with those closest to their attacker) to reflect this. Most of the time, each model in the unit will only have one Wound, and so you can remove one model for every Wound the unit loses.

In cases where models in a unit have more than one Wound each, you must always try to remove complete models. Any Wounds that are left over because there is not enough to remove a model must be noted down and will be applied the next time the unit loses Wounds.

For example, a unit of Athenian Cavalry has 2 Wounds for every model and a ranged attack from a unit of Helots with slings scores 3 Wounds. One Athenian Cavalry model is removed, and the extra Wound is noted. If the Athenian Cavalry were to suffer a second attack that also scored 3 Wound, it would then lose two models – one for two of the Wounds as normal, and the other because the extra Wound is added to the one that was noted earlier.

ARMOUR

It is a foolish (or insanely brave!) warrior who goes into battle without at least a little protection. A unit with armour who suffers damage from a ranged



attack may escape harm altogether as the armour can absorb the hit, rather than the unit itself.

When a target has been hit by a ranged attack, it must make an Armour check by rolling a dice and add its Armour score. If the result is 6 or more, then no Wounds will be lost. The attack has been deflected!

Note that a roll of a 1 for Armour is always a failure, no matter what your Armour score is.

COVER

A target can sometimes be obscured by terrain and other units, making it much harder to hit or hurt.

When checking for Line of Sight, you may find the target unit is partially hidden by a building, rock, wall or something similar. If more than half of a single model is obscured, it has cover. If more than half of all the models in a unit are similarly obscured, then the entire unit will benefit from cover.

There are two types of cover.

Light Cover: This is cover that obscures the target but otherwise provides no great protection from incoming arrows and javelins. Examples include dense vegetation, smoke or a crowd of panicking farmers.

Attacking a target in Light cover will inflict a -1 penalty when making a ranged attack.

Heavy Cover: This will provide a unit with some decent protection and includes thick walls, buildings and dense woods.

Attacking a target in Heavy cover will inflict a -1 penalty when making a ranged attack. In addition, the target will receive a +1 bonus to its Armour check.

MELEE ACTIONS

If an enemy is in cover, he can be very hard to defeat – sometimes, you might find it useful to simply charge in and root him out with close combat! While this can be exceedingly dangerous (you will present an easy target as you come rushing in), it is usually decisive, one way or the other.

When performing a Melee action, a unit moves into contact with one or more enemy units. If it is unable to do so (its Move score is not high enough to reach an enemy, for example), then this becomes an ordinary Move action instead.

A unit using a Melee action must try to get as many of its models as possible into contact with the enemy unit. Those that cannot get into contact with an enemy must try to get as close as possible.

When moving as a Melee action, the unit obeys all the rules for terrain as described under Move actions on page 9, and all models must still be able to form an imaginary chain with no gaps more than 1" wide, as covered on page 9.

WEAPON CHARACTERISTICS

Like ranged weapons, melee weapons also have characteristics.

WEAPON	SPECIAL RULES
Dagger	–

Special Rules: Any special rules the weapon uses are shown here. A full description of all special rules for weapons can be found on page 19.

FIGHTING IN A MELEE ACTION

Once a unit making a Melee action moves into contact with an enemy unit, the scrap starts!

To make an attack, go through the following steps:

- Every model in both the attacking unit and enemy unit makes a Melee check with each Melee Dice it possesses.
- Every dice that scores 6 or more is a successful attack! For every ten models in the unit, a +1 bonus is added to all of its Melee checks.
- Each successful attack will deduct one Wound from the target unit.

As with all checks, a roll of a 1 is always a miss and a 6 is always a hit. If an enemy model's Wounds are reduced to 0 or less then it is removed from the game – either dead or very badly injured.

Skilled Fighters

Highly skilled warriors are just as adept at deflecting and dodging incoming attacks as they are slaying the enemy.

If a unit has a Melee score that is more than twice as high as the enemy it is fighting, the enemy suffers a -1 penalty to its Melee checks.

Note that this can make life very difficult for light infantry and skirmishers unless they seriously outnumber their more skilled enemies!

Larger Units

When a unit loses Wounds, models should be removed (starting with those furthest from their attacker – we assume models are stepping up to fill the gaps as others fall to the enemy) to reflect this, just as with ranged attacks. See page 11 for more details.

ARMOUR

Armour is very useful in close combat, and is treated in the same way as for ranged attacks (see page 11).

MULTIPLE UNITS IN CLOSE COMBAT

There will be many instances in battles where one or both sides have more than one unit involved in a single close combat. Such fights are conducted using the normal rules, with each unit performing its actions separately.

ONGOING CLOSE COMBAT

If both units are still standing and in contact with one another at the end of a Melee action, then they are locked in close combat, a true fight to the death! Once a model is in contact with an enemy, it may not move out of contact with that enemy until

- One side is killed or destroyed;
- One side chooses to flee.

FLEEING CLOSE COMBAT

A player may decide that his unit has no chance against its opponent – perhaps he has inadvertently placed his unarmoured archers in close combat with a mighty Hero!

When locked in close combat, you may choose to perform a Move action. However, before your unit can move, every enemy unit in contact with it first fights an immediate round of close combat. The fleeing unit does not make any attacks of its own.

If it survives, it may then continue the Move action as normal.

COVER AND MELEE ACTIONS

An enemy dug deep into cover can be hard to shift! If a unit moves to engage an enemy that is in cover, then its opponent can force it to re-roll any and all of its Melee checks.

Once this Melee action has been completed, the attacker will not suffer this penalty for future Melee actions against the same unit, as it is assumed it will have clambered over or through the cover.

With Your Shield, Or On It

Soldiers running from combat tended to drop large shields as the weight slowed them down. This is covered in more detail on page 26.



SPECIAL ACTIONS

Special actions are used when a unit does something, well, special. Throughout these rules you will find various 'special cases' that use Special actions. For example, some complicated weapons require a unit to take a Special action before it can take a Shoot action. If a unit needs to sabotage an objective, it must perform one or more Special actions to do so.

A Special action may only be used to do one thing. For example, a unit may not use a single Special action to use a complex weapon *and* sabotage an objective. This would require two separate Special actions.

HIDING

A unit behind or within cover may hide by taking two consecutive Special actions in the same phase.

When an enemy unit tries to draw Line of Sight to it, the unit may then claim it is hiding and negate that Line of Sight, so long as at least half of its models are obscured by the terrain granting the cover. A unit will remain hiding in this fashion until the start of its next phase, when it may choose to take two more Special actions to continue hiding.



TROUBLE IN GAUL

You have now read everything you need to play *SPQR*! There are other rules for you to consider beyond this point, and you have the exciting world of campaigns to delve into with many different warbands, but you now know all the basic rules of the game.

Time to put them into practice!

Trouble in Gaul is a short introductory scenario that will allow you to get to grips with everything you have read so far. Relations between the Gauls and

occupying Romans have deteriorated, no doubt due to Gallic scheming (or Roman arrogance, depending on your point of view). Both forces are watching one another and constant patrols are dispatched to protect valuable territory. Two patrols run into each other in the wilderness and, eager to claim glory for their people, both rush to chase off the enemy.

Two players are needed to play Trouble in Gaul. One takes the Roman warband, the other the Gauls.

ROMAN WAR BAND

The Roman warband is made up of one unit of legionaries, the finest soldiers Rome has to offer. There is one unit of 5 Legionaries.

ROMAN LEGIONARY

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+2	2D	+0	+2	+3	1

Equipment: Chainmail Shirt, Large Shield, Sword.

Large Shield: The shields the Legionaries carry is extremely useful, as it can easily parry all but the strongest of blows. Whenever the Legionaries are attacked, either by ranged weapons or close combat, they may each force their enemies to re-roll two Ranged or Melee checks.

Sword: This is a very useful close combat weapon, allowing the Legionaries to Parry the blows of their enemies. If the Legionaries get involved in close combat, they may each force their opponents to re-roll one Melee check every time they fight. This stacks with their shields, so each Legionary can force up to three Melee checks to be re-rolled in every Melee action!

GALLIC WAR BAND

The Gallic warband is filled with Tribesmen, the poorest and least experienced of their tribe. They are not very well-equipped compared to their enemy – fortunately, they greatly outnumber the Romans. There are two units of 10 Tribesmen each, equipped with either bows or slings.

GALLIC TRIBESMEN

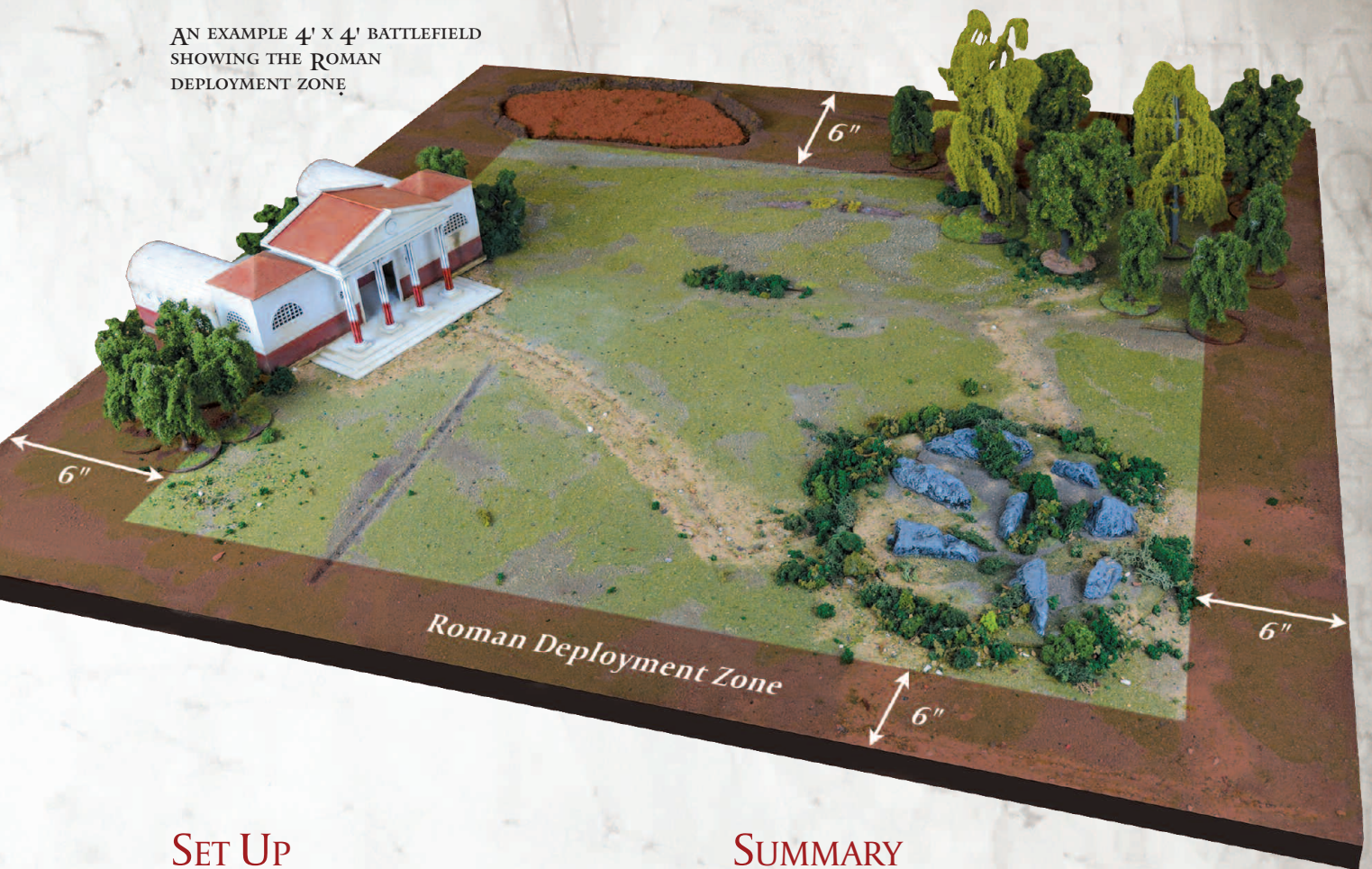
TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	2D	+1	+1	+0	1

Equipment: Bow or Sling.

Bow: A traditional weapon for hunters, the bow has a good rate of shooting and remains lethal at its 20" range.

Sling: With the simple use of a leather sling, a small stone or lead bullet can become a lethal missile, capable of killing at a considerable range of 30". However, it is slow to use, and a Special action must be performed before a Shoot action can be made with it.

AN EXAMPLE 4' X 4' BATTLEFIELD
SHOWING THE ROMAN
DEPLOYMENT ZONE



SET UP

The fight is played out on a four foot by four foot battlefield.

Gauls: The Gauls are not very well led and have been caught by surprise. They are deployed first, anywhere on the table, and the two units must be placed so they are at least 24" apart.

Romans: The Romans are placed next, within 6" of any table edge.

Who Goes First?: The Roman player takes the first Phase of the battle.

SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been removed from the table.

The remaining warband is the victor.

SUMMARY

The warbands featured in this battle are relatively small, and are composed of weakly armed troops. As you continue through the Advanced Rules and Warbands sections of this rulebook, you will discover many more warriors eager to prove themselves on the battlefield.

You will find that Rome has trained its own slingers and can field the mighty Scorpio war machine. The Gauls can match this with their highly prized warriors, men and women eager to throw themselves into battle wielding a wide variety of weapons. Both can be led by mighty heroes who can hold an entire warband steady against the worst enemies, or carve their way through the foe. You will learn there are other warbands that can appear in your battles, such as those from Britain or Germania. If you wish to explore forces from other periods of ancient history there is Imperial Rome, the classical Greek city states, and enough soldiers from the Persian empire to drink rivers dry.

This one small skirmish between Romans and Gauls, its warriors completely forgotten by history, is just the start of many epic battles that will take place on your tabletop.

ADVANCED RULES

Once you have read through the basic rules and played the Trouble in Gaul scenario once or twice, you will have a good understanding of the game. This chapter introduces a range of advanced rules greatly increasing your tactical options, and allows you to play with many different types of unit.

CHALLENGES

When Heroes meet on the battlefield, there can be a titanic clash of arms and lesser soldiers are advised to keep clear. Some Heroes deliberately go looking for enemy leaders, calling them out to face them in single combat.

Any Hero involved in close combat may issue a challenge as part of his own Melee action. This may be answered by any one Hero of the opposing player's choice who is also involved in the same close combat. However, if one or more Heroes are present and none answer the challenge, all are placed towards the rear of the unit and may not take part in the close combat at all until they are the only models left or they issue their own challenge as part of their Melee actions later on. They are, of course, free to flee from close combat by taking a Move action as normal.

If the challenge is accepted, place the two Heroes in contact with one another. They fight independently of any other models involved in the close combat; they cannot be harmed by any other models and cannot make attacks against any model except the Hero they are facing.

If one side has more models in the close combat than the other, its Hero may re-roll any one Melee or Armour check during the challenge, as the momentum of the fight is clearly with them.

The challenge will go on until one Hero has been defeated by the other!

Note that a close combat is deemed to be ongoing if a challenge has yet to be resolved, even if all the other models on one side have been removed as casualties – even if they cannot directly act, the survivors will be cheering their Hero on!

In addition, note that it is possible to issue a challenge even if two enemy Heroes are the only ones involved in the close combat – they are obviously old rivals and have scores to settle. In this case, it is not possible for one Hero to avoid the challenge (there is no one to hide behind!) and the challenge has to be accepted.

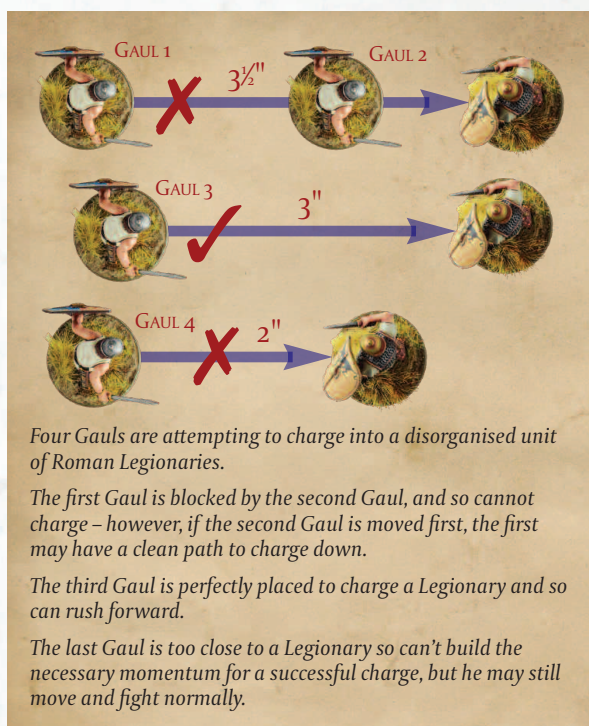


CHARGING

If, when moving a unit into close combat, all your models are able to move in a straight line before contacting the enemy unit, you will gain a bonus for charging, reflecting the momentum of someone running full tilt into the enemy!

Every charging model will gain the Lethal special rule (see page 19) to all of its attacks. If a model already has the Lethal rule, it will add one to its Lethal score (effectively making a charge grant it Lethal +1).

All of your models must be able to move at least 3" in a straight line towards the enemy unit before getting this bonus.



DUAL WEAPON FIGHTING

Whether it is a matter of wanting to deal twice the damage or just pure style, some warriors opt to take and use two close combat weapons in battle.

A unit wielding two close combat weapons at the same time gains a bonus Melee Dice and can choose which weapon to use during any Melee action (and can switch between the weapons during consecutive Melee actions should the player so wish).

A unit using two close combat weapons obviously cannot use a shield.

FALLING

Sometimes a misjudgment is made, and an otherwise brave manoeuvre results in a long fall, such as when a model tries to leap a gap and fails.

If a model falls, it is placed on the next available surface downwards (which could be a long way down if it was trying to leap between two towers!). It then immediately takes damage.

DISTANCE FALLEN	NO. OF WOUNDS LOST PER MODEL
4" or less	0
4" to 6"	1
6" to 10"	2
10" to 15"	4
15" or more	All Wounds lost

The damage taken and the number of Wounds deducted depends on the distance fallen, as shown on the table below. An Agility check can be made to halve the damage (rounding up).

HIT AND RUN UNITS

The kings of the battlefield are heavy infantry and cavalry, but lighter troops will almost always be present. Light cavalry and skirmishers on foot fulfil an important role but they must always be wary of getting trapped by heavier units or risk being cut down in an instant.

A unit that is listed as being able to Hit and Run in the warband lists uses the following rules.

If an enemy performs a Melee action to get into close combat, the Hit and Run unit may attempt to flee. As soon as the Melee action is declared, the Hit and Run unit may make a Bravery check. If successful, it immediately performs a free Move action. The enemy unit then completes its Melee action (though it will now likely find itself out of range).

A Hit and Run unit may only perform this free Move action once every Turn but may attempt the Bravery check to do it multiple times.

ANCIENT RUINS HOST AN ENCOUNTER BETWEEN A THEBAN SACRED BAND AND THRACIAN WARRIOR MERCENARIES



KNOCKDOWNS

Some attacks are so powerful, they will literally knock a Hero off his feet!

Unless otherwise stated by a special rule or Talent, only a Hero may suffer from a Knockdown. Even the mightiest attack cannot Knockdown an entire unit of warriors! Models with the Cavalry type are immune to Knockdowns.

A unit that has suffered a Knockdown is laid on its side to represent this. In its next phase, the unit must spend a Move or Melee action to stand up again – it may not move any further during this action.

Until the unit is standing, it is considered to be prone. Other than a Move action to stand, it may not take any other actions, and will suffer a -2 penalty on all checks it is called upon to make.

LEADING UNITS

A single Hero may lead a friendly unit, simply by taking a Move action and moving within 1" of any model in a friendly unit that has yet to take any actions. He then immediately counts as being part of the unit in every way (including adding to the number of models in the unit to gain bonuses as shown on page 12) and the unit may now perform its own actions with the Hero within it. The following special rules now apply.

- The Hero makes all of his attacks separately, but is assumed to be taking part in the unit's own attacks and will gain the normal bonus if his unit numbers ten or more models. As Heroes tend to have better Ranged and Melee scores than those they lead, you may find it quicker to roll his attacks with the rest of the unit but use different coloured dice.
- He must follow the same actions as the rest of the unit (in effect, the unit is copying what he is doing), and may use any Talents permitted by each action.
- The Hero abides by any special rules possessed by the unit. However, he does not pass on any special rules he possesses to the unit unless specifically stated in his description.
- The unit may use the Hero's Bravery score for any Will to Fight checks. Note that while the Hero may ignore the effects of the Will to Fight check as normal, the unit he leads may not.
- The Hero may not be 'picked out' by an enemy's ranged attack, unless the attacker is also a Hero.
- The Hero may leave the unit at the start of any Phase by performing a Move action.

If more than one Hero joins the same unit, they all follow these rules. The Heroes' player may choose which to use for the unit's Will to Fight checks.

STUNNING

Several weapons and Talents can Stun an opponent, rendering them insensible for a short time. A unit will lose one action from its next phase for every Stun it suffers. Until it can perform an action, a unit counts as rolling a 1 for every Agility and Melee check it is required to make.

WEAPON SPECIAL RULES

Some weapons have special rules that reflect the way they were used on ancient battlefields.

Inaccurate

This weapon is either shoddily built or almost impossible to aim properly. Whenever using this weapon, re-roll any successful Ranged or Melee check.

Lethal X

This weapon is truly terrible. The Lethal score is used as a penalty to an opponent's Armour checks and is also the number of Wounds removed from a unit upon a successful strike – however, a Lethal weapon cannot remove more than one model from a single successful attack unless it is being wielded by a Hero.

Long

Weapons with reach, such as spears, allow their wielder to keep attackers at bay and strike almost with impunity. A unit using a Long weapon gains a +1 bonus to its Melee checks when fighting an enemy who does not also use a Long or Very Long weapon. A Long weapon may not be used in dual weapon fighting.

One Shot

This is a single weapon, such as a javelin, that once thrown cannot be used again. Only one attack may be performed with a One Shot weapon in each battle.

Parry X

This weapon is well suited for knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee checks for every model in the unit that has this special rule. If a number follows the term Parry, this is how many Melee checks an opponent may be forced to re-roll. A unit with numerous weapons and/or Talents that grant the Parry rule may use all of them in a close combat,

potentially re-rolling several (or all!) of its opponent's Melee checks.

Some equipment, such as shields, also allow you to Parry ranged attacks as well.

Remember, you cannot re-roll a re-roll, so if a unit has more Parries than an enemy has attacks, the remainder cannot be used.

Short

Weapons without reach, such as daggers and knives, grant a great advantage to an enemy, allowing them to strike first while keeping the wielder at bay. A unit using a Short weapon suffers a -1 penalty to its Melee checks when fighting an enemy who does not also use a Short weapon.

Slow

Some weapons are difficult to use or require reloading after every shot. Before a Shoot action is performed to use this weapon, a Special action must be taken immediately beforehand.

Smasher

This weapon is so heavy and brutal when swung with force that it is impossible to stop. A Smasher weapon cannot be Parried by any means.

Two-Handed

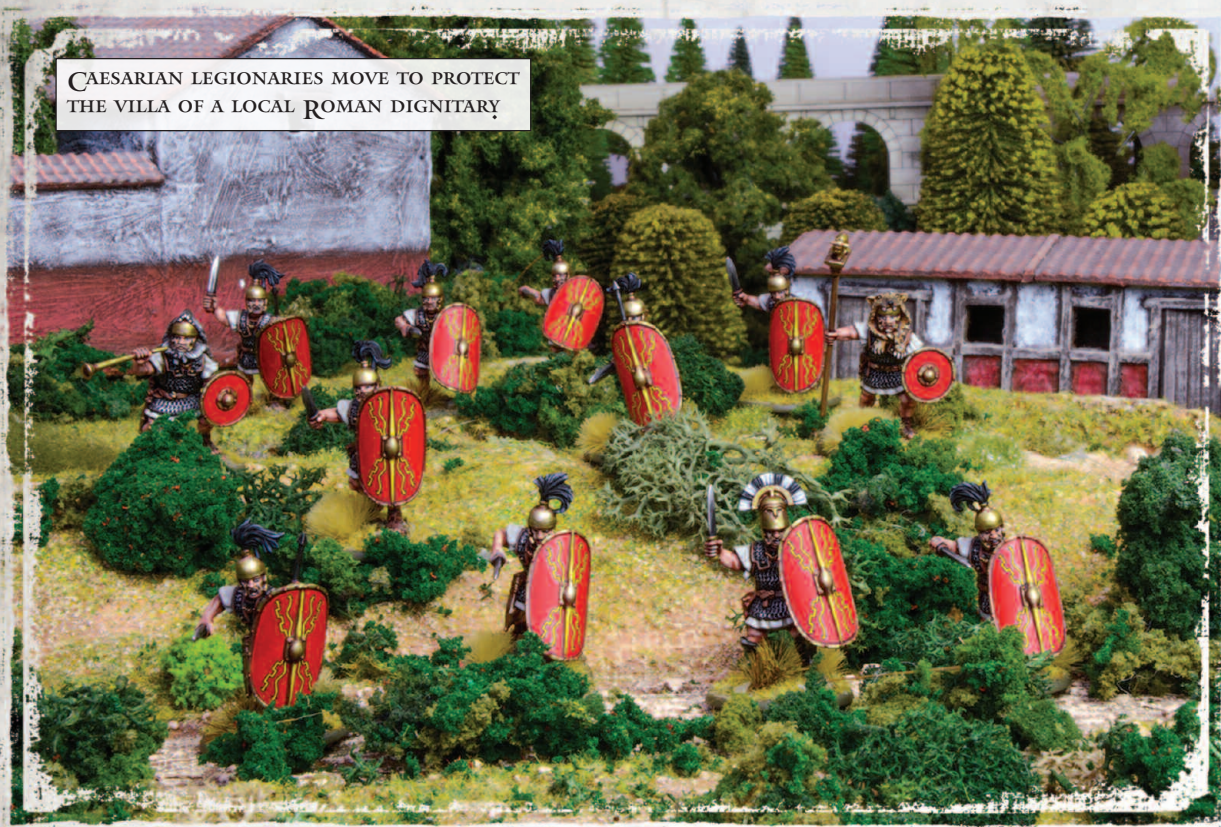
This weapon requires two hands to properly wield and so may not be used with a shield or second weapon, nor may it be used for dual weapon fighting.

Very Long

Weapons with extended reach, such as pikes, allow their wielder to keep even spearmen at bay while in battle. A unit using a Very Long weapon gains a +1 bonus to its Melee checks when fighting an enemy who does not also use a Very Long weapon. However, if the enemy wins a round of close combat, the Very Long weapon may not be used for the rest of the combat. A Very Long weapon may not be used in dual weapon fighting.

Weak

This weapon is decidedly blunt or delivered with little force, making it easily foiled by armour, or even thick clothing. Units struck by this weapon gain a +1 bonus to their Armour checks against its attacks.



WILL TO FIGHT

Even the most battle-hardened warrior knows that it is sometimes better to run away than fight to the bitter end. This is represented by the Bravery characteristic.

At various points in a fight, a unit may be called upon to make a Will to Fight check. This is done by rolling a dice, and adding its Bravery score.

If the result totals 6 or more, then the unit toughs out whatever adversity it faces, and stays in the fight.

If the check is failed, then a number of models are immediately removed from the unit, equal to the amount by which the Will to Fight check was failed. They have run away, and are now scurrying for safety!

Heroes may always opt not to take Will to Fight checks, choosing to fight until the bitter end.

Throughout *SPQR*, there are times when a Will to Fight check must be made. However, units must always make an immediate Will to Fight check when faced with the following circumstances:

- If a unit has Line of Sight and is within 12" of a friendly Hero who is removed as a casualty.

- If a unit's warband is reduced to one quarter of its original starting models, rounded down.
- If a unit is reduced to half or a quarter of its original starting models, rounding down.

LARGE UNITS

A unit composed of many warriors is much less likely to turn tail and run when it starts taking casualties than one with just a handful of soldiers.

A unit making a Will to Fight check gains a +1 bonus for every ten models currently in the unit.

VOLUNTARY RETREAT

A player may choose to voluntarily retreat his force – he may do this because it is clear he is not going to be able to defeat his enemy and he wishes to save his force more pain!

A player may choose to voluntarily fail any Will to Fight check, immediately removing every model in the unit. However, he may only choose to fail a Will to Fight check when a unit is required to make one. Not before!

THE PHALANX

Warfare in the Ancient world was, for a long time, dominated by the phalanx. It was so effective that forces who did not adopt its use were simply swept aside, and it continued to serve armies well right into the Punic Wars and was the basis of tight field formations throughout history.

The phalanx was a special formation of infantry, whereby all warriors in the unit would be arranged in tight rows. Those at the front would lock their shields together to form an impenetrable wall with each shield protecting both its bearer and, partially, the man to his left.

The ranks behind would lend their weight to those in front when their phalanx crashed against another, such confrontations becoming pushing matches as much as slaughter. They would also be in position to use the prime weapon of the phalanx, the spear. With a long spear, they were able to thrust above the heads of those in front to stab at the enemy.

Thus, an approaching enemy was confronted with a fortress of spears. The only reasonable method of attack was to employ a fortress of spears of their own, preferably with more men.

It was the Greek hoplite who adopted the widespread use of the phalanx as the main method

of waging war (though similar formations had evolved elsewhere in the world, as creating a wall of shields is an obvious thing to do), and his equipment reflected this manner of fighting. The large round shield protected a wide surface area, providing protection for both the hoplite and his neighbour, while the long spear allowed him to attack enemies who were not right in front of him.

A sword could be employed if a spear was broken or lost, or if the press of men between the two opposing forces was too tight to use it effectively. The sword was perfect for stabbing or slashing at the enemy, particularly if the blows were aimed below the row of shields. Metal greaves to protect legs followed this tactic quickly.

Finally, the enclosed helmet was invaluable as half a dozen or more spear points could be thrust at a single warrior at any one time, and he could not rely on his shield or reflexes to avoid them all. Most thrusts would be deflected by the curved surface of the helmet and only a truly (un)lucky stab to the eyes or mouth would prove lethal.

Warbands in *SPQR* are not massive armies and have fewer men than a single phalanx would in a larger force. However, even a handful of men can benefit from the discipline of a phalanx and the protection it provides.





USING A PHALANX

Certain units in the warband lists later in this book are listed as being able to use the Phalanx rule. In order to initially form a phalanx, at the start of a Phase every model in the unit must:

- Have at least nine other models in the unit.
- Be in base contact with another model in the same unit so they form a continuous mass of models with no gaps.
- Be arranged in ranks of at least five models each. The final rank at the rear of the unit may have less than five models.
- Not be locked in close combat.

Once a phalanx has been formed, the unit obeys all of the following rules.

Facing

A Phalanx has a facing (see page 4) and all models in the Phalanx must face the same direction – failure to do so will negate the effects of the Phalanx.

Movement

A Phalanx may only be moved forward into its front facing without any models turning or pivoting in any way. It may 'drift' to one side or another but

every model in the unit must remain within the front facing of the Phalanx's original position, as shown in the example on the opposite page. A unit in a Phalanx always moves at the speed of its slowest model and every model suffers a -1 penalty to its Move score.

Ranged Attacks

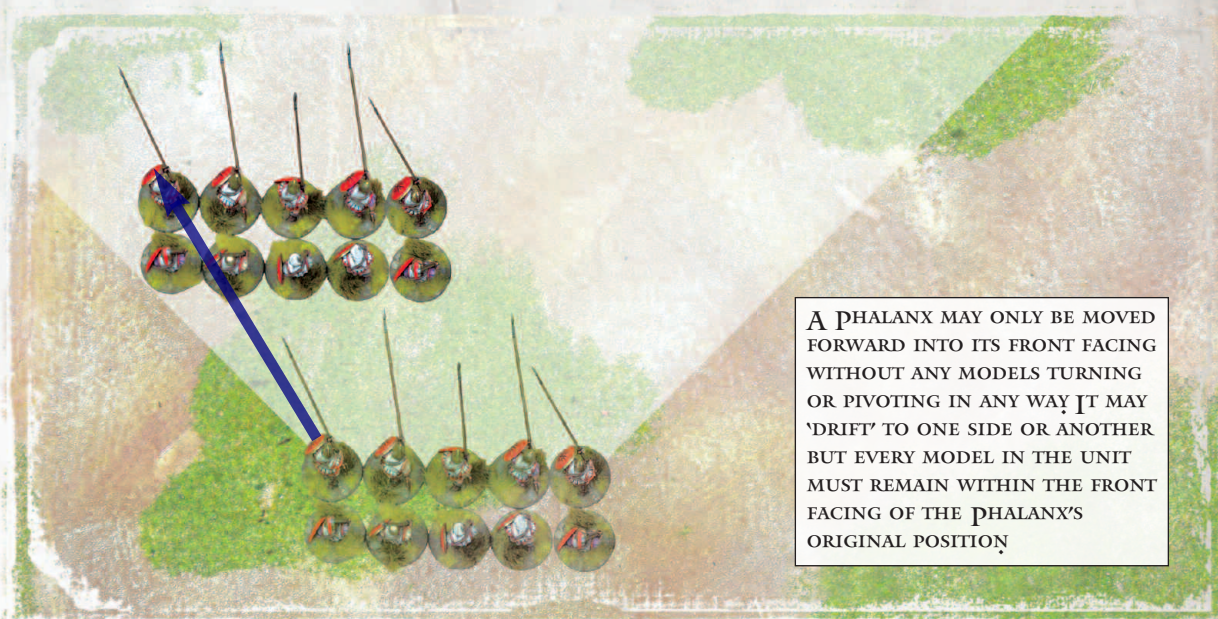
A Phalanx may make shooting attacks as normal but only against targets in its front facing.

However, a Phalanx makes a very good target as its tightly packed men cannot avoid incoming missiles so easily. A unit making a ranged attack against a Phalanx gains a +1 bonus to its Ranged checks. In addition, a Phalanx may only parry ranged attacks with its shields from its front facing.

Melee Actions

During a Melee action, a Phalanx is not required to move as many models as possible into contact with the enemy as other units do, as the strength of the Phalanx comes in part from the weight of men behind the front row. However, it must always try to get as many models in the front rank into contact as possible, but need not break the front rank to do this.

If the Phalanx is armed with Long or Very Long weapons and is charged by Cavalry models in its front facing, those weapons gain the Lethal special rule against the Cavalry unit for that Melee action.



Defence

A Phalanx is obviously quite unwieldy on the battlefield. However, units that adopt it gain the following advantages:

- The unit gains a +1 bonus to all Bravery checks it is called upon to make.
- The unit gains a +1 bonus to all Armour checks made against all attacks (melee and ranged) made by enemies in its forward facing.
- Enemy units in the Phalanx's front facing suffer a -1 penalty to all Ranged and Melee checks they make against the Phalanx.

Breaking a Phalanx

A Phalanx may be broken (so the models in the unit are not subject to the benefits or limitations detailed in this chapter) at any time by performing a Move or Melee action that takes any of the models out of contact of one another.

In addition, a Phalanx is also broken if it is charged (see page 17) by an enemy in close combat from any facing other than forward.

All models must stay in ranks of five models or more, or the Phalanx will be broken.



EQUIPMENT

The ancient world has many weapons and tools available to warbands. Even a simple spear can greatly improve a warrior's chances of survival on the battlefield, and a rich Hero can afford the finest weapons money can buy.

All models should feature all the equipment purchased for them. The guiding rule here is that your opponent should know exactly what each of your models is carrying into battle without having to ask you.

CLOSE COMBAT WEAPONS

Most battles are resolved by spear or sword, and so most units will benefit from carrying some sort of close combat weapon.

Axe: Usually found in the hands of tribesmen or peasants, this tool still makes for a good weapon.

Club: When there is nothing else about, a club makes for a perfectly respectable weapons – so long as the enemy does not bring a spear.

Dagger: Typically a weapon of desperation on the battlefield, a good dagger or knife is still preferable to nothing.

Fists & Feet: When all else fails, kicks and punches can beat an enemy to a bloody pulp.

WEAPON	SPECIAL RULES
Axe	Lethal 1
Club	Smasher
Dagger	Short
Fists & Feet	Short, Weak
Great Axe	Lethal 2, Smasher, Two-handed
Large Club	Lethal 1, Smasher, Two-handed
Long Spear	Long
Pike	Very Long
Short Spear	–
Sword	Parry
Two-handed Sword	Lethal 1, Parry, Two-handed

Great Axe: A logical development of the common axe, this mighty weapon requires a great deal of strength to use properly but is all but unstoppable when swung with force.

Large Club: Too large to be wielded one-handed, this is a crude but surprisingly effective weapon.





Long Spear: By increasing the length of a spear's shaft, a warrior can be sure to launch a strike before his enemy gets within range to use his own weapon. An entire unit equipped with long spears is a tough proposition for an attacker.

Pike: The ultimate development of the common spear, a pike outreaches even a long spear

Short Spear: The most common weapon of a true warrior in ancient times, the spear is simple to use but still devastating when thrust through the flesh of an enemy.

Sword: The weapon of heroes, a sword is an extremely versatile tool, bested only by long spears and ranged weapons.

Two-handed Sword: A mighty weapon that takes strength to wield, but is heavy enough to break through armour and yet adaptable enough to ward off enemy blows.

RANGED WEAPONS

The ability to destroy the enemy at range is one well valued, and many weapons have evolved to accomplish this.

Bow: A traditional weapon for hunters, the bow has a good rate of shooting and remains lethal at range.

Javelin: Too flimsy to be used effectively in close combat, a skilled warrior can throw a javelin accurately to deliver devastating attacks against an enemy. Javelins never suffer the penalty for Long Range attacks (see page 11).

Sling: With the simple use of a leather sling, a small stone or lead bullet can become a lethal missile, capable of killing at considerable range.

Stones: When nothing else comes to hand, a simple collection of heavy stones and rocks makes for a good set of improvised weapons, hurled at the enemy as they approach within short range.

WEAPON	RANGE	SPECIAL RULES
Bow	20"	—
Javelin	10"	Lethal 2, One-Shot
Sling	30"	Lethal 1, Slow
Stones	10"	—

ARMOUR

Even the most confident warrior recognises the value of a good breastplate. Armour can provide protection against the worst mistakes. A model may only wear one type of armour and carry a single shield. Some types of armour are heavy or cumbersome, and so inflict a penalty on the Move score of any model using them.

ARMOUR	MOVE	ARMOUR
Animal Skin	+0	+1
Arrow Apron	+0	-
Buckler	+0	-
Chainmail Shirt	-1	+3
Cuirass	-2	+3
Helmet	+0	+1
Large Shield	+0	-
Leather Armour	+0	+1
Linothorax	-1	+2
Lorica Segmentum	+0	+3
Scale Armour	+0	+2
Small Shield	+0	-

Animal Skin: Thick animal skins were sometimes worn to provide at least a degree of protection from the enemy. Worn around the neck and along the left arm, they could entangle spear thrusts and blunt the impact of stones or arrows.

Arrow Apron: This was a canvas or leather sheet attached to the bottom of large hoplite shields, often brightly decorated. It was designed to trap incoming arrows and sling stones, providing an extra measure of defence to the legs.

An Arrow Apron allows a model to re-roll any failed Armour check made against ranged attacks.

Buckler: The buckler was a tiny shield, utterly inadequate for stopping incoming arrows or sling stones. However, it was better than having nothing on the arm when a sword or axe was swung.

A buckler grants its carrier the Parry advanced rule (page 19) against close combat attacks only.

Chainmail Shirt: Small rings of metal linked together to form a shirt that covered the entire torso, this type of armour was to see widespread use among the legions of Rome and remained effective right through the medieval era.

Cuirass: Though extremely heavy and cumbersome, a bronze or iron cuirass represented the best level of torso protection of its era.

Helmet: Usually the first piece of armour taken by a warrior, a bronze or iron helmet provides effective protection for the head.

Note that a helmet cannot be combined with other types of armour except a shield (it is assumed other armour includes a helmet).

Large Shield: Many civilisations recognised the benefits of a larger shield, especially when equipping large units.

A Large Shield grants its carrier the Parry 2 advanced rule (page 19) which may also be used against ranged attacks.

If a unit carrying Large Shields flees from close combat (see page 13), it must make a Bravery check. If it fails, it will drop and lose its shields.

Leather Armour: A light leather chest and back piece or tunic typically used by skirmish troops.

Linothorax: Lighter than the bronze cuirass, the linothorax was a single piece of armour wrapped around the chest and back, with shoulder guards. Made of linen (perhaps sometimes leather), it was nevertheless still an effective guard against piercing spears and arrows, and cheap enough to equip entire armies. It also allowed better freedom of movement than metal armour of the time.

Lorica Segmentata: The classic armour of Imperial Rome, Lorica Segmentata was a type of cuirass consisting of metal bands held in place by leather straps. It was tougher to pierce than chain and yet lighter to wear, though it left both arms and legs vulnerable.

Scale Armour: Made from individual plates of metal, Scale Armour gave the appearance of a fish or reptile. Well made sets ensured any piercing blow would be met by at least two layers of scale,

providing superior protection without overly weighing the wearer down.

Small Shield: Made from wood or hide, and occasionally skinned with a thin layer of bronze, a Small Shield grants an agile warrior a measure of protection in battle.

A Small Shield grants its carrier the Parry advanced rule (page 19) which may also be used against ranged attacks.

EQUIPMENT

Items other than the essential weapons and armour are often carried into battle. Each is the product of hundreds of years of fighting, refinement and development. While equipment may not be directly capable of destroying the enemy, it will usually enhance the effectiveness of the fighting men who employ it.

Barding: There are various ways to armour a horse, from leather encasing its head and breast, through chainmail coats that cover neck, torso and haunches, right up to plated armour. A Cavalry model with barding adds an extra +1 to its Armour score but will reduce its Move by -1.

Camel: A unit riding camels is treated as the same as those riding horses except it may not double its Move score for one Move or Melee action in every Phase, nor may it use Barding. The unit may force horse-mounted enemy units it is in close combat with to re-roll all successful Melee checks. If the camel unit charges a horse-mounted enemy unit, the enemy must make an immediate Will to Fight check.

Horn: The use of a horn allows a unit to stay co-ordinated and allows it to perform sometimes quite complicated actions efficiently.

Once per battle, a unit that has at least one model with a horn may perform a third action in its Phase.

Horse: Mounting a man on a horse can turn him from an average warrior into the king of the battlefield, able to re-deploy quickly and run down enemies trying in vain to escape.

A unit mounted on horses gains the following benefits.

- It may double its Move score for one Move or Melee action in every Phase.

- It gains +1 Armour and +1 Hits. Unless a horse is bought as an option for a model, these increases will have already been factored into their characteristics.
- Both Short Spears and Long Spears gain the Lethal 2 rule when charging. The normal Lethal bonus for charging is not added to this.
- Armour worn by the rider does not inflict a penalty to its Move score.
- The unit changes its type from Infantry to Cavalry.
- When gaining the benefits from charging, a unit consisting solely of Cavalry models gains a +1 bonus to its Melee checks.

Pila: One of the signature weapons of Rome was the Pilum, a spear that was designed to bend or break upon impact, thus rendering it unusable by the enemy. A legionary typically carried two (collectively called Pila), one heavy and one light, throwing them at charging enemies. The light Pilum was thrown first, then followed by the heavier weapon at shorter ranges. Used correctly, the Pila could cripple a charge before it reached the Roman line.

The Pila may only be used once in every battle by a unit not already engaged in close combat, against an enemy that is moving into close combat with it. The enemy will gain no bonus for charging and may not use any Small or Large Shield to Parry in the first Melee action of the close combat.

Standard: Ranging from simple poles topped with cast metal idols or symbols to large, elaborately embroidered flags, a standard forms a focal point for a unit and, sometimes, an entire army. It is a natural rallying point for unsteady troops and loyal soldiers will fight harder if a standard is threatened by the enemy.

Any unit within 12" of a friendly standard may re-roll any failed Bravery check.



HEROES AND MINIONS

Most of the units in your warband will usually be Minions, faceless warriors or henchmen who have been sworn into your service.

The Heroes in your warband, however, will gain valuable experience as they fight and survive from game to game. As these Heroes rise in level, they will steadily become better at fighting and gain new Talents, allowing them to achieve incredible feats of martial prowess on the battlefield and become true legends!



MINIONS

These common warriors use the characteristics and special rules detailed in their Warband Lists. No matter how great their deeds, they are unlikely to ever to become notable Heroes.

CREATING A HERO

Unless otherwise stated, every model in your warband listed as a Hero starts at Level 1. You immediately add +1 to any two of the following characteristics, or +2 to just one: Move, Ranged, Melee, Melee Dice, Agility, Bravery and Wounds.

You then give each Hero two Talents.

TALENTS

Every time a Hero earns a new Talent (two at level 1 and one every level thereafter), select one from the next chapter and apply it immediately. Some Talents have prerequisites (such as already owning other Talents or having certain characteristic scores) which must be met before the Talent can be taken.

EXPERIENCE

Over time, if they survive, your Heroes will gradually become wiser and more skilled, able to perform incredible feats during battle. This is reflected by the Experience Points (also called XP) they earn.

During every battle, every Hero will gain Experience Points for the following actions:

- +1 XP for surviving a battle without failing a Will to Fight check
- +1 XP for every enemy unit destroyed or driven off*
- +1 XP for every Level of enemy Hero slain in a challenge.

* If the Hero was within a unit that destroyed or drove off an enemy unit, he still receives the XP for this.

LUCTERIUS, HERO OF GAUL



The table below shows how many Experience Points are needed to reach a new level, and what other benefits the Hero receives when he gets there.

Every time a Hero gains enough Experience Points to go up a level, the warband must spend 25 Denarii before the model actually attains the new level. These Denarii are added to the Hero's value and he may not gain any more Experience Points until they have been paid.

A model cannot go up more than one level per battle. If a model should gain enough Experience Points to

do so, it will stop one point short of that needed to go up the second level, with any excess lost.

CHARACTERISTICS

When a characteristic increase is earned, as shown by the table above, any characteristic for the Hero may be increased, with the exception of Armour.

No characteristic except Wounds can be increased to be more than two higher than the Hero started with in his warband list.

LEVEL	XP NEEDED	CHARACTERISTICS	WOUNDS	TALENTS
2	3	–	+1	+1
3	6	+1	–	+1
4	10	–	+1	+1
5	15	+1	–	+1
6	21	–	+1	+1
7	28	+1	–	+1
8	36	–	+1	+1
9	45	+1	–	+1

CAMPAIGNS

Once you have played a few battles with the *SPQR* miniatures game, it is time to start thinking about running a campaign. A campaign is a series of interconnected games, involving two or more warbands. Each game tells part of a story for the warbands involved, and you can watch the individuals in your warband become more experienced as the campaign unfolds.

You can think of a campaign as a kind of story, with each game being an instalment in the lives and wellbeing of your warband. The campaign as a whole is a complete epic verse!

Your campaign may be a simple struggle for supremacy between two warbands, such as Theban and Athenian warbands fighting over rich farmland and trying to take settlements away from one another. However, you can also make a campaign a huge, sprawling affair, perhaps basing it around a major event in history (such as the Punic Wars) with several different warbands run by a group of players. You can chart the progress of your warband while entire empires fall around it!

This campaign system is very quick and easy to play, and allows for a 'drop in-drop out' style that means a group does not need all members present in order to carry on playing. In fact, you will find it is even possible for a warband to move from one campaign to another (and back again!) without unbalancing either.

CREATING A Warband

There are plenty of warbands available in *SPQR*, allowing you to command a force of Spartans dedicated to defending Laconia, a barbarian invasion force intent on destroying the 'civilised' world, a group of mercenaries desperately trying to outrun a vengeful employer they slighted, or one of many others!

Warbands of Legend

Every warband list in this book has one or more Heroes of Legend, real personalities who fought real wars. They are normally used to help a warband in trouble, visiting briefly to help turn the tide against a superior foe who has a lot more Denarii to spend on warriors.

However, players may like to try using Heroes of Legend in their warbands on a permanent basis, perhaps reflecting the personal guard of the Hero or perhaps a period in history when the Hero was aiding an oppressed and weak warband. In this case, the player may simply 'buy' the Hero for the listed amount as he would any other unit in his warband.



There are a range of these warbands to choose from and we will be adding more in the future. Select a warband that best reflects your miniatures collection from the Warband Lists starting on page 55.

Every model, weapon and item of equipment in *SPQR* has a value in Denarii, showing you how much it is worth – you can assume this is the cost of hiring, training or buying each Hero, Minion or item.

You have 500 Denarii from which to buy models and equipment from the Warband List you chose. You must purchase at least one Hero to lead your force, and all Minions must be placed within units. Any Denarii left over can be saved for future purchases.

MINIONS

A warband may have any number of Minions, but a Minion may only take part in a battle if it can join and form a unit of at least five models (unless the unit entry indicates it starts with fewer models) and no more than thirty, of the same type and with the same weapons, armour and equipment. If a player has four or less Minions of the same type, they do not make a unit and will not take part in the next battle.

PLAYING A CAMPAIGN

Once every player has a warband ready for play, you must all agree on a Campaign Goal, the first warband to achieve this being the winner of the campaign. A selection of possible Campaign Goals are listed below, but you are welcome to create your own. Indeed, there is no requirement for every warband to have the same Campaign Goal – everyone could have their own unique path to victory!

- Each warband must play a set amount of games, with the overall winner being the victor of the most battles.
- Each warband must play a set amount of games, with the overall winner being the warband worth the most amount of Denarii.
- The first warband to field a level 10 Hero is the winner.
- The first warband to reach a total value of 5,000 Denarii or more is the winner.

Once the Campaign Goal has been decided, you are now free to start! Follow the steps overleaf.

What You See...

Units are collections of Minions who are all equipped with the same weapons and armour, and your models should reflect this. Does this mean that every model must be equipped in exactly the same way?

Well, not entirely. The important thing is that your models on the table should be representative of your warband on a visual level. If you have, for example, a unit of 20 Peltasts equipped with shields and javelins, no one should complain about the two models you have in the unit that have shields and slings that were included to make up the numbers. At the same time, if the unit contained ten men with javelins and ten with slings, it is easy to see that confusion could quickly arise.

The Golden Rule is this: Your opponent should know what the units in your warband

are and what they are equipped with just by looking at them, with little or no explanation on your part.

We regard this as just being polite.

As a rule of thumb, the vast majority (at least two thirds or three quarters) of the models in every unit should have exactly the weapons and armour listed on your warband. If you need to pad the unit out with a few models that are slightly different (don't go putting Roman Legionaries in your Hoplite unit!), the Gaming Police will not be busting down your door to arrest you for non-compliance.

If your opponent is not asking too many questions about the composition of your force, you have got the balance right.

1. Challenges

Any player can challenge any other player at any time. He simply selects an opponent to fight against and a scenario is rolled for on the table below. The player who made the challenge is the Attacker, if the scenario requires one.

DIE ROLL	SCENARIO
1	Border Invasion
2	Livestock
3	Occupy Sacred Ground
4	Sacking the Village
5	Fall of Heroes
6	Caravan

Alternatively, the player making the challenge can instead choose to roll on the scenario table dedicated to his warband (see the scenarios in each Warband List). Note that in some of these scenarios, the player making the challenge may not always be the Attacker. Each of these scenarios will state who the Attacker should be.

2. Fighting Battles

Once two players have a game arranged, it is time to prepare their warbands.

The Denarii value of the scenario is set by the player who has the greatest number of Denarii spent on his warband. If the opposing player has less Denarii spent on his warband, he may freely add models from his Mercenary List or Heroes of Legend until the Denarii value of his warband is equal to that of his opponent – he may not use Mercenaries to take a warband of greater value than that of his opponent.

Once the two warbands are ready, consult the scenario to set up the battlefield and deploy warbands, and then fight!

3. Calculate Victories, Update Rosters

Once every game has been played, players should determine who has won their scenarios and check to see if the Campaign Goals have been reached.

After that, Warband Rosters should be updated with any deaths and injuries (see below), and with Experience Points (see pages 28-29). Models that left the table due to failed Will to Fight checks are immediately returned to the warband.





The winner of a fight will earn 30% of the value of the warband he fought while the loser will earn 25% of the value of the winning warband. No warband can earn more than 300 Denarii in any single fight. These Denarii may be spent within your warband list immediately, adding new models or upgrading existing ones.

That done, go back to the first step and start arranging games again, until you find a winner of the entire campaign!

INJURIES

In the normal course of games, when a model is reduced to 0 Wounds, it is removed from the table as a casualty. However, a shot or blow that takes a model out of a fight does not necessarily mean the model is dead – it may have suffered a serious and debilitating injury, or may have just received a scratch and kept his head down during the rest of the fight (the coward!).

When a Hero is reduced to 0 Wounds, roll two dice and consult the table below after the game has been played to see what really happened to him. If an enemy Hero dealt the final blow that removed the Hero from the table, add +2 to the result.

DIE ROLL	WOUNDS SUSTAINED
6 or less	Scratch
7-10	Injured
11	Crippled
12	Dead

Scratch: The Hero has suffered a nasty wound and is knocked unconscious. However, the Hero will recover quickly and be ready to take his place in the next fight in the campaign.

Injured: The Hero has suffered a serious injury. The Hero will miss the next campaign game as he recovers.

Crippled: The Hero has suffered a permanent and debilitating injury. He will miss the next two campaign games as he recovers and must roll on the Injury Table (below), applying any effects permanently to his characteristics.

Dead: The Hero is dead. Remove him from the Warband Roster permanently.

Injury Table

DIE ROLL	INJURY	PENALTY
1	Leg Wound	-1 Move
2-3	Arm Wound	-1 Melee, may not use two-handed weapons
4-5	Head Wound	-1 Ranged
6	On Death's Door	Roll a dice. On 1-3, -1 Bravery. On 4-6, +1 Bravery

INJURED MINIONS

Minions do not roll on the Injury Table when they are removed as casualties. Instead, roll one dice for each Minion that has become a casualty.

On a 4 or more, they are returned to the warband with no ill effects. On a 3 or less, they are dead, have run far away, or otherwise failed to return. They are removed from the warband permanently.

SCENARIOS

These scenarios allow you to dive right into *SPQR*, pitching warbands into a variety of tactical situations. Scenarios are also used in campaigns, where they form the scene against which opposing warbands battle one another for dominance.

TERRAIN IN THE ANCIENT WORLD

Battles in the ancient world can take place all around the Mediterranean, Europe and neighbouring areas. Rolling hills and grasslands are an obvious choice, but consider using some of the following as a change of pace from time to time:

- The centre of a mighty Greek city.
- A huge forest, with streams and clearings.
- A hot desert.
- Around a ruined fortress.
- The deck of a ship crossing the sea.

Battlefields in *SPQR* are assumed to be about four feet square, though larger warbands can easily make use of the 'standard' six foot by four foot wargames table, and players looking for a fast and bloody game might like to try a two foot square table. However, these are not strict measurements and anything in-between can support a lot of furious battles!

RANDOM SCENARIOS

Scenarios in campaign games (see page 30) are generated randomly and players of one-off or

standalone games may like to do the same thing, rolling on the table below. Alternatively, players may simply agree which scenario they are going to play.

DIE ROLL	SCENARIO
1	Border Invasion
2	Livestock
3	Occupy Sacred Ground
4	Sacking the Village
5	Fall of Heroes
6	Caravan

VICTORY CONDITIONS

All scenarios in this book detail what each warband needs to do in order to claim victory. However, there is always another way – if one warband manages to wipe out the other or drive it off (by forcing it to fail Will to Fight checks), then it will gain victory regardless of other victory conditions. Due to the bloody nature of *SPQR*, you will find many battles come down to this, but players should always be aware there is nearly always an alternative method to claiming victory and if their tactics pay off, they may still win games even if their forces are hammered during the actual battle.



ONE OF CAESAR'S TRIBUNES LEAVES THE ROMAN BATHS WITH HIS ESCORT DETAIL.

BORDER INVASION

When two enemies share a border, attacks, raids and skirmishes are inevitable. These will be small battles in the main, with warbands crossing the border to test the enemy's defences, scout out the best routes to rich villages, or simply to earn themselves some glory back home. These confrontations will be no less bloody for that, and an enemy warband caught by a superior force will leave many of its fighting men behind when it is forced to retreat back to its own territory.

WARBANDS

Both players have warbands of equal Denarii in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a dice, the lowest deploying all his models first in his deployment zone. The highest rolling player deploys all his models second.

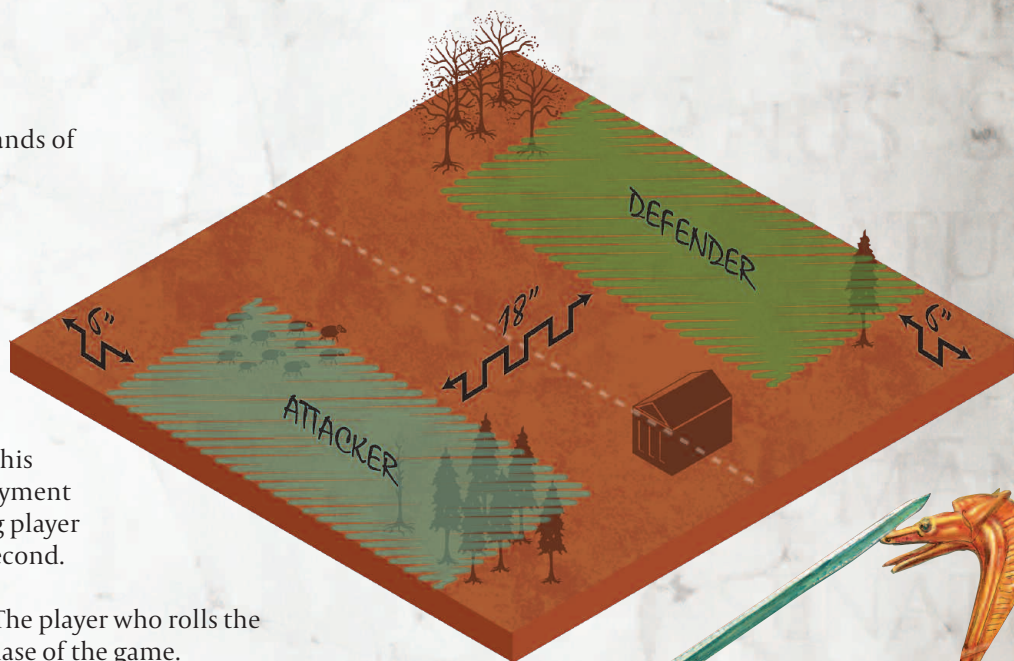
Both players roll a dice. The player who rolls the highest takes the first Phase of the game.

SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



LIVESTOCK RAID

One of the greatest prizes a warband can seize is enemy livestock. Sheep and cattle can make the home of a warband rich while starving the enemy or, in the very least, depriving them of wealth. However, once livestock starts to go missing, the enemy will begin making regular patrols of the area, hoping to trap an invading warband and put them to the sword.

WARBANDS

Both players have warbands of equal Denarii in this battle. One player is nominated to be the Attacker. This may be decided randomly or, in a campaign, will be the player who made the challenge.

SET UP

Starting with the Defending player, both players place one animal (sheep, cows or horses will do) for every unit in the Defending warband on the table. They must be placed so they are at least 3" away from one another, within the area marked on the map.

The Defending player deploys all his models first in his deployment zone. The Attacking player then deploys all of his models.

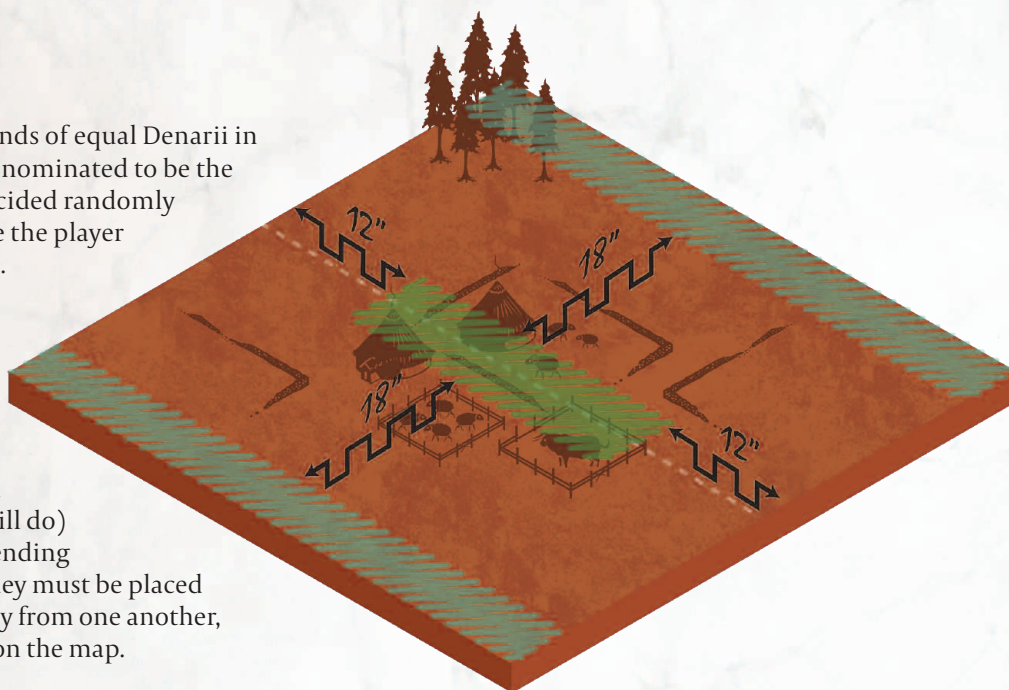
The Defender takes the first Phase of the game.

SPECIAL RULES

An Attacking unit can capture an animal by moving into contact with it and performing a Special action. The animal will stay in the possession of that unit until all the models in the unit are removed as casualties or it fails a Will to Fight check.

A unit can capture one animal for every five models in the unit (to a minimum of one animal), but it must perform a Special action to capture each one. If the unit sustains casualties that take it below five models per animal, then it relinquishes control of the extra animals.

Animals cannot be harmed in any way (they are too valuable!). If they are abandoned on the battlefield (because a unit does not have enough models to capture them or the unit is wiped out)



they will remain where they are until another unit captures them.

The Attacker is permitted to move a unit off any table edge in his deployment zone if it has captured an animal.

The Defender is not permitted to capture his own animals, as he is too busy fighting off the invaders – there will be plenty of time after the battle to chase cows over the fields!

VICTORY CONDITIONS

The Attacker wins if he manages to capture at least half of the animals and march them off a table edge in his deployment zone. The Defender wins if he can stop the attacker doing this.



OCCUPY SACRED GROUND

Contested land is very common along the borders of two enemies. One side may declare a hill is the site of an ancient battle won by their greatest hero, while the other may claim it is where the goddess Fortuna gave their hero a precious gift. They may even agree on why a place is sacred but one thing will be clear – they both want the sacred ground for themselves!

WARBANDS

Both players have warbands of equal Denarii in this battle. One player is nominated to be the Attacker. This may be decided randomly or, in a campaign, will be the player who made the challenge.

SET UP

The Defending player deploys all his models first in his deployment zone. He must also place one piece of terrain (a hill, ruins, broken statue or small grove will serve well) anywhere on the table that is an equal distance between the two deployment zones. This is the sacred ground that is being fought over.

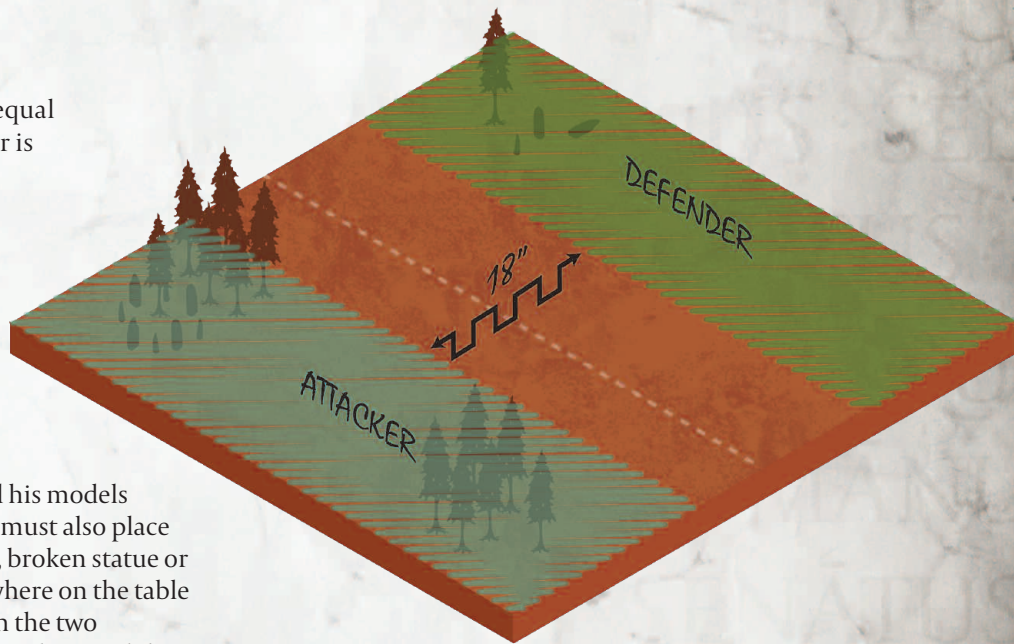
The Attacking player then deploys all of his models and takes the first Phase of the game.

SPECIAL RULES

If a unit moves onto or into contact with the sacred ground and no enemy is within 6", it can claim the sacred ground. All friendly units within 6" of the sacred ground will thereafter gain a +1 bonus to their Melee scores as they redouble their efforts to keep the enemy back.

If the opposing warband moves a unit into contact with the sacred ground, it is no longer claimed by either warband.

If either warband can subsequently wipe out all enemy units within 6" of the sacred ground and move one of its own units onto or into contact with it, then it will be claimed again, granting the +1 bonus to Melee scores.



VICTORY CONDITIONS

The winner of this battle will be the side that can claim and hold the sacred ground for three consecutive turns.



SACKING THE VILLAGE

Remote villages and farms are easy prey for marauding warbands, and raids are often planned to coincide with harvests. Most of the time, such raids just have to be endured but occasionally the attackers will be met by an opposing warband that has been waiting for the chance to strike back. The villagers or farmhands are well advised to run and hide while two experienced warbands shed blood over their possessions.

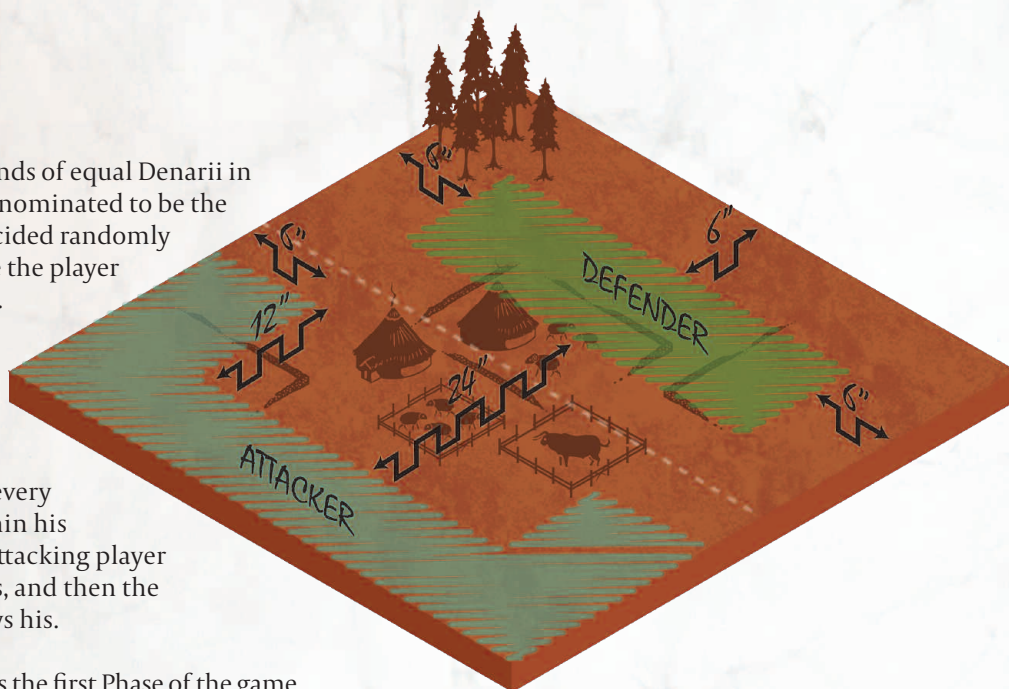
WARBANDS

Both players have warbands of equal Denarii in this battle. One player is nominated to be the Attacker. This may be decided randomly or, in a campaign, will be the player who made the challenge.

SET UP

The Defending player places one building for every unit in his warband within his deployment zone. The Attacking player deploys all of his models, and then the Defending player deploys his.

The Attacking player takes the first Phase of the game.



SPECIAL RULES

An Attacking unit can sack (either burn or pillage) a building by performing four Special actions while in contact with it. These actions need not be consecutive but they do need to be performed by the same unit.

VICTORY CONDITIONS

The Attacker wins by sacking at least half of the buildings in the Defender's deployment zone. The Defender will win if he can prevent this.



FALL OF HEROES

All heroes like to be famous, so their legend may pass into history and be spoken of by future generations. Fame, however, has its drawbacks and a hero who has started making a name for himself will soon find he also has many enemies. Lesser men will be eager to slay him to gain glory for themselves while more tactical leaders will be content with having the hero killed on some nameless battlefield before he causes more trouble. By baiting the hero, they might well be able to set a trap he will not walk away from...

WARBANDS

Both players have warbands of equal Denarii in this battle. One player is nominated to be the Attacker. This may be decided randomly or, in a campaign, will be the player who made the challenge.

SET UP

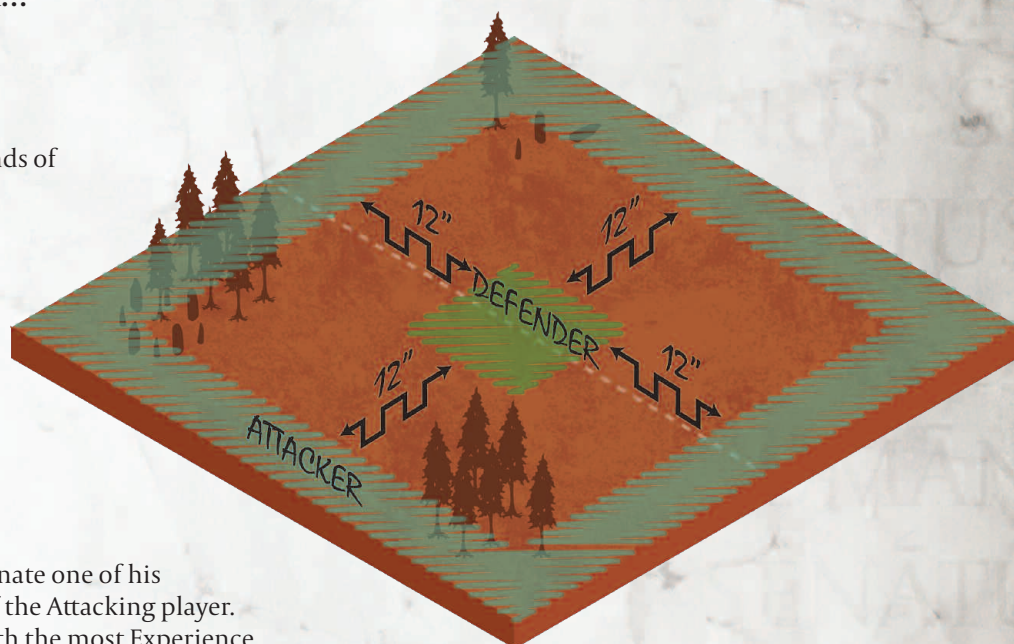
The Defender must nominate one of his Heroes to be the target of the Attacking player. This must be the Hero with the most Experience Points in his warband. If two or more Heroes have the same amount of Experience Points, the Defender may choose which Hero is the target.

The Defender deploys all his models first. The Attacker then deploys all of his models.

Both players roll a dice, adding +1 for every Hero in their warband. The winner takes the first Phase.

SPECIAL RULES

None.



VICTORY CONDITIONS

The Attacking player will win if he can kill the nominated Hero. If the Hero leaves the table due to a failed Will to Fight check, the battle will be a draw. The defender will win if he can keep the Hero alive for ten full turns.



CARAVAN

Trade is a vital link between settlements and even the smallest village or farm must sell its produce to buy vital supplies. When the enemy is known to be in the area, armed caravans will be used, with warriors marching beside the supplies to ensure their safe arrival. This is enough to put off casual raiders but a determined enemy will be just as happy to try his luck if there is a chance of free goods.

WARBANDS

Both players have warbands of equal Denarii in this battle. One player is nominated to be the Attacker. This may be decided randomly or, in a campaign, will be the player who made the challenge.

SET UP

Every unit in the Defender's warband that comprises more than one model has one caravan token. This can be a simple token or players might like to use models of wagons, horses or slaves carrying goods (models are just better...). The defender deploys all his models in his deployment zone.

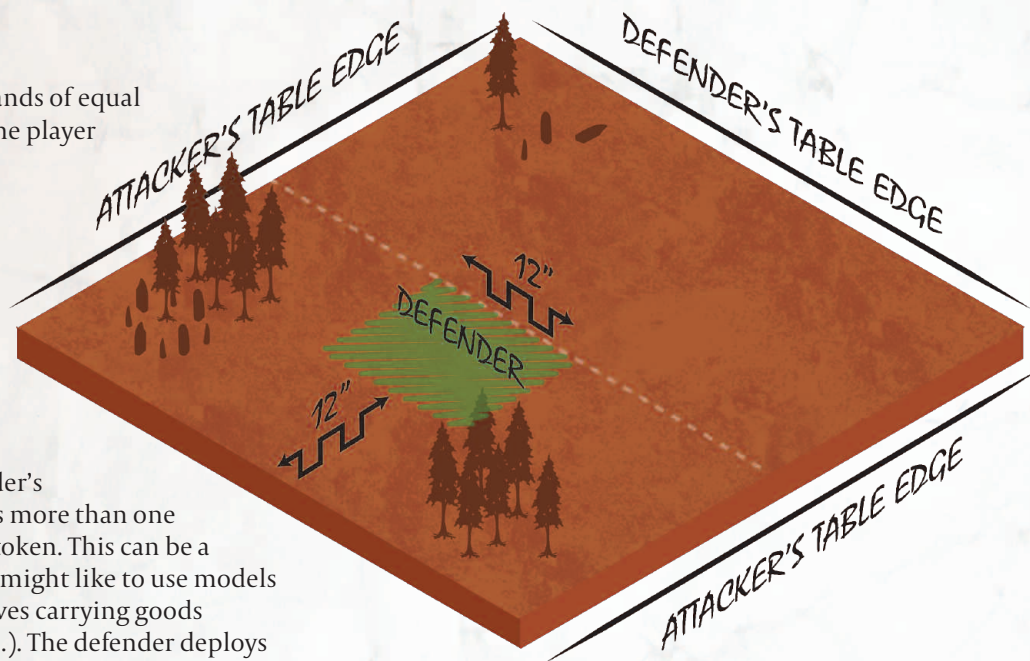
The Attacker has the first Phase and moves his models on from either or both of his table edges.

SPECIAL RULES

Any unit comprising more than one model may claim any number of caravan tokens if:

It wipes out or drives off a unit carrying caravan tokens in close combat.

It moves onto a caravan token that was dropped by a unit destroyed by shooting or otherwise leaving the battlefield.



VICTORY CONDITIONS

The Attacker wins if he can capture at least half of the caravan tokens. The Defender wins if he can march at least half of the caravan tokens off the opposite table edge.



TALENTS

Talents are special abilities learned by Heroes that give them a vital edge in battle. Most Talents have prerequisites listed. Your Hero must fulfil all of these prerequisites (usually by attaining a certain level or already having another specific Talent) before he may select the Talent.

Talents are arranged in 'trees,' a series of Talents that are connected in some way, representing the growing power of the Hero as he gains more levels and acquires more Talents. Before he selects a Talent, a Hero must have every other Talent that is lower in the same branch of the tree.

USING TALENTS

Each Talent is detailed with a specific way of using it in *SPQR*. There are four different ways to use Talents.

Passive: These Talents are always in effect and require no action to use.

Action (X): These Talents are triggered by using the action specified in their description.

Special (X): These Talents require a Special action to be used to activate them. Some of these Talents must be immediately followed by another specified action. They thus take longer to use than other Talents.

Campaign: These Talents are not used during battles but will come into effect between battles during an extended campaign.

Note that one action cannot be used for two Talents. For example, a Hero cannot use Eye of the Hawk and Precision Shot (hoping to seriously hurt an enemy Hero within a unit) in the same Shoot action. He would have to choose one or the other, or perform first one Talent and then the other using two separate Shoot actions.



Example of Choosing Talents

Titus is a fierce Roman officer who has been training hard with the gladius to become the best swordsman in the legion. He is starting as Level 1 Hero, and so has two Talents to choose.

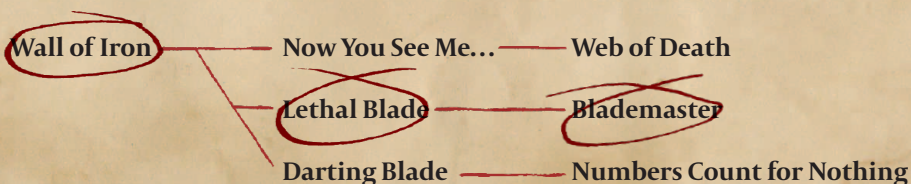
The Sword of Vengeance Talent tree is the best place to start for advanced bladework, and the first Talent of this tree is Wall of Iron, which must be selected first. This Talent grants Titus a free Parry, making him much harder to hit in battle.

For his second Talent, Titus can go down any of the branches of the Sword of Vengeance tree. There are three to choose from, and the first Talents of each branch are Now You See Me..., Lethal Blade, and Darting Blade. Titus already knows how to protect himself with his Wall of Iron Talent, and so he chooses Lethal Blade to

really do some damage to enemy Heroes. This grants him the Lethal 2 special rule when using a sword.

When Titus becomes a Level 2 Hero, he may choose another Talent, and then he will have lots of choices. He could carry on down the same branch of the Sword of Vengeance tree and select the next Talent, Blademaster. Alternatively, he could start going down another branch of the tree and choose either Now You See Me... or Darting Blade, and become a truly well-rounded swordsman.

Otherwise, he is free to choose a completely different Talent tree, such as Natural Hero, perhaps, and start developing completely different abilities.





ARCHER OF LEGEND

There is nothing more dangerous than this Hero with a bow. Skilled at hitting targets at range, he is a superlative shot. These Talents may only be used in conjunction with a bow.

Eye of the Hawk — Crippling Shot — Critical Shot — One Arrow, One Kill
Precision Shot — Armour Cracker

Eye of the Hawk

Use: Special (Shoot)

Prerequisite: Ranged +2 or higher

The Hero carefully places each arrow for maximum effect. This decreases his rate of shooting, but inflicts a -1 penalty to the target's Armour check.

Crippling Shot

Use: Action (Shoot)

A well-aimed arrow hampers the target's ability to fight. If this shot wounds an enemy Hero, he will suffer a -1 penalty to your choice of Agility, Melee, or Ranged checks for the rest of the battle.

Precision Shot

Use: Special (Shoot)

With careful aim, the Hero is able to pick out targets from within a crowd. The Hero may shoot enemies locked in close combat, and he may freely target Heroes within a unit.

Armour Cracker

Use: Passive

Even the most heavily armoured opponent is no match for this Hero and his arrows have an uncanny knack of opening up weak spots in the target's armour. All attacks made by this Hero's bow inflict a -1 penalty to a target's Armour checks, in addition to any other penalty other Talents might grant.

Critical Shot

Use: Special (Shoot)

Prerequisite: Ranged +3 or higher

The Hero has a deep understanding of anatomy and where to place an arrow for maximum effect. If this attack damages an enemy, it will inflict double the normal amount of Wounds.

One Arrow, One Kill

Use: Special (Shoot)

The Hero shoots a deadly arrow, seemingly guided by the hands of the gods themselves. If it damages an enemy, it will inflict triple the normal amount of Wounds.

BELOVED BY FATE

The gods themselves watch this Hero from their lofty perch, granting divine inspiration and clouding the thoughts of his enemies. A warband with this Hero is destined to become a legend, achieving feats in battle that are impossible to believe, as witnesses wonder whether fate herself has charmed this Hero.

Dicing with Fate — Fate's Companion — Fate's Master

Dicing with Fate

Use: Passive

The gods grant this Hero divinely inspired knowledge of his enemies. Once per battle, a warband with this Hero on the battlefield can re-roll his Dice of Fate. This Talent may be selected up to three times. The Hero can re-roll his Dice of Fate once per battle for every time he has taken this Talent

been rolled, another dice can be rolled – this dice is hidden from the opposing player (place it under a cup), but the Hero's player is free to see it. The Dice of Fate are not rolled in the next turn – instead, this dice is revealed in their place. On a 1-3, the opposing player has the first Phase of that turn; on a 4-6, the Hero's player does.

Fate's Companion

Use: Passive

Perhaps an invisible messenger of the gods sits on this Hero's shoulder, for he has an uncanny knack of knowing just when an enemy warband is going to strike. Once per battle, after the Dice of Fate have

Fate's Master

Use: Passive

As impossible to believe as it is, the gods will directly intervene when this Hero most needs it. Once per battle, after the Dice of Fate have been rolled, the Hero can declare them null and void, and instead choose which warband will take the first Phase of that turn.

BRAWLER

This Hero learned everything he needed to know on the darkest streets of the poorest cities, at night. All martial and no art, he is nonetheless very effective in battle.

Dirty Fighting — Piercing Thrust
— Knockdown

Dirty Fighting

Use: Action (Melee)

The Hero tries to incapacitate a target. If the Hero causes damage against an enemy Hero with this attack, no damage is caused. Instead, the enemy and Hero make an opposed Bravery check. If the enemy fails this check, it suffers a Knockdown.

Piercing Thrust

Use: Action (Melee)

The Hero makes a swift strike at a vulnerable area on the target. If successful, the target suffers a -1 penalty to any Armour check made against this attack.

Knockdown

Use: Action (Melee)

Using either his foot or weapon, the Hero attempts to trip an enemy Hero. He can only roll one Melee Dice for this attack and, if successful, no damage will be caused. Instead, the opponent suffers an automatic Knockdown.



DIVINE PRODIGY

Some Heroes just seem born to fight, and have an uncanny instinct or sixth sense when it comes to battle. In centuries to come, it will be said this Hero was sired by a god and that his blood line is truly divine.

Divine Luck — **Blessed at Birth**

Divine Luck

Use: Passive

Maybe the Hero was born under a lucky star or perhaps he really is favoured by a god. Whatever the reason, others look on with amazement at what the Hero gets away with, wondering how he can be so lucky! This Talent may be selected up to three times. The Hero gets one free re-roll per battle for every time he has taken this Talent, and this may be used for any dice roll he (but not a unit he leads) makes during the battle.

Blessed at Birth

Use: Passive

This Hero has excelled at everything he ever attempted, passing every challenge with flying colours through sheer dogged determination. The Hero permanently raises any one characteristic *including* Armour by +1. This counts as the Hero's new starting characteristic, and so does not affect how much it can be increased by through experience and levels (see page 28-29).

This Talent must be chosen when the Hero is purchased at 1st Level, and may not be selected thereafter.

FORTRESS OF SPEARS

The phalanx was critical to the success of Greek armies, and this Hero knows its value better than most. He understands a phalanx fights as a single unit, with every man protecting the soldier next to him, each reliant upon another.

These Talents may only be selected by a Hero from an Athenian, Spartan, Theban, or Macedonian warband, and may only be used if the unit the Hero is leading is benefiting from the Phalanx special rule.

About Face! — **Push Back** — **Fight in the Shade** — **As One!**

About Face!

Use: Action (Move)

With sharp orders and well-practised drilling, the Hero's unit moves with one mind. So long as the unit is not locked in close combat every model in the unit may be turned to face a new direction. Every model must be turned to face the same direction and will not move any further with this action. The Phalanx will not count as broken because of this movement for the rest of the Turn, even if it has less than five models in its ranks. After the turn is complete, the unit must obey the normal rules for forming a Phalanx or the Phalanx will be broken.

Push Back

Use: Action (Melee)

Prerequisite: *Melee +2 or higher*

Ordering the men of his phalanx to act as one, this Hero initiates a giant, united push that throws the enemy back and leaves them momentarily defenceless. The Hero makes an opposed Bravery check with an enemy unit he is in close combat with, and both sides add +1 for every five models they have involved in the combat. If successful, the Hero drives the enemy unit back 1". He, and his unit, immediately follow up to remain in contact. Close combat is then resolved but enemies who have been pushed back in this way may not use shields during the Melee action.

Fight in the Shade

Use: Action (Special)

Seeing the enemy preparing to pepper his unit with arrows or stones, the Hero orders his men to crouch and pull their shields in tight for protection. Until the unit performs a new action, it will be able to re-roll all Armour checks made against shooting attacks. However, if it is engaged in close combat before it performs a new action, it will suffer a -2 penalty to Melee checks for the first Melee action performed against it,

and will automatically lose the benefits of the Phalanx rule.

As One!

Use: Passive

The Hero and his unit have learned to act as one and can rapidly rotate the entire Phalanx to face a new threat. Once per game, the Hero may use the About Face! Talent immediately after an enemy unit completes an action with 12", without performing an action himself.

GOD OF BATTLE

This Hero is a legendary presence on the battlefield, renowned for being utterly undefeated. With every passing battle, his legend grows, bolstered by acts that would be impossible and unbelievable for anyone else.

Mighty Blow — **Decapitation**
— **Horse Worrier**

Mighty Blow

Use: Action (Melee)

Prerequisite: Melee +2 or higher

The Hero puts extra weight and effort behind a single strike. He can only roll one Melee Dice for this attack but, if it hits, the blow will triple the number of Wounds caused. If the target is a Hero, it must also succeed at an Agility check or suffer a Knockdown.

Horse Worrier

Use: Passive

Prerequisite: Bravery +4 or higher

There is something bestial about this Hero, and animals can sense he is truly dangerous. A Cavalry unit wanting to charge the Hero or his unit must first make an opposed Bravery check. If the Hero wins this check, the Cavalry unit may not charge and must instead select a Move action (if the unit has another action in this Phase, it is free to make another attempt in that action). Even if the Cavalry unit succeeds in the Bravery check, it suffers a -1 penalty to its Melee checks during the action.

Cavalry units that do not have horses or ponies (such as those with elephants or camels) may re-roll their Bravery check.

Decapitation

Use: Action (Melee)

Prerequisite: Melee +4 or higher

It is a tricky thing to remove a man's head from his shoulders, but this Hero can do it consistently. He may only roll one Melee Dice but if he rolls a natural 6 (before any modifiers), the enemy is instantly removed from the battlefield, regardless of armour or remaining Wounds. When checking for injuries in a campaign, the enemy model is automatically dead.

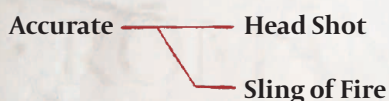
This Talent may only be used if the Hero is armed with a Sword, Axe, or Great Axe.



HAIL OF STONES

Having trained from a very early age, this Hero knows how to use a sling to best effect. While raining down stones upon his enemies, he will disrupt rival warbands and send them home bleeding.

These Talents may only be used in conjunction with a sling.



Accurate

Use: Action (Shoot)

Prerequisite: Ranged +2 or higher

Long hours training with the sling have paid off. The Hero may re-roll any Ranged check that misses.

Shield is ignored. In addition, if the enemy loses any Wounds from this attack and is a Hero, it must make a Bravery check. If failed, it also suffers a Knockdown.

Head Shot

Use: Special (Shoot)

The force of the Hero's shots is enough to rattle an enemy, even if they are wearing a metal helmet. If this attack is successful, any Parry from a

Sling of Fire

Use: Action (Shoot)

Speed wins out over power as the Hero launches stones more rapidly, loading his sling before the first shot has landed. The Hero ignores the Slow rule for his sling in this Phase.

HAMMER TO ANVIL

The charge is everything, and this Hero is capable of launching devastating attacks when he can use his momentum to full effect. There are few who can survive the initial onslaught from this Hero in battle.



Blood Drunk

Use: Passive

If the Hero loses a Wound or is in Line of Sight to a friendly Hero who is removed as a casualty, he enters a terrible berserk fury that allows him to unleash his full madness upon the battlefield. A Blood Drunk Hero doubles his Melee Dice and gains a bonus Wound for the duration of the battle. However, he may not use a Parry under any circumstances and may only perform Melee and Move actions, which must move him as close as possible to the nearest enemy.

The Hero may try to stop the Blood Drunk fury at the start of his Phase by attempting a Bravery check. If he *fails* the check, he is no longer Blood

Drunk. Alternatively, if at least three friendly models are in base contact with the Hero (they need not be in the same unit), they may perform two Special actions to restrain him. In this case, the Hero remains Blood Drunk but is not moved at all.

Careless Charge

Use: Action (Melee)

The Hero and his unit charge forth with wild abandon, and may double their Move characteristic for a single Melee action to reach an enemy unit. However, the unit being charged can perform an immediate and free Shoot action against the Hero and his unit.



Thundering Charge

Use: Action (Melee)

With an almighty roar, the Hero surges forward into close combat, scaring the wits out of the enemy and

throwing caution to the wind. When the Hero charges in a Melee action to first enter close combat, he gains an extra Melee Dice, but also suffers a -1 penalty to his Melee checks.

HANDS OF A HEALER

This Hero has had either formal or informal medical training, enabling him to administer emergency care after a battle. This makes him extremely popular within the warband, as he is likely to have already saved many who would otherwise have died from their wounds.

Healing Hands — Medicus — Physician

Healing Hands

Use: Campaign

Between battles, the Hero can heal one injury on any Hero except himself. This will negate one characteristic penalty that has resulted from injury. For example, if another Hero sustained a crippling injury to the legs, then using Healing Hands would allow him to remove the penalty to his Move characteristic.

Medicus

Use: Campaign

Between battles, the Hero can heal injuries on any Hero except himself. He may now negate two characteristic penalties that have resulted from

injury. These penalties may be on the same or different Heroes.

Physician

Use: Campaign

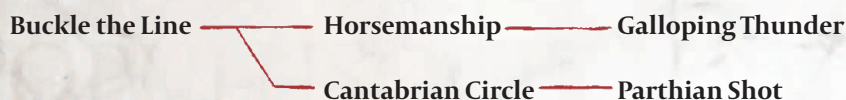
Between battles, the Hero can heal injuries on any Hero except himself. He may now negate three characteristic penalties that have resulted from injury. These penalties may be on the same or different Heroes.



HORSELORD

The Hero has an instinctive connection to the horses he and his men ride, and is able to control them as if they were his own body. Such a Hero is a force to be reckoned with on the battlefield, as he can lead cavalry across large stretches of ground and smash an enemy with overwhelming force, then retreat before any retaliation can be raised.

These Talents may only be used by a Hero with the Cavalry type. If he is leading a unit, it must also have the Cavalry type.



Buckle the Line

Use: Action (Melee)

The Hero uses the weight of his horse to push forward in combat, forcing the enemy line to waver. The enemy unit must make a Bravery check and, if failed, will suffer a -1 penalty to their Melee checks for this action. If the enemy is using the Phalanx rule, it will lose all benefits of it.

Horsemanship

Use: Passive

The Hero and any unit he is leading may double their Move score for one action in every Phase as normal. However, if they pass a Bravery check, they may double their Move score for a second action in the same Phase.

Cantabrian Circle

Use: Special (Shoot)

Organising the unit into a single file circle, the Hero and his horsemen present a moving target for incoming fire while raining their own ranged weapons down on the enemy. Once activated, this

Talent allows the Hero and his unit to make two shooting attacks with a single Shoot action. In addition, until the start of the unit's next Phase, all ranged attacks made against them suffer a -1 penalty to Ranged checks.

Parthian Shot

Use: Action (Shoot)

Demonstrating excellent horsemanship, the Hero and his unit wheel their mounts about, shoot their weapons at the enemy approaching them, then ride hard in the opposite direction. When this Talent is activated, the Hero and any unit he is leading perform their Shoot action and can then perform a free Move action.

Galloping Thunder

Use: Action (Melee)

Using speed of horse, the Hero rides down the enemy like wheat. If the Hero's unit gains the benefit of charging into close combat, the enemy unit being charged suffers a -1 penalty to its Melee checks during this action.



LEADER OF MEN

The Hero knows the ways of command, and has an authority that rivals that of a general. Followers instinctively obey his commands, even in the heat of battle, and the mere presence of this Hero can mean the difference between victory and defeat as his well-led, highly-disciplined force smashes into an enemy that is disorganised and for whom every member thinks only of himself.

Voice of Command — Loyal Bodyguard — Motivation — Inspire and Elevate
Battlefield Control

Voice of Command

Use: *Passive*

So long as the Hero is visible and shouting orders, all other units in the force become more courageous and more resistant to the wiles of the enemy. Every friendly unit within 6" of the Hero gains a +1 bonus to all Bravery checks. This does not include the Hero himself.

Loyal Bodyguard

Use: *Passive*

Select one Hero in the warband of the same or lower level as this Hero. This model has grown an undying loyalty to his leader and will gladly sacrifice himself if it means the Hero will go on to greater things. So long as this model is within 1" of the Hero, any attack aimed at the Hero may instead be directed toward the loyal bodyguard.

Motivation

Use: *Action (Special)*

Prerequisite: *Bravery +2 or higher*

Feeling the flow of battle, the Hero projects his presence to where it is most needed, motivating followers to excel. With this Talent, the Hero may choose any unit of Minions within 12" that has not yet acted in this Phase. That unit may perform three actions in this Phase, rather than two.

Inspire and Elevate

Use: *Campaign*

After a battle in which the Hero's warband gained victory, choose one Minion in the force who also survived and did not fail a Will to Fight check. The warband spends 25 Denarii and then this Minion makes a Bravery check with no modifiers of any sort applied. If it succeeds, he is immediately made into a Level 1 Hero.

Battlefield Control

Use: *Passive*

The Hero has studied his tactics well, and knows when to launch a suicidal assault and when discretion is the better part of valour. A warband with this Hero in it is never forced to take Will to Fight checks. Instead, all units may voluntarily fail a Will to Fight check (and thus retreat from the fight) at any time after 25% of more casualties have been taken (rounding down). Alternatively, Will to Fight checks can be ignored altogether, with the warband fighting to the last man if necessary! As soon as the Hero is removed as a casualty, however, Will to Fight checks are taken as normal.



NATURAL HERO

This Hero is unshakable in his beliefs, or simply knows no fear – he may possibly be touched in the head. However, his example of grace in battle is infectious and can steady allies who might otherwise flee.

Inspire — Heroic Rush — Die Hard — Die Harder

Inspire

Use: Passive

Having fought with his allies through thick and thin and saved their lives many times, the mere presence of this Hero is a great boost to morale. Every friendly unit within 12" may re-roll all Will to Fight checks.

Heroic Rush

Use: Passive

A true Hero, he is able to perform acts that no mortal would normally consider, flanking enemies alone or finishing off a particularly tough rival. Once per battle, the Hero may take three actions in his Phase instead of two.

Die Hard

Use: Passive

The Hero is an ornery brute and refuses to die! If the Hero is reduced to 0 Wounds, make a Bravery check immediately. If failed, he is removed as normal. If successful, the Hero immediately regains one Wound and may continue fighting. The Hero must

continue to make successful Bravery checks at the start of each of his Phases in order to continue fighting. Failure will result in him being removed from the table as a casualty. If the Hero suffers more damage and loses another Wound while benefiting from Die Hard, he is automatically removed from the table as a casualty.

Die Harder

Use: Passive

Prerequisite: Bravery +4 or higher

If the Hero takes damage and loses a Wound while benefiting from Die Hard, having already been reduced to 0 Wounds previously, he makes an additional Bravery check immediately. If failed, he is removed as normal. If successful, the Hero immediately regains one Wounds and may continue fighting. The Hero must continue to make successful Bravery checks at the start of each of his Phases in order to continue fighting. Failure will result in him being removed from the table as a casualty. If he suffers further damage while benefiting from Die Harder, additional Bravery checks will need to be made to be able to continue fighting.

SHIELD MASTER

Trained extensively in unit tactics and the use of shield walls, this Hero can use his shield to best effect. To him, it is as much a weapon as a line of defence.

These Talents may only be used in conjunction with a shield.

Shield Bash — Shield Wall — Shield of Steel

Shield Bash

Use: Action (Melee)

The Hero bashes a target with his shield. If the attack hits and the target fails its Armour check, it will lose one Wound from a Buckler or Small Shield and two Wounds from a Large Shield. In addition, the target must succeed at an Agility

check or suffer a Knockdown, even if no damage was caused. This attack uses the Smasher rule and so cannot be Parried.





Shield Wall

Use: Action (Melee)

The Hero's shield becomes as a fortress, adding a +1 bonus to Armour checks against close combat attacks. However, the Hero suffers a -1 penalty to his Melee checks until the start of his next Phase.

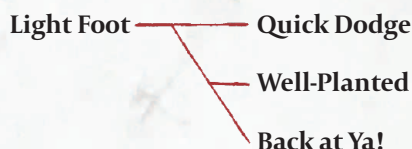
Shield of Steel

Use: Special (Move)

The Hero's shield provides superior protection against ranged attacks. Until the end of the Hero's next Phase, his shield grants an additional Parry against ranged attacks.

SON OF CHIONIS

The Hero is exceptionally lithe and athletic, able to jump obstacles and slip past enemies without missing a step. Difficult to pin down, it can sometimes seem as though the Hero is in two places at once.



Light Foot

Use: Action (Move)

During a Move action, the Hero can make an Agility check to jump over any obstacle up to 1" high without any Move penalty. If the Agility check is failed, the Hero will only move half of his Move score as normal for difficult terrain, stopping at the obstacle if he has already exceeded this distance.

Well-Planted

Use: Passive

The Hero is exceptionally steady on his feet and difficult to trip or topple. Whenever the Hero suffers a Knockdown, he may make an immediate Agility check. If successful, he ignores the Knockdown and remains standing.

Back at Ya!

Use: Passive

Prerequisite: Agility +1 or higher

Possessed with lightning reflexes, the Hero can scoop up a javelin thrown at him and hoist it back towards the enemy. Once per Turn, if the Hero is attacked by a thrown javelin he may throw it back if he passes an Agility check. This is treated as an immediate and free Shoot action.

Quick Dodge

Use: Passive

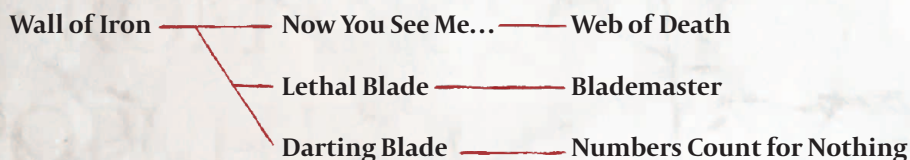
During a fierce skirmish, cover is usually the first port of call, but some individuals learn to do without. If the Hero is not in cover, ranged attacks made against him suffer a -1 penalty to their checks.



SWORD OF VENGEANCE

In a world where the sword is the mark of a Hero, this Hero reigns supreme. Few can best him in single combat and when in battle, he becomes a fiend, a killing machine dedicated to just one single aim – the destruction of his enemies.

These Talents may only be used in conjunction with a sword.



Wall of Iron

Use: Passive

Prerequisite: Melee +1 or higher

There are few chinks in the Hero's defences and he is adept at knocking aside the blows of his enemies. The hero gains an extra Parry with his sword.

Now You See Me ...

Use: Action (Move)

The Hero is skilled at making a feint and then using the enemy's confusion to escape. When using this Talent, the Hero makes an opposed Agility check with the enemy unit he is fighting. If he succeeds, he may flee from close combat without the enemy getting a chance to attack him. If he fails, he uses the rules for fleeing from combat as usual.

Lethal Blade

Use: Passive

Either through superior accuracy or sheer brute strength, the Hero's sword is a punishing weapon in his hands, capable of striking a man down with a single blow. The Hero's sword gains the Lethal 2 rule.



Blademaster

Use: Passive

Prerequisite: Melee +4 or higher

There is no one in the ancient world who can truly challenge this Hero in single combat. His sword gains the Lethal 3 and Smasher rules.

Darting Blade

Use: Passive

In battle, the Hero moves with almost supernatural speed, his sword seeming to flit in and out of the bodies of his enemies as he carves his way across the battlefield. If the Hero kills an enemy in close combat, he may immediately perform a free Melee action. This Talent may only be used once per Turn.

Numbers Count for Nothing

Use: Action (Melee)

Prerequisite: Melee +4 or higher

The Hero has fought hordes before and being outnumbered holds little fear for him. Enemy units in close combat with this Hero or a unit he is leading gain no bonus to their Melee checks for having ten or more models.

Web of Death

Use: Action (Melee)

Taking a step back from his enemy, the Hero displays moves of superior swordsmanship, creating a web of death in front of him that is lethal to cross. The Hero makes no attacks but any enemy wishing to perform a Melee action against the Hero in their next Phase must first succeed in an opposed Bravery check with the Hero. This Talent will not work if the Hero is leading a unit, as there is not enough space to perform the Web of Death, except in a Challenge.

TITAN OF BATTLE

This hero has the eye of the gods upon his every action in battle and, equipped with a weapon most men can barely lift, he is able to defeat anyone he faces. Shield walls are no obstacle to him, nor has armour been crafted that can withstand his blows. If an enemy wants to defeat the warband, they must first defeat this hero.

These Talents may only be used by Heroes with a weapon that has the Smasher rule.

Hammer of the Gods — **Mightiest Swing** — **Mightiest Blow**

Hammer of the Gods

Use: Passive

Prerequisite: Melee +2 or higher

There is no armour that can defend against this Hero's attacks and anyone standing against him is likely to be left a bloody stain on the ground. When using a Smasher weapon, this Hero gains a +1 bonus to the Lethal special rule (so Lethal 2 will become Lethal 3).

Mightiest Swing

Use: Action (Melee)

Prerequisite: Melee +3 or higher

Swinging his weapon in a great arc, the Hero knocks lesser mortals flying. The Hero rolls a number of Melee Dice equal to the number of enemy models within 1" of him. Any models that survive this attack will suffer an automatic Knockdown.

Mightiest Blow

Use: Special (Melee)

Prerequisite: Melee +4 or higher

Gathering his strength, the Hero brings his weapon down in an overhead blow that will crush anything before him. The Hero rolls only a single Melee Dice, but his weapon gains the Lethal 6 special rule.



EXPOSED ON THE BATTLEFIELD – SKYCLAD GAUL WARRIORS TRUST IN MARTIAL PROWESS RATHER THAN ARMOUR

TWIN BLADES OF HADES

There are more than a few heroes who know how to use a sword well – this hero is twice as deadly, as he has learned to use two swords effectively. In battle he is truly a dynamic sight to behold, spinning and twisting, alternating between parrying with a blade and then attacking with it in a confusing display that unmans most who face him.

These Talents may only be used by Heroes with two swords.

Rain of Blades — Storm of Blades — Hurricane of Blades

Rain of Blades

Use: Action (Melee)

Prerequisite: Melee +2 or higher

In battle, this Hero's weapons become a bewildering assault of iron or steel, overwhelming any attempt at defence. When using the Dual Weapon Fighting rules (see page 17), this Hero gains two bonus Melee Dice rather than just one.

Storm of Blades

Use: Action (Melee)

Prerequisite: Melee +3 or higher

As though possessed by the speed of the gods themselves, this Hero is a fiend in battle, working both swords together to slice an enemy apart. When

using the Dual Weapon Fighting rules (see page 17), this Hero doubles his Melee Dice rather than just gaining a bonus dice.

Hurricane of Blades

Use: Action (Melee)

Prerequisite: Melee +4 or higher

When armed with two swords, this Hero is all but unbeatable in battle, handling each blade with more skill than most Heroes can hope to master with just one. When using the Dual Weapon Fighting rules (see page 17), this Hero doubles his Melee Dice rather than just gaining a bonus dice, and can also Parry every close combat attack made against him.

VOICE OF A GOD

The Hero has a mighty voice, perhaps being descended from Herakles himself. His roar dominates the battlefield, forcing the enemy to quail under the Hero's terrible presence.

War Cry — Demoralise

War Cry

Use: Action (Melee)

Prerequisite: Bravery +3 or higher

When the Hero charges an enemy, he utters a dreadful roar that galvanises himself and the men he leads. When the Hero's unit benefits from a charge (see page 17), the enemy unit being attacked suffers a -1 penalty to its Melee checks for that Melee action.

Demoralise

Use: Action (Melee)

Prerequisite: Bravery +4 or higher

When the Hero charges, he yells a curse that causes his enemies to tremble. Any enemy unit outnumbered by the Hero and his unit that is charged must succeed in a Bravery check or immediately perform a Move action away from the Hero. This will count as fleeing from close combat (see page 13). Enemy Heroes or units led by Heroes are immune to this Talent.

CREATING A Warband

From the might of the Persian Empire to the smallest tribes in the forests of Britain, there is a warband for every hero. You can fight for glory, fight to defend your home, or fight to create the greatest empire the world has ever seen. Through an equal measure of gold and blood, you will create your own legend that will sound throughout the centuries.

All this and more is possible in *SPQR*. Select the warband that appeals to you most from the next few pages and carve out your own place in history!

Each warband list is divided into several sections.

Introduction: This gives you a brief outline of the warband and why it is so much fun to fight with!

History and Description: A look at the history, society and methods of warfare for the warband. This also details the warband's traditional enemies and why you should hate them!

Warband List: The warband list itself, with all the units and options available to you.

Heroes of Legend: Some of the noted real-history Heroes that fought alongside your warband, used in the same way as Mercenaries (see page 191).

Battles: Each warband has a selection of scenarios unique to it, allowing you to portray the way your warband fought in historical battles.

Every unit, weapon and item of equipment in *SPQR* has a value in Denarii, showing you how much it is worth – you can assume this is the cost of hiring, training or buying each Hero, unit or item. If you are playing a Greek force, you can assume you are instead trading in Drachmas, though these rules keep to Denarii for convenience.

STAND-ALONE GAMES

For one-off or stand-alone games, we recommend starting off with warbands totalling 250-500 Denarii. Once you understand the rules, this will give you games of 30-45 minutes under most circumstances. Larger games will take longer but going up to 1,000, 2,000 or even more Denarii on each side will allow you to field lots of interesting units, including some of the greatest heroes (and villains!) to have fought in the ancient world.

You might like to experiment with increasing the Levels of your Heroes in standalone games. You can

Heroes of Legend

Each warband features one or more real warriors from history, people who actually led warbands against their enemies. It should be noted that some of these heroes 'break' the normal rules, either having special rules or options that reflect their abilities in real life, or having access to Talents that they might not ordinarily have the prerequisites for. These, along with their actions in history, are what make them special!

do this by simply paying 25 Denarii for every additional Level you wish to increase your Hero by. However, we recommend you agree a maximum Level for any Hero with your opponent, so they have a chance to tackle one another one-on-one – such duels are always exciting!

CAMPAIGN GAMES

In campaign games, you have 500 Denarii from which to buy units and equipment from the Warband List you chose. You must purchase at least one Hero to lead your warband, and all minions must form a unit of at least five models (unless the unit entry indicates it starts with fewer models) and no more than thirty, with the same weapons, armour and equipment. Any Denarii left over can be saved for future purchases.

WEAPONS AND EQUIPMENT

Many units have options that allow them to purchase various forms of weapons and equipment when you first recruit them to your warband. Once your warband has fought a few battles, you can further upgrade a unit's weapons and equipment from their listed options. If a piece of equipment or a weapon is replaced in this way, it is discarded and lost (after a few battles it probably was not much use to anyone anyway!).



ATHENS

The Spartans may get all the glory but the real strength in Ancient Greece was Athens. With armies full of citizen-soldiers determined to preserve their ideals of justice and democracy in the face of the oppressive tyranny all around them, Athens was truly the root of modern western civilisation. The Athenians were tactically flexible in a way that allowed them to defeat their enemies one by one.

ATHENIAN CITY STATE

As the largest city state of Greece, Athens controlled a wide region known as Attica. From this region, Athens was able to become very wealthy, as it possessed not only fertile farmland but also sources of silver, lead and marble. The city's protector-goddess was Athena, and a large statue to her was built within the Parthenon atop the Acropolis.

As it rose to prominence over all other Greek city states, Athens boomed in power, wealth and culture. After its alliance with Sparta and other city states to defeat the Persian invasion, Athens blossomed and it is from this period that many of its great thinkers and artists arose, such as Aristophanes, Euripedes, Hippocrates, Aristotle, Plato and Xenophon (though the latter became closely tied to Sparta). As its culture expanded, so too did its military. Athens not only had one of the most powerful armies in Greece but also the largest navy.

SOCIETY AND LAW

The democracy Athens is famous for started with a man called Cleisthenes. Overthrowing the previous ruler of Athens, the tyrant Hippias, Cleisthenes found himself in a rivalry for power with a man known as Isagoras. Despite having the backing of the people, Cleisthenes was displaced by Isagoras when the latter called upon Sparta to help him secure power. Cleisthenes was subsequently banished but later recalled when Isagoras was overthrown by the people of Athens, who trapped him and his supporters upon the Acropolis for three days before a truce was reached and Isagoras was permitted to escape.

In 508 BC, Cleisthenes established the democracy that would last, more or less, for the next 180 years. However, this was not the representative democracy common in the western world today, but a model of direct democracy, in which people voted directly on bills and legislation.

This did not mean everyone in Athens and Attica had the right to vote of course. For that, you needed to be a) an adult (having passed through military training at the Ephebic College, so likely more than 20 years old), b) a citizen of Athens (not a slave – either in service or freed – or a foreigner), and c) not a woman. This left 30-60,000 citizens who could vote out of a total population of almost half a million.

There were special cases. The right to vote could be suspended as a punishment, and this could be inherited by heirs if the offence were deemed serious enough. Alternatively, the right to citizenship (and thus, the vote) could be granted as a reward.





The Assembly

The biggest decisions involving Athens itself or the Attican region were decided by an Assembly whose members were not elected, but any and all citizens who chose to take part. Attendance in the Assembly was extremely high, with a far higher turnout than elections in today's western world. It was the responsibility of an Assembly to make decrees (such as the decision to go to war), create legislation, elect officials and try political crimes (though the latter was later moved to the courts).

Citizens had to physically attend an Assembly in order to vote and there was no system of proxy if someone was unable to attend, such as if they were engaged in military service. Upon arrival, speakers would state positions for and against the matter at hand being voted upon, and voting would take place by a show of hands, indicating yes or no. As the Assembly could number thousands of citizens, proper counting was impossible and as such officials would judge the outcome by sight. Occasionally, black and white stones were used to vote (white for yes, black for no), with citizens casting a stone into a clay jar which would then be shattered and the stones counted.

In later years, citizens were paid money if they attended the Assembly, which predictably created a new enthusiasm for democracy, though only the first 6,000 arrivals were admitted.

The Council

Alongside the Assembly was the Council or Boule. It was the responsibility of the Council to carry out the administrative functions of Athens, covering broad areas such as the military and religion. However, while the Council governed much of the administration of Athens, there was little leeway for personal initiative and it usually prepared proposals for the Assembly to vote upon and enacted the decisions made by the Assembly.

The president (better thought of as a superintendent or overseer) of the Council was selected by lot every day. He chaired that day's meeting of the Council, held the keys to the Treasury and the seal to the city, and was responsible for meeting foreign ambassadors. As this position could only be held once in a lifetime, it is estimated that maybe a quarter of all citizens of Athens held it at some point.

The Courts

The third democratic arm of Athens were the Courts, which formed the cornerstone of the legal system of the city. To attend a Court as a juror, a citizen had to be at least thirty years old, which gave the Courts a measure of gravitas. However, the Courts were seen as in every other respect the direct will of the people and thus the highest authority possible.

Cases were not allowed to take longer than a day, and were conducted by speeches; first by a prosecutor stating his case, followed by the defendant, and both were timed by water clocks. Jurors were allowed no time for deliberation and cast their votes after hearing both sides, though they were permitted to talk among themselves during the speeches (and, indeed, heckle the speaker – this was seen as a way of building consensus among the jurors). There were no appeals, though suits could be brought against the witnesses of a successful prosecutor, which could in turn lead to an earlier verdict being overturned.

There were no judges, and magistrates served purely administrative functions and were not trained. No legal advice was given to the jurors, as the sole intention of the Courts was to ensure that decisions were made by the will of the people alone.

Slavery

Despite (or perhaps because of) the power the citizens of Athens wielded, Athens was also the largest user of slave labour, using them on a massive scale never before seen in Greece. In the early 6th Century BC, Athens banned the enslavement of debtors who were Greek in origin (this practice continued in other city states) but opened its arms to the use of foreigners as slaves, whom they considered barbarians – uncivilised people fit only for slavery, far below any Greek of whom even the lowest was considered vastly superior.

In many ancient societies, the ownership of slaves is often equated to wealth. This was not the case in Athens, where even the meanest citizen might be able to afford a handful of slaves.

One of the most famous uses of slaves was in Laurion's state-owned silver mines where slaves were used exclusively, perhaps as many as 20,000. It was the work of these slaves that allowed Athens to increase the size of its navy and thus laid the foundations of Athenian naval supremacy.

MILITARY SERVICE

In order to become a citizen, an Athenian man would enter the Ephebic College, a kind of military academy, typically at the age of eighteen. Dressed in full armour, with shield and spear, he would recite the Ephebic Oath.

For their first year, according to Aristotle, these men would drill as soldiers and be taught to use the bow, javelin and sling – though, given Greek's overall reputation for archery, it could be supposed that while the bow featured in their training, far more attention was paid to the main weapon of the hoplite, the spear.

Following this training, the men would give a display of drill before the people, then receive a shield and spear granted by the state. For the next two years, they served on patrol around the region and were quartered at guard posts. During this time, they would be exempt from all taxes and, upon return, would then be full citizens of Athens.

Those coming from wealthier families had the option of enrolling in the cavalry, as they were the only ones with enough money to purchase and maintain a worthy horse. While they received an allowance from the state for the upkeep of their horse, regular inspections were carried out to verify that the horses actually existed, were of good health and that no false claim was made.

Until they reached the age of 60, all citizens of Athens could be called upon for military service. Those wealthy enough to supply their own armour joined the phalanx as hoplites (if, indeed, they were not rich enough to join the cavalry), while poorer citizens served either as unarmoured hoplites, skirmishers, or oarsmen in the navy.

APPEARANCE AND EQUIPMENT

Although it is likely that Athens did eventually begin to standardise uniforms for its armies, for a long time hoplites would have worn clothing and equipment purchased by themselves. Thus, it might be fair to say that armies of later years could be accurately featured with same or similar coloured tunics and armour, though even then it is not beyond imagination that other forces, especially smaller warbands, might have hoplite units where every soldier wore something different.

The Ephebic Oath

"I will not bring dishonour on my sacred arms nor will I abandon my comrade wherever I shall be stationed. I will defend the rights of gods and men and will not leave my country smaller, when I die, but greater and better, so far as I am able by myself and with the help of all. I will respect the rulers of the time duly and the existing ordinances duly and all others which may be established in the future. Furthermore, if anyone seeks to destroy the ordinances I will oppose him so far as I am able by myself and with the help of all. I will honour the cults of my fathers. Witnesses to this shall be the gods Agraulus, Hestia, Enyo, Enyalios, Ares, Athena the Warrior, Zeus, Thallo, Auxo, Hegemone, Heracles, and the boundaries of my native land, wheat, barley, vines, olive-trees, fig-trees."

The Shield

This would have been especially prevalent among shield devices. These would tend to be personal to the bearer and have some relevance to him, be it a variation of a family sigil or perhaps a remark on the abilities or achievements of the bearer. Others may have been dedicated to a god, or simply been something fierce to intimidate enemies when phalanxes met in battle.

THE ATHENIAN CITY STATE WAR BAND

An Athenian warband has the advantage of a wide variety of troops to choose from, ranging from the all but impregnable hoplite to the wide-ranging peltasts and psiloi. The hoplites form a solid, immovable core for a warband, organised into a tight phalanx that can resist wave upon wave of enemies. Meanwhile, skirmishing units spread out across the flanks to harass invaders. If the Athenian commander can time his attacks properly, the phalanx will advance to sweep away the remnants of a disorganised enemy and Athens can claim another victory.

A warband of Athenians can have a wide range of troops that allow it to beat any enemy – not by brute force but by tactics.

Mediocre Archery

The Greeks were not renowned for the prowess of their archers, compared to those of other nations. If an Athenian unit does not take a Special action to kneel and aim with a Bow before a Shoot action, it will suffer a -1 penalty to its Ranged checks.

HERO



50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+1	+3	+0	2

Athens had a long tradition of heroes arising from the ranks of its citizen-soldiers, and such men were capable of turning the tide against entire armies if the fates were with them. Though he may start out as just a promising hoplite, history may go on to record the great deeds of this hero.

Options

- Purchase a Large Shield for 5 Denarii
- Purchase a Linothorax for 5 Denarii
- Purchase a Cuirass for 15 Denarii
- Purchase a Helmet for 2 Denarii
- Purchase an Arrow Apron for 2 Denarii
- Purchase a Long Spear for 5 Denarii
- Purchase a Dagger for 2 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Bow for 5 Denarii
- Purchase a Sling for 5 Denarii
- Purchase up to three Javelins for 2 Denarii each
- Purchase a Horse for 40 Denarii

CAVALRYMAN



18 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+1	2D	+0	+2	+1	2

While never a match for the cavalry of Thessaly, Athens maintained a small but competent force of horsemen. Coming from the richest families, they were well equipped and effective. Shying away from breaking heavy enemy infantry units, the Athenian cavalry were always happiest when running down skirmishers or other light troops.

Equipment: Horse, Long Spear

Options

- Purchase Cuirasses for 10 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase up to two Javelins per Cavalryman for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Hit and Run

Cavalrymen may use the Hit and Run rules detailed on page 17.

A MAN WHO TAKES NO INTEREST IN PUBLIC AFFAIRS IS NOT APATHETIC BUT COMPLETELY USELESS.

PERIKLES

HOPLITE

12 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+0	+2	+0	1

The hoplite is a proud citizen-soldier of Athens, a free citizen who has taken up arms to defend the interests of his city state. Each purchases his own weapons and armour, giving range to a wide variety of designs and styles.

Equipment: Large Shield, Long Spear

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 10 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Arrow Aprons for 1 Denarius each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Phalanx

A unit of ten or more Hoplites may use the Phalanx rule on pages 21-23.



ARCHER

10 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+2	+0	1

Though not credited with any great skill in archery, Athens did maintain a regiment of archers for a while. Better trained than psiloi equipped with bows, they were nonetheless out-shot by more skilled archers. In warbands, they supported hoplites and bolstered the psiloi.

Equipment: Bow

Options

- Purchase Leather or Bronze Helmets for 2 Denarii each
- Purchase Daggers for 1 Denarius each
- Purchase Swords for 3 Denarii each

Trained Archers

The archers of Athens had better training than most Greeks with the Bow. They do not suffer from the Mediocre Archery rule. However, an Athenian warband may never have more units of Archers than it has units of Hoplites.

PELTAST



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+1	+0	1

Peltasts, named after the small shields they carried, are lightly armed skirmishers, intending to keep the enemy off balance while shielding their own hoplites from enemy skirmishers. Their shields allow them to act more aggressively towards enemy light troops but they tend to retreat from hoplites.

Equipment: Javelin, Small Shield

Options

- Purchase up to two more Javelins per Peltast for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Hit and Run

Peltasts may use the Hit and Run rules detailed on page 17.

PSILOI



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+1	+0	1

The psiloi are drawn from the ranks of the poorest citizens of Athens, and take to the battlefield with what little arms they are able to purchase. They are typically used as light infantry and skirmishers, harassing the enemy until hoplites can finish them off.

Equipment: Dagger, Stones

Options

- Replace Stones with Bows for 2 Denarii each
- Replace Stones with up to three Javelins per Psiloi for 1 Denarius each
- Replace Stones with Slings for 4 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase Animal Skins or Bucklers for 2 Denarii each

Hit and Run

Psiloi may use the Hit and Run rules detailed on page 17.

ATHENIAN CITY STATE MERCENARY LIST

Athenians may use units from the following warbands as Mercenaries:

- Athens
- Macedonia
- Thebes
- Sparta

In addition, they may also use the following units from the Mercenaries chapter:

- Cretan Archer (page 192)
- Greek Hoplite (page 193)
- Thessalian Cavalryman (page 195)
- Thracian Peltast (page 196)
- Thracian Warrior (page 196)

HEROES OF LEGEND

The Heroes presented here were great warriors of Athens who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

CLEON

220 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 7 Hero	5"	+1	+3	3D	+1	+4	+2	5

Quickly gaining a reputation as both ruthless and ambitious, Cleon was originally a noble but turned his back on old political allies when they no longer suited his purpose. This turned into a hatred of the nobility, matched only by his hatred of Sparta. Cleon was gifted with great charisma and was a strong leader of armies. He took most of the credit for the Battle of Sphacteria, where his forces compelled a Spartan army to surrender and be taken to Athens as prisoners.

Talents: About Face!, Dirty Fighting, Divine Luck, Inspire, Heroic Rush, Mighty Blow, Push Back, Voice of Command

Equipment: Large Shield, Linothorax, Long Spear, Sword

Lay Down Your Shields!

If Cleon is leading a friendly unit that outnumbered an enemy unit within 12", and no other enemy units are within 12" of that unit, he may order the enemy unit to surrender with a Special action. The enemy unit must make a Bravery check. If it fails, it will lay down its arms and leave the battlefield – remove the unit immediately.

THEMISTOCLES

150 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 5 Hero	6"	+1	+3	2D	+2	+3	+2	5

After fighting in the Battle of Marathon, Themistocles became the most prominent public figure in Athens, and used his political strength to advocate the expansion of the Athenian navy. This proved prescient, for these ships under his leadership were instrumental in defeating the Persian fleet in the Battle of Salamis. However, he was forced to flee Greece after the Spartans managed to implicate him in treason.

Talents: Battlefield Control, Motivation, Shield Bash, Shield of Steel, Shield Wall, Voice of Command

Equipment: Large Shield, Linothorax, Long Spear, Sword

All of Hell With Her

Themistocles knew just how to enrage an enemy, often to their detriment. As a Special action, Themistocles may enrage any enemy Hero within 12" and in Line of Sight. Both make an opposed Bravery check. If Themistocles is successful, the enemy Hero must make every attempt to attack Themistocles. When performing Melee actions to attack Themistocles, the Hero will double his Melee Dice but halve his Melee score, rounding up.

I AM NOT AFRAID OF AN ARMY OF LIONS LED BY A SHEEP;
I AM AFRAID OF AN ARMY OF SHEEP LED BY A LION.

XENOPHON



ATHENIAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Athenian-themed battles.

DIE ROLL	SCENARIO
1-2	Slave Raid
3-4	Strategic Conquest
5-6	One Night in Athens

SLAVE RAID

The Athenian economy is built upon the back of slaves – and quite right too, for it is only natural that the superior Greeks enslave barbarians. However, barbarians will not enslave themselves, and so regular slave raids have to be launched, attacking villages and towns to plunder them for fit men and beautiful women.

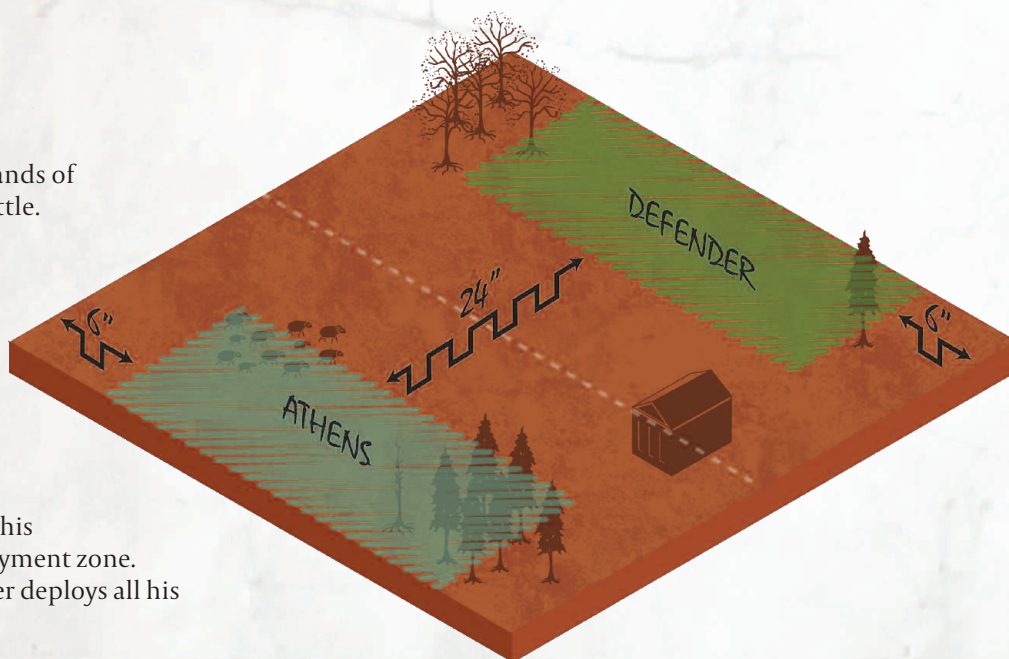
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Athenian player is the Attacker.

SET UP

Both players roll a dice, the lowest deploying all his models first in his deployment zone. The highest rolling player deploys all his models second.

Both players roll a dice. The player who rolls the highest takes the first Phase of the game.



SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



STRATEGIC CONQUEST

An Athenian warband has moved into enemy territory with the aim of wresting control and benefiting from its resources, be they grain, minerals or livestock. By striking quickly, the Athenians may be able to catch the enemy off guard and build a defensible front before a serious counterattack can be launched. Only a single enemy warband lies in their path.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Athenian player is the Attacker.

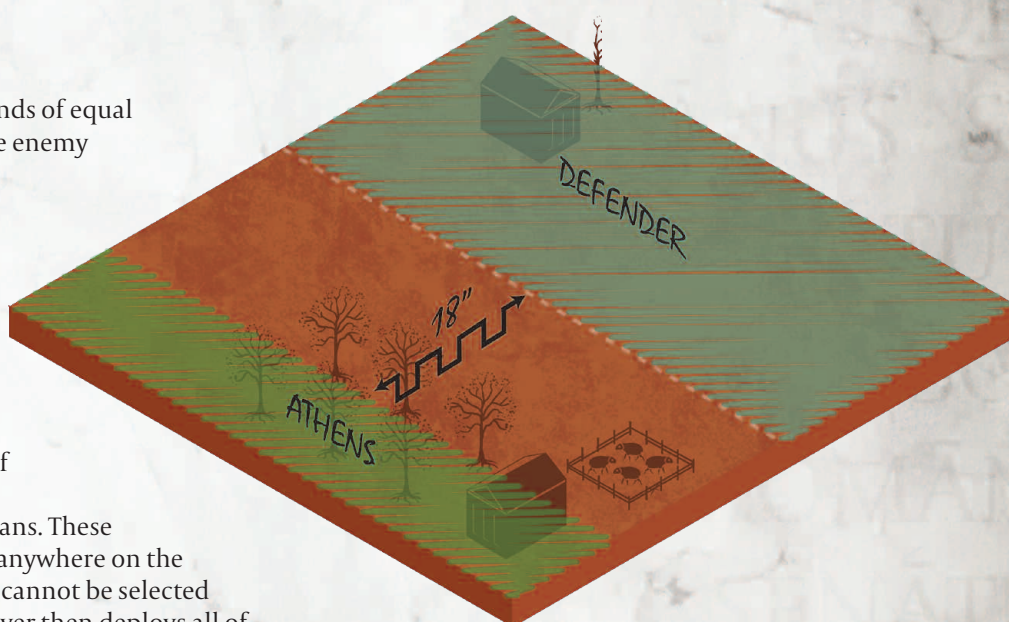
SET UP

The Defending player rolls one dice – he must select this many pieces of terrain that will become objectives for the Athenians. These pieces of terrain may be anywhere on the table but the same piece cannot be selected twice. The Defending player then deploys all of his models, followed by the Athenian player.

The Athenian player has the first Phase.

SPECIAL RULES

The Athenian player will capture a terrain piece selected by the Defending player by moving a unit into contact with it. It will remain in his possession until all Athenian units in contact with it have moved away or been destroyed.



VICTORY CONDITIONS

Athens will gain victory if it manages to capture at least half of the terrain pieces selected by the Defending player. The Defending player will win if he can make it impossible for the Athenian player to do this (by destroying enough Athenian units so half of the terrain pieces cannot be captured).

ATHENS' BIGGEST WORRY WAS THE SHEER RECKLESSNESS OF ITS OWN DEMOCRATIC GOVERNMENT. A SIMPLE MAJORITY OF THE CITIZENRY, URGED ON AND INCENSED BY CLEVER DEMAGOGUES, MIGHT CAPRICIOUSLY SEND OUT MILITARY FORCES IN UNNECESSARY AND EXHAUSTING ADVENTURES.

THUCYDIDES



ONE NIGHT IN ATHENS

An Athenian town has been invaded by an enemy warband – perhaps even Athens itself! A small warband is all that stands between the Athenians and complete disaster, as reinforcements are either unaware of the danger or simply not present! Victory will go the warband that can move the quickest and silence the enemy while taking advantage of the cover of night.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Athenian player is the Defender.

SET UP

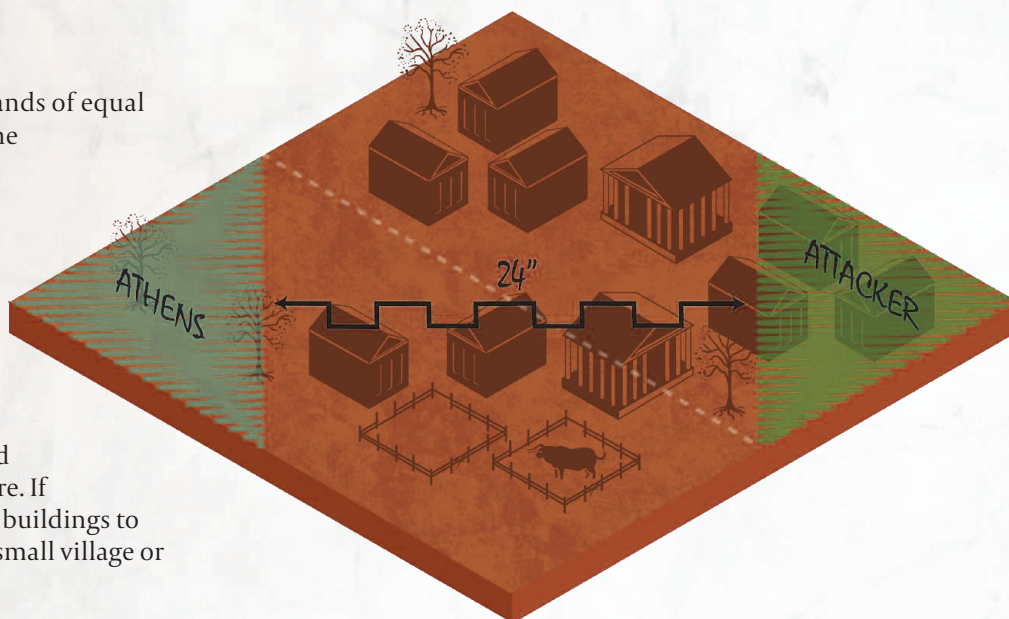
If possible, the terrain used in this battle should be mostly urban in nature. If you do not have enough buildings to cover the entire table, a small village or farm will work well.

Both players roll a dice, with the lowest deploying all of his models first. The highest rolling player then deploys all of his models.

Both players then roll another dice. The highest rolling player can choose who has the first Phase of the game.

SPECIAL RULES

All units in both warbands will be hampered by night. No unit may perform any kind of attack on an enemy



that is more than 12" away at the start of its Phase. A unit cannot, for example, move into 12" with its first action and then attack with bows – it must be within 12" at the start of its first action in order to attack.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.

I NEVER LEARNED HOW TO TUNE A HARP, OR
PLAY UPON A LUTE; BUT I KNOW HOW TO RAISE
A SMALL AND INCONSIDERABLE CITY TO GLORY
AND GREATNESS.

THEMISTOCLES



BRITAIN

The tribes of ancient Britain were at the far edge of the known world, living in a place wreathed in mystery and legend. Cut off from the rest of the continent, the Britons developed their own culture, society and philosophies, and appeared to be the embodiment of wild barbarians to the Romans when they first arrived on these shores – well-muscled, powerful in battle and malicious in intent.

BRITAIN

There is a lot that is not known about the tribes of Britain, as they did not read or write and so events were passed on by word of mouth. Most evidence on how they lived comes second hand from Greek and Roman writers, the latter of whom had arrived as invaders and saw a very negative side of the Britons, and archaeological finds. Therefore, what follows is based on the best available evidence and conjecture – opinions will differ.

What is clear is that the tribes were by no means united, and joining to face a common enemy might have been a difficult concept for the Britons to understand. Violent disputes within a tribe would likely have been common, with each tribe divided by many different clans (a type of extended family).

It was this inability to unite that would eventually cost them their homeland and freedom.

SOCIETY AND LAW

Most Britons lived in scattered villages, farming communities comprising round houses with thatched roofs. A fire would be found in the centre of the house, used for both heating and cooking, with smoke escaping out of a hole in the roof. Those who kept animals would have kept them inside their round house for safety or to keep them out of the cold.

Such villages might feature an earthen bank with wooden fence for defence, either from tribal enemies or wild animals (boars, wolves and even bears were common in Britain in this age). Some communities built forts on top of hills for a greater level of protection.

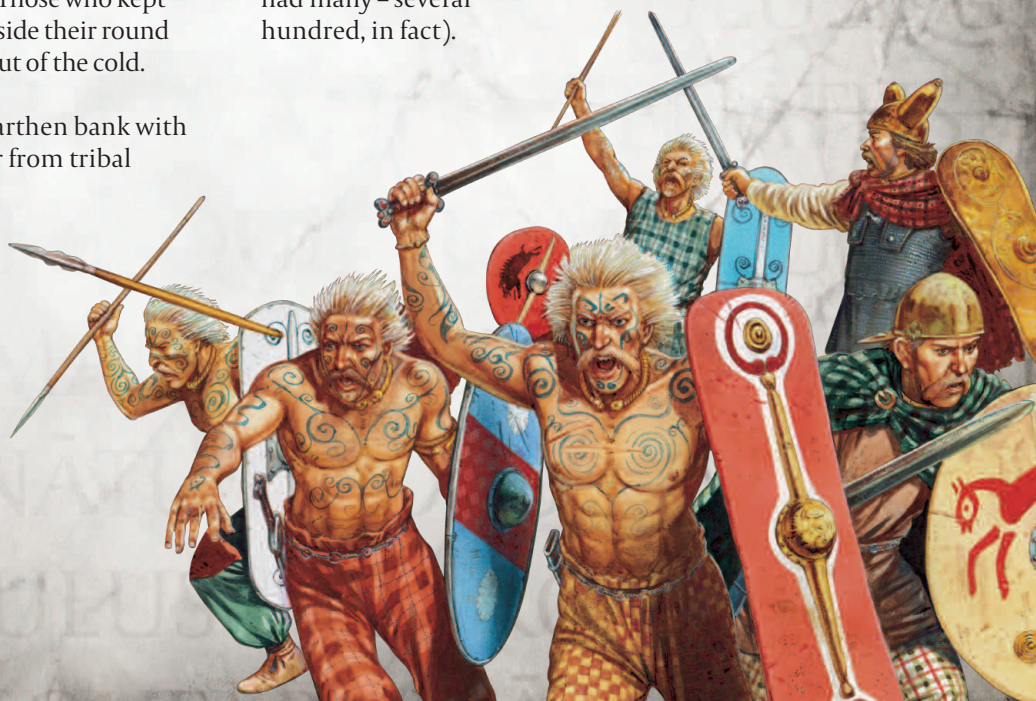
The Iceni

Perhaps one of the best known British tribes due to its iconic ferocious queen Boudicca, the Iceni tribe led an uprising against Roman governor Paulinus in 60 AD. Despite early success in sacking Londinium and Camulodunum, they were to later feel the full might of his army and suffered a horrific defeat near the river Anker. The Romans were extremely vengeful in their attack and spared no-one, regardless of combat status. It is estimated that fifty thousand Icenians were massacred, compared to a paltry five hundred of Paulinus's men.

Leadership of tribes, warbands and communities would likely have gone to the finest warrior who also possessed political acumen. However, the druids famously formed an important role in tribal society. Religion was passed down the generations solely by their teachings, where they were said to conduct religious ceremonies near sacred water and sometimes practise human sacrifice. Again, we only have the word of the Romans on this as the druids never wrote their beliefs down and no archaeological find has ever been linked directly to druids.

This makes for rampant speculation on what the druids believed and how they followed their faith.

It is assumed they were responsible for leading religious festivals and interpreting the will of the gods (of which the Britons had many – several hundred, in fact).



The Catuvellauni

As one of the most powerful tribes in Britain, the Catuvellauni dominated territory in the majority of the South East and under the leadership of Cassivellaunos, fronted the resistance of a second Roman invasion in 54 BC. As Britain was deemed a threat to the Roman conquest of Gaul, Caesar decided to crush Cassivellaunos' growing power and, unlike the first attempt, brought with him a much larger army – five legions instead of the previous two. The Catuvellauni were subsequently defeated and agreed to provide the Romans both hostages and tribute. The Romans would not return for nearly one hundred years.

This could have been done by observing natural phenomenon, such as the flight of birds, but the Romans were always keen to emphasise the use of sacrifice in druidic rites. The most well known of these was placing criminals or captured enemies in a wooden effigy before burning the whole construction. Today, this is known as a wicker man.

Traditionally, children were not raised by their mother and father but by foster parents, usually the child's uncle and aunt. Women had a better time as Britons than in other areas of the world at this time (a trait shared by Celts on the continent too), as they were accorded equal status with men and were allowed to own property. They could rise in power to lead entire tribes and become war leaders, as did Boudicca. It was the Roman refusal to acknowledge her position that sparked war, and she was able to pull other tribes to her cause.

Slavery was common, with captives taken during war and raids. It is possible the Britons had a vibrant trade in slaves, trading with other tribes on the island or those on the continent. It was possible that slaves who distinguished themselves in some way could be freed by their owners.

MILITARY SERVICE

Tribal warfare was a large component of the life of a Briton, though most battles were likely to have been skirmishes, border clashes and cattle raids, rather than huge battles featuring hundreds or thousands

of warriors. Many warbands also functioned as mercenaries, travelling to the continent to fight alongside Gallic and Roman armies, among others.

The strength of a tribe was in its infantry, though some warbands would feature light cavalry, used as scouts and skirmishers. Infantry had little formal organisation, and it was unlikely to have included many professional warriors, as most would have been farmers or craftsmen of some description. These warriors would have mobbed together into units but fought as individuals, lacking the discipline and organisation of the Greeks and Romans. Even so, a charging unit of Britons was said to be formidable and if they could intimidate the enemy into flinching from the wild rush, victory would likely be theirs.

The Britons had an egalitarian approach to most things in life and if a woman was capable of wielding a sword, it seems there was little to stop her joining a warband.

APPEARANCE AND EQUIPMENT

The Britons (and most Celts) were noted for their bright and patterned clothing, with stripes and checks common. These colours may seem a little muted to modern eyes used to artificial dyes but warriors and tribesmen in a warband would have little uniformity, with every one an individual. Jewellery was extremely common and would mark the status of a warrior. Rings of gold, iron, bronze and other metals would have been worn, along with torcs for the wealthiest and highest standing of the tribe.

Lime was used to colour and spike hair, and exposed skin (of which there might be a fair amount, as some warriors were said to charge into battle naked) was either painted or tattooed with blue symbols. Posidonius described them as 'less like human beings than wild men of the woods'. Britons had a macabre fascination with human heads and would often hang the heads of their enemies on their belts, believing that they could claim their spiritual power for their own.

Among most of the warriors, armour was rare and many may have gone into battle without even a helmet. Shields were often the sole form of protection, typically long and either hexagonal or oval in design, used alongside a spear, though swords were far from rare.

The better warriors (and, thus, the wealthiest) often wore helmets, perhaps decorated with large horns



The Caledonii

The Caledonians occupied the northern region of Scotland and really were the tough guys – as their name translates to. This tribe managed to consistently elude complete Roman control and were in fact greatly respected by them for being sturdy enough to withstand the extremely cold conditions. Intimidated and afraid of their barbarous warriors, the Romans built the Antonine Wall in order to contain Caledonian power and stop their influence spreading to more southern parts of the country. This allowed it to consistently grow until it became so large it was known as the Pictish Kingdom.

or wings. The intent here was to make the warrior seem taller and more imposing. Others wore chainmail shirts.

Chariots were used by Britons long after they had been abandoned by Celts on the continent. They were light, two-wheeled designs used to carry the wealthiest warriors into battle. Rather than being used to crash into enemy units, chariots were used to transport the warrior across the battlefield where he would launch javelins at the enemy before dismounting and engaging them on foot. The chariot

would remain nearby to take the warrior to a new area of the battlefield when he had defeated his enemies or, if needed, to offer a quick retreat if the fight turned against him. Indeed, Caesar writes of his admiration for their supreme charioteering skills, where they were able to maintain control of the vehicle on steep slopes and traverse the battle ground with ease.

The Britons used very long horns, known as a Carnyx, to coordinate their warbands. Used in a vertical position, they were a type of bronze trumpet that towered above the warriors so it could be heard by everyone even in a pitched battle.

THE BRITISH WARBAND

While the tribes of Britain will typically have large units of bloodthirsty and eager warriors at their core, there are several additional units that set them apart from other armies. The most obvious are the chariots, fast-moving mobile battle platforms that carry chieftains and warlords into the heart of any battle, and these are very much iconic features of a Briton tribe. Cavalry are light but effective and few tribes of any note will seriously consider going into battle without a druid present, frightening the enemy while bolstering their own warriors with his blessings and curses.

A warband of Britons is typically large and diverse, with many fierce warriors. Though lacking in sophistication, they are very tough and hard to break.

HERO

45 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+2	+0	2

The greatest of his tribe, a hero of Britain is a fearsome warrior, able to hack through his enemies in a berserk fury. Few can withstand his onslaught for long and his warriors will pour through the gaps he creates in the enemy's line. Within the tribe, the hero will be a warlord or chieftain, earning the right to lead men through the use of his sword or axe.

Options

- Purchase Small Shield for 2 Denarii
- Purchase Large Shield for 5 Denarii
- Purchase Leather Armour for 5 Denarii
- Purchase Chainmail Shirt for 15 Denarii
- Purchase Helmet for 2 Denarii
- Purchase Short Spear for 3 Denarii
- Purchase Dagger for 2 Denarii
- Purchase Axe for 5 Denarii
- Purchase Great Axe for 15 Denarii
- Purchase Sword for 5 Denarii
- Purchase Two-Handed Sword for 15 Denarii
- Purchase Sling for 5 Denarii
- Purchase a Horse for 30 Denarii
- Purchase up to three Javelins for 2 Denarii each

DRUID



75 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+0	+1	1D	+0	+3	+0	2

Druids were responsible for leading their tribe in worship, leading their people in prayers and sacrifices, blessing (or cursing) crops and livestock, and divining the future. They were held in great awe by the tribesmen and the greatest chieftain was well-advised not to go against the word of a druid. Their power was such that they could stop two rival tribes from engaging in battle, forcing at least a temporary peace.

Options

- Purchase Dagger for 2 Denarii
- Purchase Sword for 5 Denarii

Blight

The presence of a druid did not just bolster the morale of the Britons – their enemies were highly fearful of their powers too and were vulnerable to curses laid upon them. Before a battle begins, the British player make select any one Hero in the enemy warband. That Hero will suffer a -1 penalty to any characteristic of the British player's choosing for the rest of the battle.

Druidic Presence

The Britons believed their druids could work great magic and the presence of one greatly bolstered their faith in victory, while their enemies quailed under what the druids might do to them. A Druid may not be challenged by an enemy Hero (though he is free to issue his own challenge). In addition, any British unit the Druid leads may re-roll any of its own Melee Dice in close combat.

CHARIOT



40 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+0	+1	3D	-1	+2	+2	4

The mark of a truly powerful warlord, chariots bore the greatest heroes of Britain into battle. From these mobile fighting platforms, a hero could roam the battlefield at will, racing to where he was most needed, throwing javelins into the enemy before dismounting and joining his warriors on foot.

Equipment: Horse, Large Shield, Short Spear

Battle Platform

A Hero may start the battle on board a Chariot, effectively becoming one unit. While the Hero is mounted, the unit uses the Chariot's characteristics for movement, close combat and being attacked by ranged weapons, but the Hero performs his own actions, may use any Talents, and the Chariot uses his Bravery score.

If the Chariot is attacked in any way, any damage caused is deducted from the Chariot's Wounds. If the Chariot is destroyed, roll a dice; the Hero loses this many Wounds. If he still has Wounds remaining, the Hero is placed on the table within 3" of the Chariot's last position. The Hero may leave the Chariot at any time simply by performing a Move or Melee action, and may board it again the same way. However, the Chariot may not perform more than one Move or Melee action in any Turn in which he leaves or boards it.

Property of a Hero

A Chariot must be assigned to a specific Hero (not a Druid) before the battle starts, and each Hero may only have one Chariot. If a Chariot cannot be given to a Hero, it may not be used. During the battle, no other model may use the Chariot except the Hero it was assigned to.

HORSEMAN



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	2D	+0	+1	+1	2

Cavalry was never used as the main fighting arm of the tribe (that was the units of warriors), but as skirmish forces that were used to harry enemy light troops and launch hit and run javelin attacks into larger units. They could cover a wide area of ground quickly and so a canny chieftain could use his horsemen to keep an enemy off balance.

Equipment: Horse, Short Spear, Small Shield

Options

- Purchase up to two Javelins per Horseman for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Horsemen may use the Hit and Run rules detailed on page 17.

HUNTING DOGS



MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Tribesman	6"	+1	+1	2D	+1	+1	+0	1
Hound	6"	+1	+3	2D	+2	+1	+0	1

Hunting with dogs was a popular pursuit of the Britons, but larger dogs were capable of tearing a man off a horse and so often made an appearance in warbands. Wolfhounds, mastiffs and similar breeds were used, led by their handlers into battle then unleashed upon unsuspecting enemies.

Type: Infantry Minions

Equipment: Short Spear (tribesmen only), teeth and a bite worse than the bark (hounds only, treat as Short Spear)

Options (Tribesmen only!)

- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each

Dog Handlers

A Hunting Dogs unit must have at least one Tribesman Dog Handler for every four Hounds or part thereof at the start of a battle, and may not have more Tribesmen Dog Handlers than Hounds.

Let Slip the Dogs of War

So long as at least one Hound remains in the unit, Hunting Dogs increase their Move to 10" when performing a Melee action.



WARRIOR



8 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

The warriors of Britain were fierce and intimidating to fight, howling at their enemies as they charged with wild abandon. Most were protected by little more than a shield and perhaps a helmet, while others capitalised on their wild nature by fighting completely naked. Those wearing chainmail were likely to be rich nobles who could afford the extra protection.

Equipment: Large Shield, Short Spear

Options

- Purchase up to three Javelins per Warrior for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Chainmail Shirts for 12 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Skyclad

Some Warriors went into battle naked, trusting to their faith for protection. If a unit of Warriors do not take any armour other than a Large Shield and their models are wearing no clothing at all, they gain a +1 bonus to Melee checks.

Strength in Numbers

A unit of Warriors gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

Wild Charge

The initial charge of Warriors is wild and chaotic. A unit of Warriors that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.

TRIBESMAN



8 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	2D	+1	+1	+0	1

Poorer or younger members of the tribe yet to prove themselves in battle formed skirmish units. Lightly equipped and armed with slings, they moved into position quickly and rained missiles upon their enemies, disrupting units before the warriors struck. Courage displayed by a tribesman could get him recognised and quickly inducted into the ranks of warriors.

Equipment: Sling

Options

- Purchase up to two Javelins per Tribesman for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Small Shield for 3 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Tribesmen may use the Hit and Run rules detailed on page 17.

Strength in Numbers

A unit of Tribesmen gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

BRITISH MERCENARY LIST

Britons may use units from the following warbands as Mercenaries:

- Britain
- Gaul

HEROES OF LEGEND

The Heroes presented here were great warriors of Britain who helped shape their history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

BOUDICCA

95 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 2 Hero	6"	+1	+2	2D	+2	+4	+0	3

The most famous of ancient Britons, Boudicca was Queen of the Iceni whose territory was annexed by the Romans upon the death of her husband. Flogged by her enemies, Boudicca rallied the tribes of Britain to form an army of over 100,000 to challenge and, at times, defeat the Roman invaders.

Talents: Careless Charge, Dirty Fighting, War Cry

Equipment: Large Shield, Sword

Options

- May use a Chariot for 40 Denarii

Thirst of Vengeance

Boudicca's fury and need for revenge is bottomless, and she is able to infect the warriors around her with the all-consuming need to destroy their enemies. Boudicca and all units in the warband (but not Mercenaries) within 12" of her will automatically pass all Will to Fight checks.

CARACTACUS

200 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 7 Hero	6"	+1	+3	4D	+1	+3	+3	5

Chieftain of the Catuvellauni, Caractacus resisted the Roman invasion of Briton under the Emperor Claudius for a decade before he was finally captured and taken to Rome. Despite the strength of the legions, Caractacus fought a successful guerrilla campaign in the Welsh mountains until he was finally defeated and then handed to Rome by Britons allied to the invaders.

Talents: Back at Ya!, Demoralise, Die Hard, Heroic Rush, Inspire, Light Foot, War Cry, Well-Planted

Equipment: Axe, Chainmail Shirt, Large Shield

Options

- May use a Chariot for 40 Denarii
- May use a Horse for 30 Denarii

Death to Invaders!

Caractacus will not yield an inch to an invader and will act as a beacon of resistance to those he leads into battle. If a unit in his warband fails a Will to Fight check, Caractacus may make a Bravery check. If successful, the remaining models in that unit are removed from the table but can be redeployed within 12" of Caractacus at the start of his next Phase.



BRITISH BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for British-themed battles.

DIE ROLL	SCENARIO
1-2	Terror of the Tribes
3-4	Wrath of Britons
5-6	Peace Between Enemies

TERROR OF THE TRIBES

The strength of the tribes in Britain was as much in their reputation as their spears, and the chieftains knew full well that a battle could be won before it started if the enemy could be terrified. Before battle, the warriors of Britain would often form up into units and then shout, insult and torment their enemies, hoping to shake their confidence with a display of raw strength and aggression.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Briton player is the Attacker.

SET UP

The Defending player deploys all of his models first. The Briton player then deploys all of his models next. No unit of the Britons may be placed so that it is more than 6" away from at least two others, and all units must have Line of Sight to at least one enemy unit.

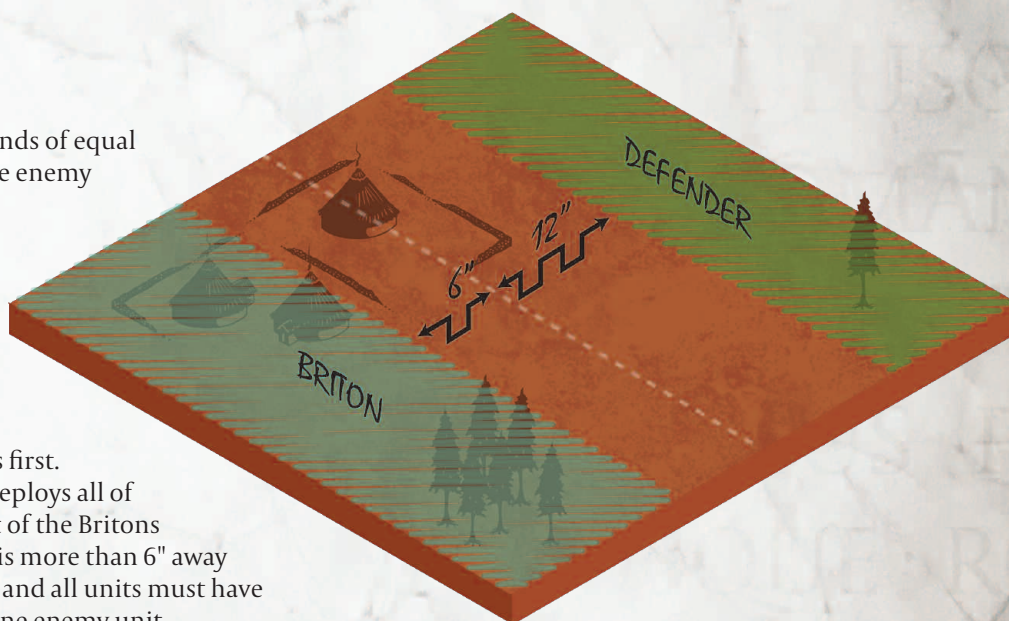
The Briton player has the first Phase.

SPECIAL RULES

Before the battle begins, the warriors of Briton will attempt to intimidate their enemies.

At the start of the first Turn, before any model performs an action, every Defending unit must make a Bravery check. If the Briton player has deployed more models than the Defending player, these checks are made with a -1 penalty.

Any unit that fails this Bravery check will suffer a -1 penalty to all Melee and Bravery checks it makes during this battle.



VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



WRATH OF THE BRITONS

As every Briton knew, a lightning fast attack spearheaded by bloodthirsty and brave warriors was the key to victory. By massing in one location and then flinging themselves at the enemy, a tribe might be able to overwhelm the enemy before they knew a major attack had started.

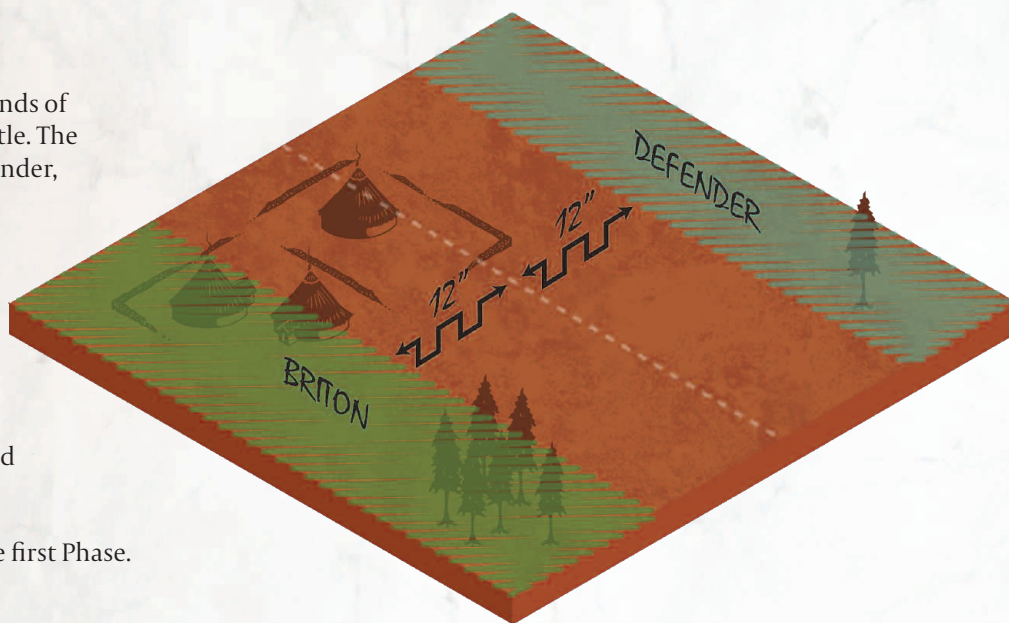
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Briton player is the Attacker.

SET UP

The Defending player deploys all of his models first, followed by the Briton player.

The Briton player has the first Phase.



SPECIAL RULES

None.

VICTORY CONDITIONS

The Briton player will gain victory if at least half of his *remaining* units are in the Defending player's deployment zone for a full Turn.

ROUSING EACH OTHER BY THIS AND LIKE LANGUAGE, UNDER THE LEADERSHIP OF BOUDICEA, A WOMAN OF KINGLY DESCENT (FOR THEY ADMIT NO DISTINCTION OF SEX IN THEIR ROYAL SUCCESSIONS), THEY ALL ROSE IN ARMS. THEY FELL UPON OUR TROOPS, WHICH WERE SCATTERED ON GARRISON DUTY, STORMED THE FORTS, AND BURST INTO THE COLONY ITSELF, THE HEAD-QUARTERS, AS THEY THOUGHT, OF TYRANNY. IN THEIR RAGE AND THEIR TRIUMPH, THEY SPARED NO VARIETY OF A BARBARIAN'S CRUELTY. HAD NOT PAULINUS ON HEARING OF THE OUTBREAK IN THE PROVINCE RENDERED PROMPT SUCCOUR, BRITAIN WOULD HAVE BEEN LOST.

AGRICOLA



PEACE BETWEEN ENEMIES

While the tribes of Britain knew almost constant warfare, in one form or another, the truce was also a common event – two enemies meeting to discuss terms to end current hostilities. However, no warlord worthy of the name would attempt a truce without a decent show of strength and so entire warbands could be present. Things could go smoothly unless someone did something very stupid ...

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Briton player is the Defender.

SET UP

Both players choose up to two Heroes in their warband and place them, in base contact with one another, in the middle of the table. Starting with the Attacking player, both players take turns to place a unit in their deployment zone. No unit may be placed more than 3" away from another unit in the same warband.

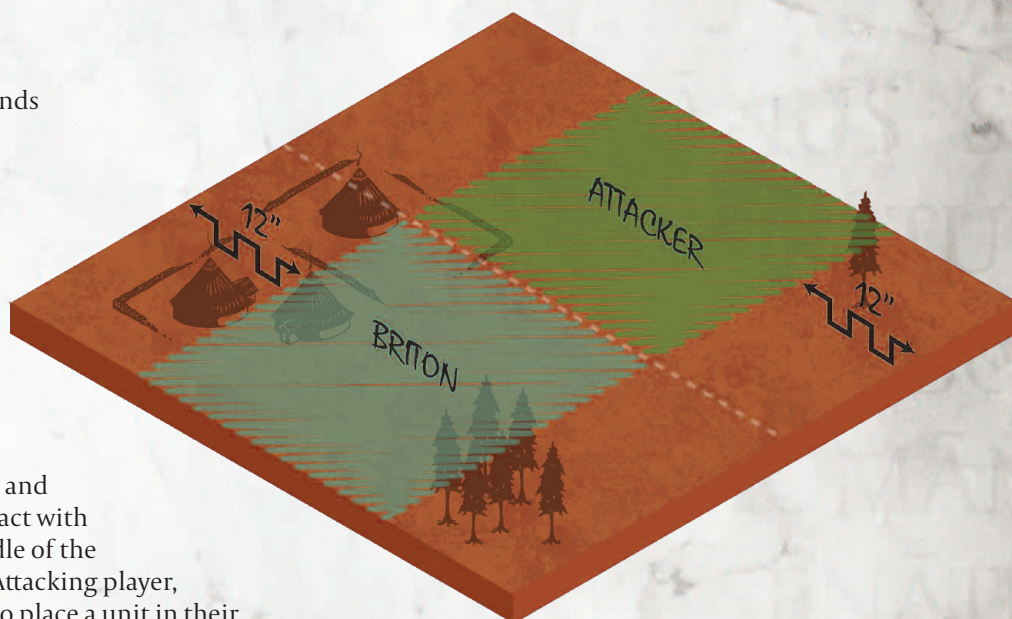
This continues until all models have been placed.

See the Special Rules to determine who has the first Phase.

SPECIAL RULES

Both players select one Hero in the *opposing* player's force. This Hero looks decidedly twitchy to them and they believe he is about to draw commit treachery and assassinate one of the negotiators of the truce!

Both players make opposed Bravery checks for the Heroes that were selected. The Hero that wins this check may perform a single free action.



Both players then roll a dice. The player who rolls the highest takes the first Phase of the game.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



CAESAR'S LEGIONS

The victory of Rome over Carthage had unexpected consequences. With huge numbers of slaves now available, labour was extremely cheap which created an era of overall prosperity. However, most of the wealth went to those who could afford slaves and had land or businesses for them to work. The working classes found it increasingly difficult to make a living.

MEDITERRANEAN ROME

By 50BC, Rome was well established as the centre of an empire in all but name. Sea transport and trade were essential, and to a great extent the limits of the empire were defined by distance from the nearest port rather than distance from Rome. With the Carthaginian threat to the Mediterranean maritime network dealt with, it was now possible to look further inland.

Military and political leadership were intertwined in the late Roman republic. Provincial governors were expected to lead their forces and deal with whatever troubles arose. Relatively peaceable areas were governed by a proprietor, with more troubled areas or important border regions instead assigned a proconsul who had the power to command legions where a proprietor did not. Governorship was a route to higher office in Rome itself, and could also be a means for an ambitious man to enrich himself using resources provided by the republic.

SOCIETY AND LAW

Early in the history of the republic, there were clear divisions within large-scale politics. Rome itself was 'first among equals' within the republic, enjoying a status that was somehow both the same as that of the Italian cities and yet above them. 'Roman' and 'Latin' legions were in theory equal and equipped to the same standard, but the very fact that a distinction was made indicates that it mattered whether a person or unit came from Rome or from a 'lesser equal' state.

Despite the differences in status, the Latin cities and their people stood above those of the provinces. However, over time this changed. Grants of land to successful commanders and their troops gradually Romanised conquered or absorbed areas, creating enclaves and eventually provinces that were distinctly Roman in culture and outlook. These changes took time, and there would always be a tendency to view provincials as rustic and generally inferior but there was a gradual movement away from 'Rome, her allies, and her conquests, in that order' to a more unified state.

To a great extent, social change was driven by military needs. The original military arrangement used by the republic was rather amateurish in many ways and relied on the service of upper echelons of society. For a small state facing the occasional barbarian incursion or war with another city this was workable, but as Rome's power grew so too did her military requirements. The men fighting a campaign were landowners and businessmen, and the economy suffered in their absence. Estates decayed and important decisions were deferred, sometimes for years if a war dragged on.





Whilst deaths or disablement were a drain on the manpower of the army, the worst social and economic effects were caused by the need to pacify and garrison conquered territories. Economically important men were tied up for years on end on garrison duty or patrolling the borders. The occasional skirmish did not justify the absence of the social elite from their duties of governorship.

A great deal of effort was expended on keeping the population of Rome and the larger cities content, generally by providing a wide range of entertainment. It was in this role that the young Gaius Julius Caesar first came to the fore, spending large amounts of his own money to entertain – and buy the favour of – the citizenry. As a result he was heavily in debt and thus vulnerable to his many enemies.

This was one reason for Caesar's spectacular campaign in Gaul. As governor of Transalpine Gaul and Cisalpine Gaul, he engineered a conflict with local tribes and used victory to enrich himself. Not content with this exploit, Caesar found reasons to continue his campaign into Gaul, eventually conquering it and bringing the whole region under Roman control. He even launched a brief incursion into the British Isles.

Fearing Caesar's new power and influence, his enemies demanded he return to Rome. By law he would have to leave his veteran legions behind, as there were laws governing where a consul's army could be deployed. If Caesar crossed the river Rubicon into Italy with his army he would essentially be committing treason; if he did not he would be at the mercy of his enemies. His decision to march into Italy at the head of his army brought about civil conflict and ultimately the rise of the Roman Empire.



MILITARY SERVICE

The most important changes in the Roman military system were implemented by Gaius Marius, a plebeian who had clawed his way into the political arena on the back of honourable military service. Marius was highly successful as governor and commander, but was unavailable in 102BC at a time when Rome faced a severe crisis. Strict rules about the rotation of consulships forbade him from being assigned, but as the Roman army faced a string of defeats the regulations were amended. Marius was placed in command of a Roman force defending against invasion by tribes from Gaul, and given multiple extensions of his term until the threat was finally eliminated.

Marius implemented many changes in the Roman army, which would create the formidable fighting machine deployed by Caesar and later commanders. Instead of having to provide their own war gear, soldiers were issued arms and equipment by the state, opening military service to the poorest classes who at the time desperately needed a source of employment. A new class of professional soldier began to emerge, whilst at the same time Marius improved training and did away with much of the army's baggage train.

Soldiers were issued only what they needed, and forced to carry most of it themselves on the march. This led to the nickname of 'Marius's Mules' for legionaries, but the result was a highly disciplined force of long-service professionals. A system of providing for veterans by holding back some of their pay until they left service and granting land in new provinces enabled a poor man to improve his lot and perhaps buy a better life for his family at the price of years in the legion.

The recruitment of poor plebeians into the army was accompanied by diminishing social distinctions within it. Legions were equipped and trained the same, providing the backbone of the republic's fighting power as heavy infantry.

APPEARANCE AND EQUIPMENT

Legionaries of Caesar's era were still issued the *lorica hamata*, or chainmail shirt, as their primary protection but equipment evolved to meet new threats. The Roman army standardised as much as possible, but items would remain in service for as long as they could be repaired; a legionary might have a helmet issued in his grandfather's day if it was still sound. This would create some irregularity in appearance.

THE CAESAR'S LEGIONS Warband

Warbands from Caesar's Legions represent a small force split off from a legion for an extended period of time to achieve specific objectives; these might include hunting down an enemy warband, patrolling a border or defending a Roman town.

A warband of Caesar's Legions has perhaps the best soldiers of the ancient world with access to a large amount of weapons and equipment. Man-for-man,

Caesar's Legions will be very hard to beat but will always be outnumbered by lesser men.

MEDICUS SUPPORT

Even if a Caesar's Legions warband does not have a medicus travelling with it, it is very likely to have medical support close by. A warband of Caesar's Legions is always counted as having access to the Healing Hands Talent (see page 47) even if no Hero possesses it.

HERO

50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+1	+2	+0	2

Likely a senior Centurion or Tribune, the Hero has his eyes fixed firmly on his status and position back in Rome. His performance leading a warband will have deep implications for his military and political career, and he is not going to let any obstacle form a barrier to his ambitions.

Options

- Purchase a Large Shield for 5 Denarii
- Purchase a Cuirass for 15 Denarii
- Purchase a Chainmail Shirt for 20 Denarii
- Purchase Pilum for 5 Denarii
- Purchase a Dagger for 2 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Standard for 25 Denarii
- Purchase a Horse for 30 Denarii

Hero of Rome

The Republic produced some great heroes in its time, though it also produced fools. Every time the Hero receives a bonus characteristic from going up a Level, roll a dice. On a 1, he increases no characteristic at all! On a 5 or 6, however, he may increase two characteristics by +1.

CAVALRY

28 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	2D	+0	+2	+4	2

While cavalry had been drawn from the legions, by the time Caesar was deep in Gaul they were more likely to come from allied forces (mainly loyal Gauls), despite their Roman armour and equipment. Well armoured and fast-moving, cavalry units were nonetheless capable of smashing enemies that had been pinned by legionaries, and running down fleeing units.

Equipment: Chainmail Shirt, Horse, Small Shield, Short Spear, Sword

Options

- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Cavalry may use the Hit and Run rules detailed on page 17.

LEGIONARY

24

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+2	2D	+0	+2	+3	1

The mainstay of the Roman military, the legionary has dedicated most of his life to the legions and expects high rewards in land and money when he finally leaves. Until that time, Rome has equipped him with everything he needs to civilise far off barbarian lands with pila and sword.

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Purchase Pila for 3 Denarii each
- Purchase Slings for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Shield Wall

The legionaries of Rome were taught to fight as a unit. If all the models in a legionary unit are in base contact with one another and the unit numbers at least ten models, they gain a bonus Parry.

Testudo

By raising their shields over their heads, the rear ranks of a legionary unit were able to create a defence almost impenetrable to arrows.

To form a Testudo, all members of the unit must be in contact with one another and must number at least ten models. Then, the unit must perform a Special action. From this point, the unit's Move is halved but it may re-roll all Armour checks made to defend against ranged attacks.

A Testudo is disbanded immediately by the unit performing a Melee action or any model in the unit being out of contact with at least two other models in the same unit. This may be done as a Move action on the part of the player or by his opponent causing casualties.

SCORPIO TEAM

80

Denarii

MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Scorpio	–	–	–	–	–	–	+1	4
Legionary	5"	+1	+2	2D	+0	+2	+3	1

The ingenuity of Rome knows few limits and its war machines are the bane of lesser civilisations. The Scorpio, or bolt thrower, is light enough to be transported by a small warband and yet its bolts have the power to punch through the thickest armour and densest of units. Well-positioned, a single Scorpio can turn the tide of many battles.

Type: Infantry Minions

Support Team: A Scorpio Team consists of two Legionaries and a Scorpio. The unit may only perform a Move or Shoot action if it first performs a Special action. A Shoot action may only be performed if at least one Legionary is in contact with the Scorpio.

Equipment: Chainmail Shirt, Sword

Scorpio

When performing a Shoot action, a Scorpio has the following profile: **Range:** 40", **Special Rules:** Lethal 3, Smasher. A Scorpio can remove more than one model with a single hit (due to its Lethal rule) in the same way as a Hero.



CAESAR'S LEGIONS MERCENARY LIST

Caesar's Legions may use units from the following warbands as Mercenaries:

- Britain
- Gaul
- Germania

In addition, they may also use the following units from the Mercenaries chapter:

- Balearic Slinger (page 191)
- Cretan Archer (page 192)
- Gaesatos (page 192)
- Numidian Cavalryman (page 194)
- Numidian Skirmisher (page 195)

HEROES OF LEGEND

The Heroes presented here were great warriors of Rome who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to

JULIUS CAESAR

180 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 5 Cavalry Hero	6"	+1	+2	2D	+1	+5	+3	5

Destined to bring about the end of the Republic and turn Rome into an empire, Gaius Julius Caesar fought against the slave revolt of Spartacus, crossed the Rhine, and invaded Britain. However, his greatest military achievement was the conquest of Gaul, gaining him enough money and power to trigger a civil war in Rome and become dictator in perpetuity.

Talents: Battlefield Control, Divine Luck, Inspire and Elevate, Loyal Bodyguard, Motivation, Voice of Command

Equipment: Cuirass, Horse, Sword

Tactical Mastery

After forces are deployed but before the battle begins, Julius Caesar can make an opposed Bravery check with any enemy Hero of his opponent's choice. For every point by which Julius Caesar wins, one enemy unit of his choice can be removed from the battlefield.

At the start of every turn after the first, the enemy unit can attempt a Bravery check. If successful, it can be moved onto the table in that Turn from a table edge in its deployment zone. If no such table edge exists, Julius Caesar's player can choose which table edge it will arrive from.



POMPEY

130 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 3 Cavalry Hero	6"	+1	+2	3D	+1	+4	+3	3

Coming from a wealthy family, Pompey the Great achieved many military victories and celebrated three triumphs. After smashing the pirates of the Mediterranean and defeating the slave revolt of Spartacus, Pompey went on to form part of the First Triumvirate but his previous political manoeuvrings would soon catch up to him in the form of very powerful enemies.

Talents: Inspire, Loyal Bodyguard, Motivation, Voice of Command

Equipment: Cuirass, Horse, Sword

Wealth of Rome

Pompey has deep pockets and is willing to spend it on capable allies. If a warband wins a battle with Pompey in it, he will spend a fortune to see it enjoys continued success. The warband will immediately receive an amount of Denarii equal to half the Denarii value of the enemy warband that has just been beaten.



POMPEY

MARCUS
CRASSUS

MARK ANTONY



MARCUS CRASSUS

225 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 8 Infantry Hero	4"	+1	+4	3D	+2	+3	+3	6

Through the buying and selling of land and property, as well as less than ethical means, Crassus amassed enormous wealth. However, his mind proved equally keen in both politics and on the battlefield, where he enjoyed many successes in both arenas. He shared victory over Spartacus with Pompey (though Pompey took the greater share of credit), joined Caesar and Pompey in the First Triumvirate, and enjoyed many victories in Gaul. It was against the Parthian Empire that Crassus met his end, and his defeat started the unravelling of the Triumvirate that ultimately led to civil war.

Talents: Blademaster, Dirty Fighting, Divine Luck x 2, Knockdown, Lethal Blade, Mighty Blow, Voice of Command, Wall of Iron

Equipment: Cuirass, Sword

Weakness of Others

Crassus is adept at spotting an opponent's weak point and exploiting it. Before any Melee checks are made during a melee action involving Crassus, he can choose to cancel out any number of an opponent's Parries by expending his own on a one for one basis.

MARK ANTONY

175 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 6 Infantry Hero	5"	+1	+3	3D	+1	+3	+3	5

Marcus Antonius was a close supporter of Caesar and acted as one of his generals during the conquest of Gaul. After Caesar's murder in the Senate, Marcus avenged his leader and went on to become part of the Second Triumvirate, ruling over the eastern provinces of the new empire – including Egypt. His affair with the Egyptian queen Cleopatra would later lead to his downfall.

Talents: Darting Blade, Shield Bash, Shield Wall, Wall of Iron

Equipment: Cuirass, Sword

Up Pluto's Arse

The men serving under Mark Antony could become fanatically loyal. If any unit in Mark Antony's warband fails a Will to Fight check within 12" of him, instead of being removed from the table, they will perform an immediate and free Move action. They must move as close to him as possible and this will count as fleeing from close combat. However, any casualties gained from this will not cause another Will to Fight check.

LUCIUS VORENUS

100 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 3 Infantry Hero	5"	+1	+3	2D	+2	+3	+3	3

A centurion of the 11th Legion, Lucius Vorenus came to the attention of Julius Caesar himself when his rivalry with another centurion, Titus Pullo, came to the fore. In battle against the Gauls, Pullo had rushed ahead and found himself in trouble, forcing Vorenus to come to his rescue.

Talents: Darting Blade, Shield Bash, Shield Wall, Wall of Iron

Equipment: Chainmail Shirt, Large Shield, Sword

Duty is All

Vorenus was a staunch believer in the Republic. Vorenus, and any unit he leads, will re-roll any failed Bravery checks.

VORENUS
& PULLO

TITUS PULLO

75 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 2 Infantry Hero	5"	+1	+2	3D	+1	+2	+3	4

A rival to Lucius Vorenus (both were hoping to get promotion to primus pilus, the most senior centurion of a legion), Pullo fought alongside the other centurion against the Gauls. In one battle, Pullo had led an attack against the Nervii and ended up rescuing a surrounded Vorenus. The two of them had slain many enemies and both were congratulated for their actions.

Talents: Dirty Fighting, Divine Luck, Piercing Thrust

Equipment: Chainmail Shirt, Large Shield, Sword

Heroic Rashness

If Titus is involved in close combat with an enemy unit that is led by a Hero, he must pass a Bravery check or be forced to challenge the Hero. Furthermore, if a unit Titus is leading flees from close combat, he must make another Bravery check. If he fails, he will not flee and will leave the unit to stay in close combat.



ROMAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Roman-themed battles.

DIE ROLL	SCENARIO
1-2	Unleash Hell
3-4	Hold the Line
5-6	Foraging



UNLEASH HELL

As well as superior equipment and training, Caesar's Legions had another terrible weapon on their side – organisation. When dealing with enemies whose troops thought as individuals, the legions were often able to catch them off guard. In this battle, just such an instance has occurred. Caesar's Legions have happened upon their foe while they are at rest, either in camp or in a village. This battle is likely to be short and bloody.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Caesar's Legions player is the Attacker.

SET UP

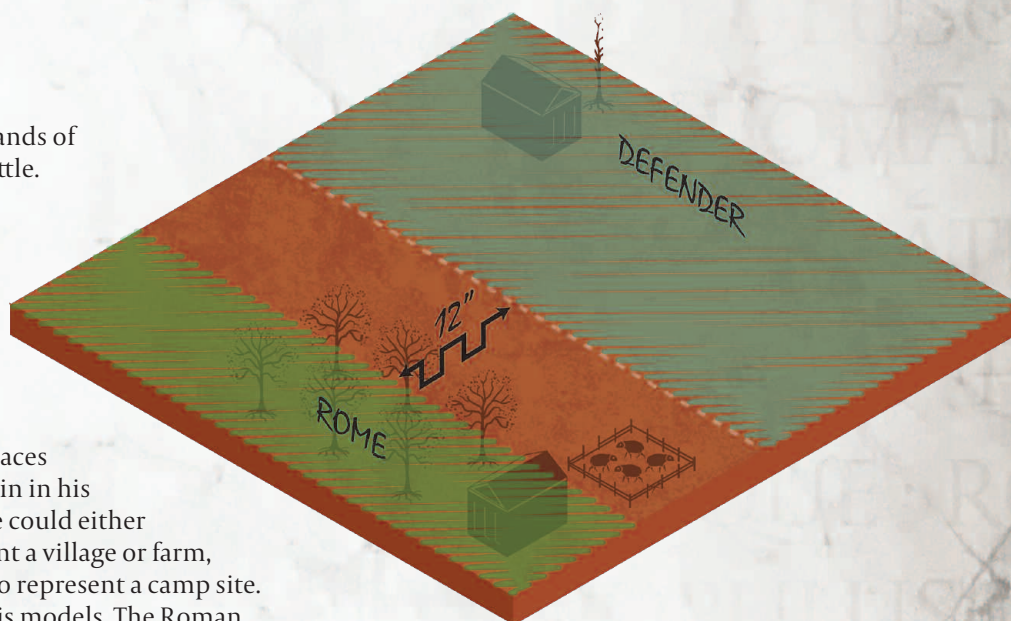
The Defending player places up to five pieces of terrain in his deployment zone. These could either be buildings, to represent a village or farm, or hills and woodland, to represent a camp site. He then deploys all of his models. The Roman player then deploys all of his models.

The Roman player has the first Phase.

SPECIAL RULES

The Defending forces have been caught off guard by the Romans' sudden advance and are not prepared for a fight. They may perform no actions in the first Turn.

At the start of each of the Defender's subsequent Phases, roll a dice for each of his units. Add +1 if the unit is a Hero or is led by one, and an additional +1 for every Turn after the second. If a unit rolls a total



of 6 or more, it may start performing actions in that Phase. Otherwise, the unit may do nothing as it scrabbles about in panic for weapons and armour. If such a unit is engaged in close combat, it may start performing actions normally.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.



HOLD THE LINE

Even when Rome has dominated a region for decades or more, there always seems to be some locals who just will not accept being conquered. Regular patrols must form a barrier to these raiders, halting them at the border rather than letting them through into civilised areas where they can do immense damage to property and the lives of civilians.

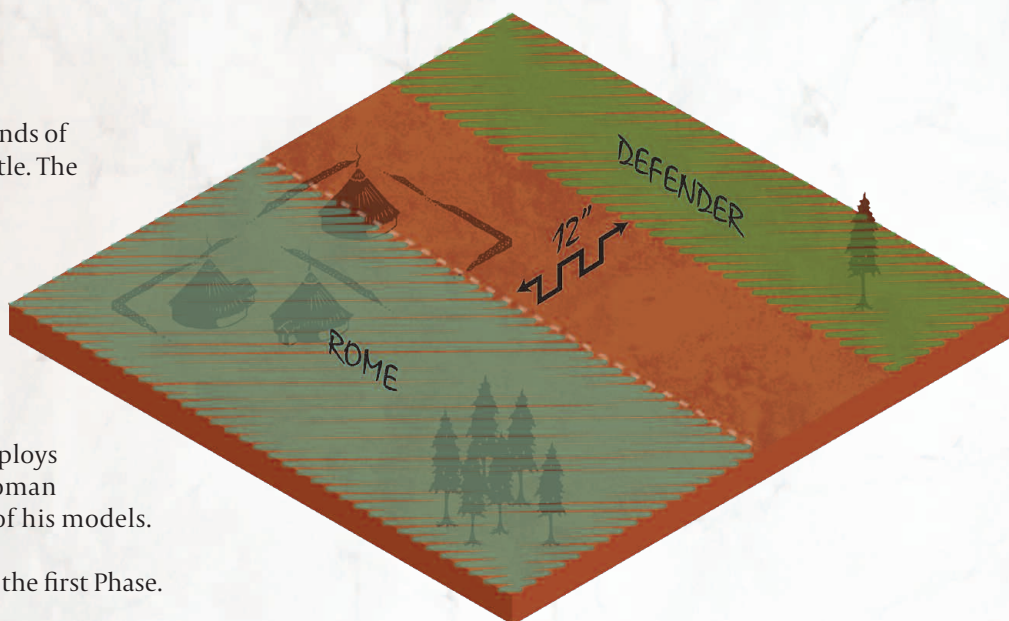
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Caesar's Legions player is the Defender.

SET UP

The Attacking player deploys all of his models. The Roman player then deploys all of his models.

The Attacking player has the first Phase.



SPECIAL RULES

None.

VICTORY CONDITIONS

The attacking player must exit at least half of his units (rounding up) off the Caesar's Legions table edge in order to gain victory. Failure to do so will result in victory for Caesar's Legions.

LET US ACCEPT THIS AS A SIGN FROM THE GODS, AND FOLLOW WHERE THEY BECKON, IN VENGEANCE ON OUR DOUBLE-DEALING ENEMIES. THE DIE IS CAST!

JULIUS CAESAR





FORAGING

As the legions move further away from Rome into the deep wilderness of uncivilised peoples, their supplies can become strained, especially if enemy raiders are operating close by. When this happens, the legion is fully capable of living off the land, raiding nearby farms and villages to provide enough food and other necessities for the legionaries.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Caesar's Legions player is the Attacker.

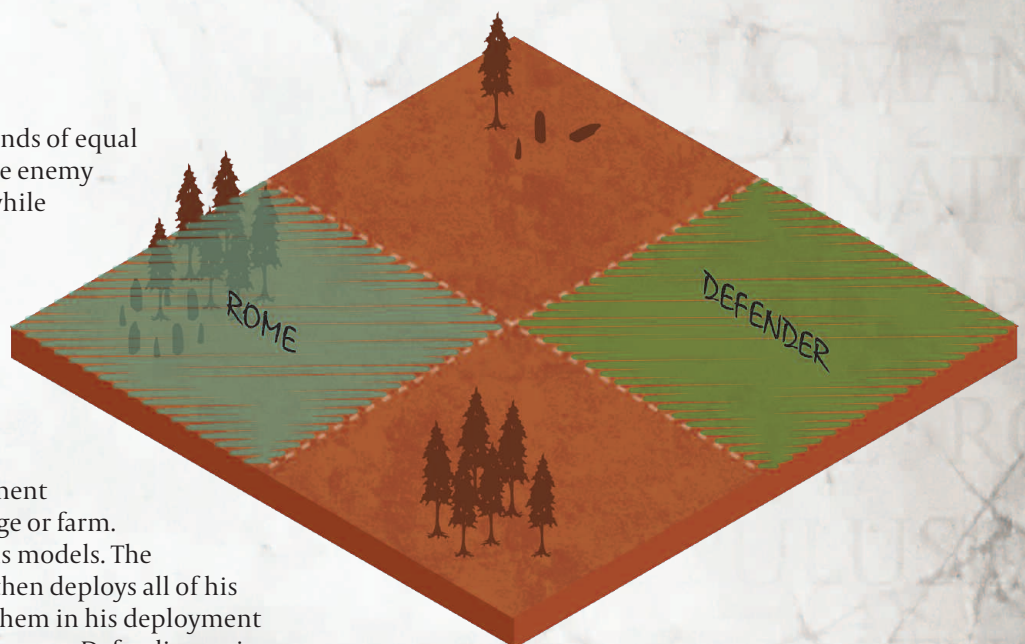
SET UP

The Defending player places three to five buildings in his deployment zone to represent a village or farm. He then deploys all of his models. The Caesar's Legions player then deploys all of his models but must place them in his deployment zone, at least 18" away from any Defending unit.

The Caesar's Legions player has the first Phase.

SPECIAL RULES

A Caesar's Legions unit in contact with any building placed by the Defender may pillage it for food and stores. This requires a Special action. For every Special action performed to pillage a building, the Caesar's Legions player receives one Foraging Point. If a unit is destroyed, all Foraging Points it had earned are lost.



VICTORY CONDITIONS

The Caesar's Legions player may claim victory if he manages to accrue at least ten Foraging Points before being destroyed or driven off.

Any other result is a victory for the Defending player.

DACIA & SARMATIA

Called Getae by the Greeks and Daci by the Romans, the people living north of the Thracians gave their name to a region whose exact extents varied over time. Dacia lay around the Carpathian mountains, north of the Danube and extending at times all the way to the Black Sea. Sharing common ancestry with the Thracians, the Dacians were less influenced by Greece and Persia, but frequently raided by steppe people including the Sarmatians. Some Sarmatian groups were allied with the Dacians at times, notably in wars against Rome.

SARMATIA

The Ancient Greeks referred to the people dwelling northeast of Dacia as Scythians, and named the vast steppelands they inhabited as Scythia. The Scythians were not a single unified people but a confederation of nomadic tribes who wandered the steppes. They were generally peaceable in nature, but some members of their culture were willing to hire out as mercenaries.

Possibly as a result of service in far-off theatres of war, the group known as Sarmatians came to prominence in the eastern end of Scythia. They were far more warlike than the Scythians in general, worshipping a god of fire rather than the nature gods of the Scythians. The Sarmatians became the dominant force in the steppelands, and pushed into Europe where they came into conflict with the Roman empire. They were politically adept and quite willing to form alliances with the Germanic tribes of eastern Europe or the people of the Balkans, such as the Dacians.

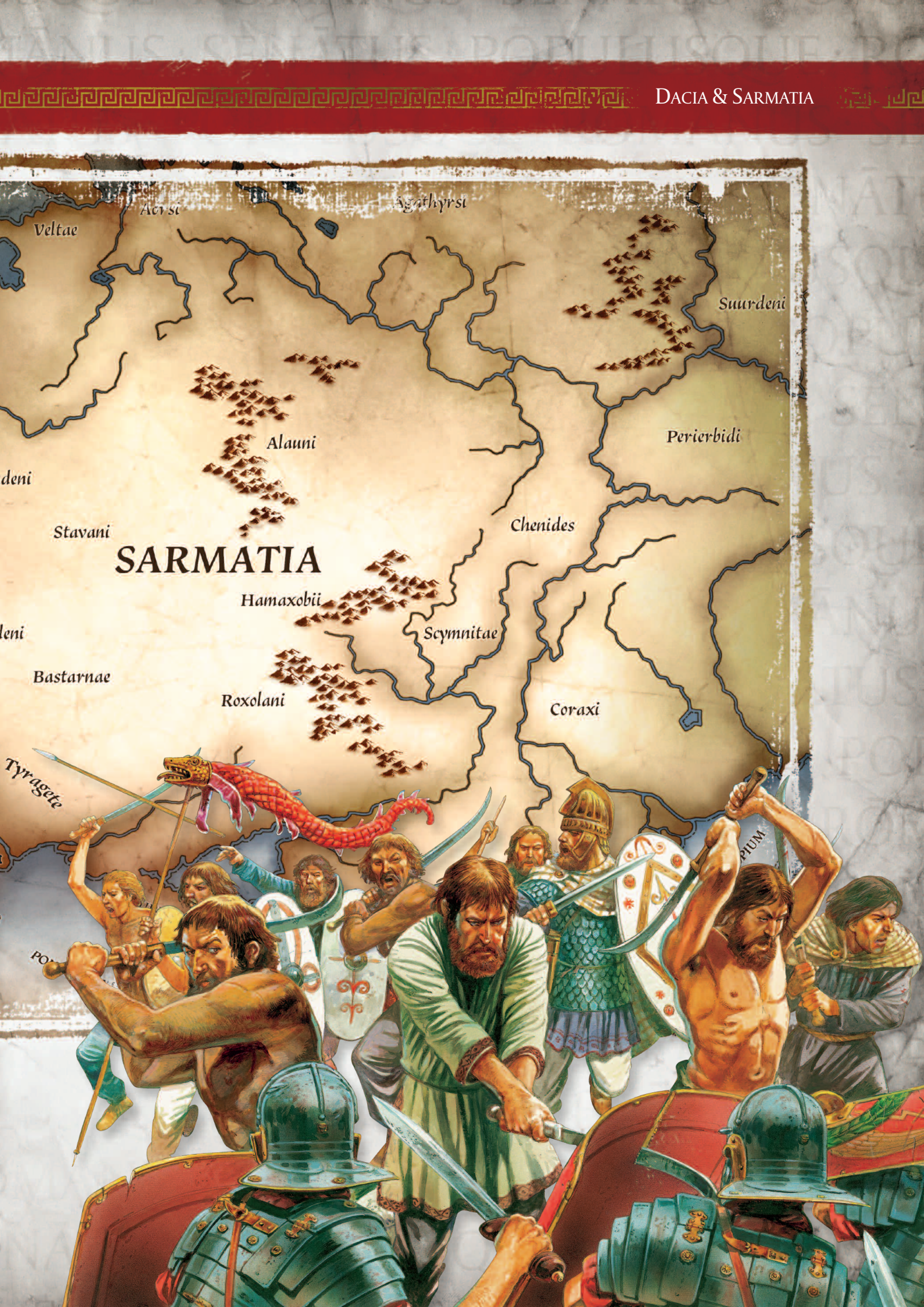
SOCIETY AND LAW

Dacia was home to a number of tribes, unified under charismatic leaders into a succession of kingdoms. Their fortunes waxed and waned, but other tribes were conquered and the Celts driven off to make the Dacians the dominant power in the Carpathian basin. Their power reached a peak under King Burebista at around the same time as Julius Caesar was undertaking his career-making campaign in Gaul. Indeed, so great was the Dacians' strength that Caesar considered turning the resources of Rome against them once he had consolidated his power.

Burebista attempted to create a unified state by implementing a single currency – which was copied from that of Rome – and increased its power to the



point where some Greek cities on the Black Sea coast accepted his authority. He was assassinated in 44BC, causing the fragmentation of the kingdom. Roman influence increased in the Dacian kingdoms, but did not prevent conflict.



SARMATIA



Dacian forces raided into the Roman empire, sometimes in conjunction with Sarmatian allies. This attracted punitive expeditions and attempts to pacify the region but the Dacians remained independent until the time of the Emperor Trajan, who made his name campaigning against them. The kingdoms remained essentially confederations of tribes united under charismatic leaders, and warfare was an essential part of rulership. By leading a successful war or large-scale raid a tribal leader or king could demonstrate his fitness to lead and his capability to protect his people.

Roman influences caused changes in Dacian society, but so did interaction with the Sarmatians. Originally a matriarchal society, Sarmatia transitioned to a male-dominated culture based around horsemanship and skill in war. However, unlike many other cultures, women were not excluded from military service. Unmarried women rode with men, which may have been the origin of Greek legends about Amazons. Over time this became less common, as the Dacians were increasingly influenced by Roman culture.

MILITARY SERVICE

Sarmatian and Dacian military service was tribal in nature, with groups led by a charismatic individual and armed with what was available. Dacian infantry often included a mix of men armed with spears or the falx, a weapon with a curved blade that was sharp on the inside edge. Short-hafted falx (known

as *sica*) were used by some warriors, but for the most part it was a two-handed weapon used without a shield.

The Dacians also fielded archers, but favoured a style of combat similar to other tribal peoples. Members of a warband would throw javelins before closing for hand-to-hand combat, fighting in loose groups that could advance or retire quickly as they were unencumbered by armour. Helmets were worn by some warriors, but on the whole Dacians relied on shields, mobility and their falxes.

For their own part, the Sarmatians had a militarised society and were willing to fight at the slightest provocation. Some tribes allied with the Dacians, some fought against them, and others squabbled among themselves or raided whenever there were rich pickings. Early in their history they wore light armour of leather and used wicker shields. This was replaced by heavy scale armour protecting horse and rider.

A Sarmatian cavalryman was equipped for skirmishing with the bow and close action with sword and lance. The latter was often used in both hands, without a shield. Those with lesser protection might skirmish with light spears that could be thrown or used as a lance, but Sarmatian warfare was very much a matter of getting stuck in with hand weapons. Cavalry did not drill in complex manoeuvres, though individuals were accomplished horsemen who may have been riding since before they could walk.

APPEARANCE AND EQUIPMENT

A Dacian and Sarmatian force is an alliance of very different warriors. The Dacian infantry component is a typically 'tribal' force with a mix of weapons and clothing styles in each group. Some individuals, particularly leaders, might have Greek or Persian style equipment – and some may have acquired gear from downed Roman soldiers.

The Sarmatian component will be more uniform, since their armour was made to standard patterns. This does not mean they will be in neat lines like well-drilled cavalry, however; Sarmatian horses were generally small but tough and well-behaved, but that did not preclude some riders being out of position. Indeed, warriors were prone to pushing forward, eager to charge at the enemy, which would lead to formations being somewhat disorganised. A leader might spend more time trying to herd his men together ready for a concerted charge than urging them on.

Lighter troops – both Sarmatian and Dacian – were likely to be even less uniform in appearance and dispositions, with archers and javelin throwers spread out in open order that might border on complete dispersion. In action they would clump together or move apart as the need

and commands of their leader directed, but overall warfare was a rather informal business for such men, and the appearance of a warband should reflect this.



THE DACIAN & SARMATIAN WARBAND

A warband comprising both Dacians and Sarmatians is immensely flexible, possessing both solid infantry and some of the finest cavalry the Ancient world was to ever see. So long as each side can be integrated with the other, the warband will be able to face any enemy with an immediate advantage, even the legions of Rome.

A warband of Dacians & Sarmatians is one of two halves – on the one side, a horde of bloodthirsty infantry willing to hurl themselves at an enemy and, on the other, superb cavalry that can out-manoeuvre and smash the enemy in equal measure.

HERO

45

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+2	+0	2

Whether from Dacia or Sarmatia, this hero is a renowned warrior and a veteran of many battles. Dacian Heroes know the value of fortifications, and prolonged wars against Rome by retreating to fortified places. Sarmatian Heroes are prone to pick fights whatever the odds. This can lead to differences of opinion among Dacian and Sarmatian commanders.

Options

- Purchase Large Shield for 5 Denarii
- Purchase Scale Armour for 7 Denarii
- Purchase Chainmail Shirt for 15 Denarii
- Purchase Helmet for 2 Denarii
- Purchase Short Spear for 3 Denarii
- Purchase a Long Spear for 5 Denarii
- Purchase Dagger for 2 Denarii
- Purchase Two-handed Sword for 15 Denarii
- Purchase Sword for 5 Denarii
- Purchase Sling for 5 Denarii
- Purchase a Horse for 30 Denarii
- Purchase Barding for a Horse for 20 Denarii

Falx

A Two-handed Sword carried by Dacian Heroes will actually be a falx, a long blade with a pronounced curve that allowed it to slice past shields. An enemy with a shield will lose one Parry when this Hero carries a Two-handed Sword and performs a Melee action against them.

NOBLE

6

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

Richer and better equipped than the falxmen, these nobles wore Phrygian caps to demonstrate their higher status, and were sometimes known as capmen. Despite their more ornate weaponry, they were no less brave than their lower-bred counterparts and could be counted upon to defend their territory with relish.

Equipment: Sword

Options

- Purchase Short Spears for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Large Shields for 5 Denarii each
- Purchase Chainmail Shirts for 12 Denarii each
- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Strength in Numbers

A unit of Nobles gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

Wild Charge

The initial charge of nobles is wild, chaotic and crazy enough to break all but the most disciplined of enemies. A unit of Nobles that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.



FALXMAN

 12 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

The Roman legions soon came to respect the warriors of Dacia. Far from being simple barbarians, they were brave and carried a large curved sword, the falx, that easily slipped past the shields of the legionaries. Roman casualties quickly mounted when facing Dacians, and new tactics had to be devised to beat them.

Equipment: Large Shield, Two-handed Sword

Options

- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Falx

The Two-handed Swords carried by Falxmen will actually be a falx, a long blade with a pronounced curve that allowed it to slice past shields. Enemies with Shields will lose one Parry for every Falxman in contact with them when this unit performs a melee action against them.

Strength in Numbers

A unit of Falxmen gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

Wild Charge

The initial charge of Falxmen is wild, chaotic and crazy enough to break all but the most disciplined of enemies. A unit of Falxmen that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.

TRIBESMAN

 7 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	2D	+1	+1	+0	1

Dacian tribesmen were poorer or less skilful than the falxmen and nobles, but provided support that was more than adequate in the form of javelins, sling stones and arrows. In sufficient numbers, they were capable of facing even veteran soldiers and many a legionary met his end at their hands.

Equipment: Bow, Javelin or Sling

Options

- Purchase up to two Javelins per Tribesman for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Small Shields for 3 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Tribesmen may use the Hit and Run rules detailed on page 17.

Strength in Numbers

A unit of Tribesmen gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

CATAPHRACT

45

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	5"	+1	+2	2D	+0	+1	+4	2

Sarmatians loved their cavalry, fielding thousands at a time, and none were more favoured than their heavy cataphracts. Wielding the kontos, a very long spear used two-handed, with both horse and rider clad from head to foot in armour, they were capable of smashing through the toughest of enemies.

Equipment: Barding, Horse, Long Spear, Scale Armour, Sword

Options

- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Kontos

When a unit of Cataphracts charge, their Long Spears gain the Lethal 3 special rule for the duration of that Melee action, rather than the normal Lethal 2.



LIGHT CAVALRYMAN

22

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+1	2D	+0	+1	+1	2

While the cataphracts earned all the glory, it was the wave upon wave of light cavalry that formed the core of a Sarmatian force. Whether carrying short spears or bows, these riders could keep an enemy perpetually off-balance, slowly whittling them down until the cataphracts arrived.

Equipment: Bow

Options

- Purchase Small Shields for 2 Denarii each
- Purchase Short Spears for 3 Denarii each
- Upgrade to Horse Archers with +1 bonus to Ranged and Bravery for 6 Denarii each

Hit and Run

Light Cavalrymen may use the Hit and Run rules detailed on page 17.

AN ALL-CAVALRY SARMATIAN FORCE LOOKING FOR TROUBLE



SCORPIO TEAM

80 Denarii

MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Scorpio	–	–	–	–	–	–	+1	4
Warrior	6"	+1	+2	2D	+1	+1	+0	+1

Once close allies of Rome, Dacia was the recipient of money and weapons, including the lethal Scorpio. Suitably reinforced, Dacian strongholds and villages became a lot tougher for Romans to assault when shot at by their own mightiest weapons.

Type: Infantry Minions.

Support Team: A Scorpio Team consists of two Warriors and a Scorpio. The unit may only perform a Move or Shoot action if it first performs a Special action. A Shoot action may only be performed if at least one Warrior is in contact with the Scorpio.

Equipment: Sword.

Scorpio

When performing a Shoot action, a Scorpio has the following profile: **Range:** 40", **Special Rules:** Lethal 3, Smasher. A Scorpio can remove more than one model with a single hit (due to its Lethal rule) in the same way as a Hero.

DACIAN & SARMATIAN MERCENARY LIST

Dacians and Sarmatians may use units from the following warbands as Mercenaries:

- Dacia & Sarmatia
- Germania



HEROES OF LEGEND

The Heroes presented here were great warriors of Dacia and Sarmatia who helped shape their history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

KING DECEBALUS

75 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 6 Hero	6"	+1	+3	3D	+2	+3	+2	6

As king of Dacia, Decebalus (the 'Brave') roused his people to consistently thwart Roman attempts to conquer his nation. Allying with the horsemen of Sarmatia, he proved to be a constant thorn in the side of two emperors and even forced the Emperor Trajan to peaceful terms – for a while.

Talents: Die Hard, Die Harder, Heroic Rush, Horse Worrier, Inspire, Mighty Blow, Shield Bash

Equipment: Large Shield, Scale Armour, Sword

Options

- May be accompanied by his Shaman Advisor, Susages for 25 Denarii

Perpetually Off-Balance

Once per turn, if an enemy Hero performs an action within 12" of King Decebalus, the king can make an opposed Bravery check with that Hero. If King Decebalus is successful, he may perform an immediate and free action before the Hero performs his.



SUSAGES

25 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 1 Hero	6"	+0	+0	1D	+0	+0	+0	2

As both advisor and shaman to Decebalus, Susages constantly whispers in the king's ears, bringing the benefits of his many years of wisdom. However, the king has a habit of bringing Susages right into the heart of battle to hear this advice, much to the shaman's consternation!

Talents: Divine Luck x 2

Equipment: Large Shield, Scale Armour, Sword

Wisdom of Ages

At the start of the battle, roll two dice. The Dacian & Sarmatian player can change any of his dice rolls to a 6 this many times, so long as both King Decebalus and Susages are on the battlefield and within 1" of one another.



DACIAN & SARMATIAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Dacian & Sarmatian-themed battles.

DIE ROLL	SCENARIO
1-2	Speed of Horse
3-4	To The Rescue
5-6	Fortify!



SPEED OF HORSE

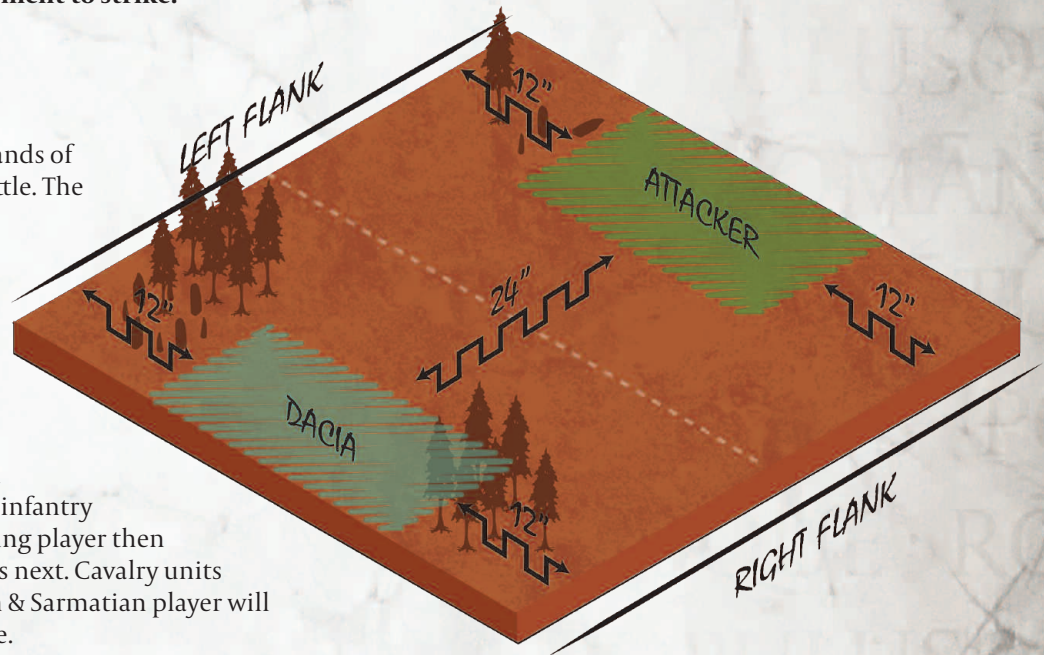
The strength of a Dacian and Sarmatian warband is the integration of superior cavalry and recklessly brave infantry. In this battle, the enemy has come across a small band of Dacian infantry and is advancing to annihilate them. What the enemy does not know, however, is that Sarmatian cavalry are waiting for the key moment to strike.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Dacian & Sarmatian player is the Defender.

SET UP

The Dacian & Sarmatian player deploys all of his infantry models first. The Attacking player then deploys all of his models next. Cavalry units belonging to the Dacian & Sarmatian player will appear later in the battle.



The Attacking player has the first Phase.

The Dacian & Sarmatian player can opt to take a -2 penalty on any of these Bravery checks. If such a check is still successful, the cavalry unit will move on from the rear attack table edge.

SPECIAL RULES

The cavalry of the Dacian & Sarmatian player are waiting to launch their attack on an unsuspecting enemy.

At the start of the second turn, before any model performs an action, every cavalry unit belonging to the Dacian & Sarmatian player must make a Bravery check. If this check is successful, the unit may be moved on from either flank table edge in the same turn. If the check is failed, the unit can attempt the Bravery check again in subsequent turns.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



TO THE RESCUE

While the Dacians tended to be more cautious than their Sarmatian allies, this caution did not always result in victory and it was left to the cavalry to pull their fat out of the fire. In this battle, the Dacians have bitten off more than they can chew and it will be down to the Sarmatians to save them.

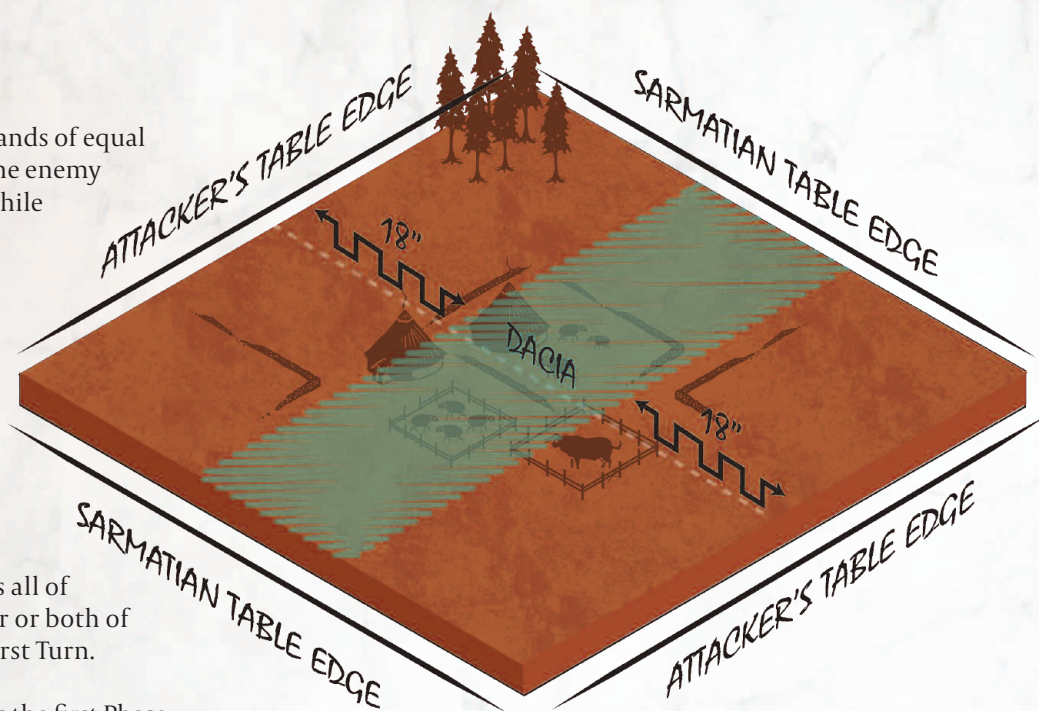
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Dacian & Sarmatian player is the Defender.

SET UP

The Dacian & Sarmatian player deploys all of his infantry units first. The Attacking player moves all of his units on from either or both of his table edges in the first Turn.

The Attacking player has the first Phase.



SPECIAL RULES

At the start of the second Turn, and every Turn thereafter, both players select one of their Heroes who is on the battlefield and make an opposed Bravery check between them. The Dacian & Sarmatian player adds a cumulative +1 bonus to this check every Turn after the second.

For every point by which the Dacian & Sarmatian player beats his enemy, he may move one cavalry unit onto the battlefield from either Sarmatian table edge.

VICTORY CONDITIONS

The Attacking player will claim victory if he can destroy every Infantry unit in the Dacian & Sarmatian warband, either through injury or failure of Will to Fight.



FORTIFY!

Much to the chagrin of any Sarmatians in the warband, it was the Dacian way to retreat from a powerful enemy, and fortify settlements to weather the attack. This is what has happened with this warband, and it has found a highly defensible village or farm from where it is prepared to offer battle to an invader.

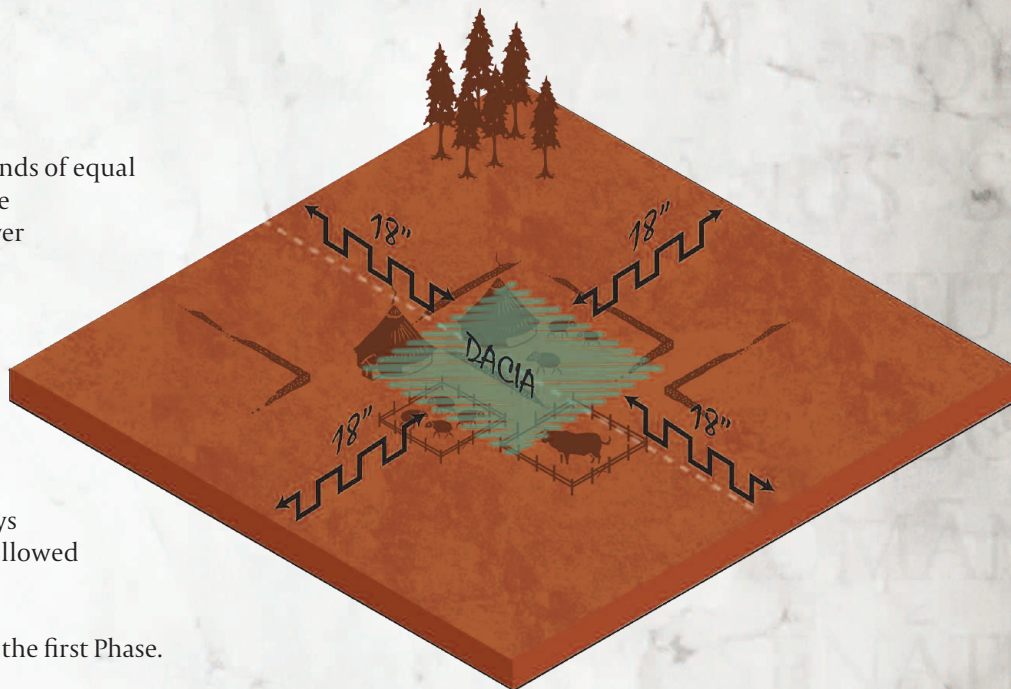
WARBANDS

Both players have warbands of equal Denarii in this battle. The Dacian & Sarmatian player is the Defender, while the enemy player is the Attacker.

SET UP

The Dacian & Sarmatian player deploys all of his models first, followed by the Attacking player.

The Attacking player has the first Phase.



SPECIAL RULES

Before any units are deployed, buildings representing a small village or farm should be placed in the Dacian & Sarmatian deployment area. The Dacian & Sarmatian can then add fences, carts and other barricades.

Any unit in contact with one of these barricades with the barricade between it and an attacking enemy unit, gains the benefits of Heavy Cover, but with a +2 bonus to Armour checks (rather than the

usual +1), while enemy units performing Shoot actions against it suffer a -2 penalty to their Ranged checks (instead of the usual -1 penalty).

VICTORY CONDITIONS

The Dacian & Sarmatian player will gain victory if no enemy units are within his deployment area for three full and consecutive turns.



GAUL

The Gallic tribes, both feared and respected by the Roman Empire for their wildly barbarous warriors and religious practices steeped in mystery, were in fact a partially civilised race that adopted many aspects of the Roman lifestyle under their reign of power. This strange, unknown land soon became a pivotal tool in reinforcing Roman dominance across the nations, whilst continuing to be one of Rome's most fearsome and powerful enemies.

GAUL

Before the coming of Rome there was no written history of the Gauls, so most of our knowledge about them comes from what archaeologists have unearthed and the not altogether unbiased writings of the Romans.

The Gauls dominated a large area comprising much of what today is France, Belgium and Switzerland, and while they inhabited innumerable farming settlements across the land, they also built reasonably sized cities such as Cenabum on the Loire River. Though described by the Romans as barbarians, it is becoming clear the Gauls were often a civilised people who grew wealthy through craft and trade.

The Helvetii

Not only regarded by Caesar as being the bravest men of Gaul due to their ferocious rivalry with neighbouring Germans, this tribe also triggered the start of the Gallic War by being considered a threat towards Roman supremacy. Afraid of the implications of their proposed move towards the west coast of Gaul, Caesar built a nineteen mile long chain of forts to prevent the progress of their journey. With the support of other smaller tribes, the Helvetii host of approximately 370,000 bypassed Caesar's cordon and made its way across Gaul, ransacking tribes that were affiliated with Rome. Caesar pursued with his army and a fierce battle ensued,





The Fall and Rise of Gaul

The Gallic tribes, led by Vercingetorix of the Arveni tribe, were finally conquered by the legions of Julius Caesar in 50 BC except for, it is said, a small village located in Armorica. Perhaps seeing a useful ally in these tribes, Caesar left many of these places a large amount of autonomy and indeed managed to recruit Gallic soldiers during the Pompey Wars.

SOCIETY AND LAW

The Gauls were not a nation but a group of tribes, each headed by a council of elders and, above them, a king. Tribal rivalries were common and there was little possibility of the Gauls uniting into a single force unless a very powerful and visible threat (such as Caesar's conquest) appeared.

As with the Britons, druids played an important role in Gaulish society, though it is not always clear how. Their authority, however, spread across the tribes and the arrival of a druid from another tribe commanded instant respect. Druids were often called upon to decide disputes or act as judges in murder cases.

What is better understood is that the Gauls had a form of religion that included the divinity of nature, and considered hills, streams and lakes to have a spiritual component. Animals too were seen in this way, especially the boar, which was sacred to

the Gauls and whose representation could be found modelled on many of the standards they carried into battle. Swine were also considered particularly sacred as the embodiment of the god Moccus, the ruler of vegetation, and flesh would often be mingled with corn and replanted as a way of increasing fertility in their crops. The recorded names of these Gods, which are often an amalgamation of the Greek and Gallic names, are proof of the lasting influence of the Roman Empire within their culture.

MILITARY SERVICE

The warriors of Gaul were a diverse lot but each would pledge his sword to a warlord or noble, who would in turn ultimately be under the command of the king. There was no formal standing army but, when the call for war was announced, all able-bodied warriors capable of fighting would be expected to fight.

Before the Roman conquest, the main enemies of the Gauls would have been the Germanic tribes to the east, and each other. Tribal squabbles were common and the side to most likely win would usually be the one to pick up swords and charge into battle first. Julius Caesar reported that the Helvetii, the Gauls closest to the Germanic tribes, were among the bravest fighters, simply because they fought the Germans on almost a daily basis. In the Gallic rebellion, the Helvetii tribe may have introduced a tactical element to their battle strategy, a feature rarely seen in the Gauls previously untrained style of combat. It is said that they fought in close order, forming a phalanx against the Roman cavalry.

The Arveni

The significance of this tribe lies in the pivotal role Vercingetorix played in uniting Gallic tribes and leading them into battle at Alesia in 52 BC. Despite previous victories, the Gauls found themselves confronting an almighty Roman siege; circumvallated and contravallated to defend both the outside and inside from attack. Their use of ladders and hooks displayed a more developed approach towards siege tactics, but they were soon forced to surrender due to starvation.

Although a small amount of resistance in localised areas continued, this battle marked the end of the organised Gallic rebellion and handed the reins of power back to the Romans.



The Belgae

This was a name which encompassed a wide variety of different tribes with many different allegiances and motives. The Remi tribe, one of the largest tribes of Belgae, remained in opposition to the rebellion throughout the Gallic wars and would often provide Caesar with intelligence of the Belgae's population and power. Another more hostile tribe named the Nervii were seen as one of the most ferocious Belgic tribes and made up a large section of the resistance. They did in fact very nearly snatch victory from the Romans in a surprise forest attack in 57 BC.

representations of human heads – a symbol of great significance to the Gauls.

Shields would usually have been oval in shape or perhaps an elongated hexagon, made from oak or lime covered in leather. Reinforced with a thin strip and boss in the centre, and possibly covered by bronze or iron plate, the shield could be used as an offensive weapon as much as give protection by 'bashing' an enemy. However, their small size meant that the larger the warrior, the more flesh was exposed to attack, (especially as the front lines sometimes went into battle completely naked). Despite being renowned for their pioneering use of iron, Plutarch recounts that during the Gallic invasion of Telemon in 225 BC, their swords were made of such soft iron that they would have to straighten them out after inflicting each blow upon their enemy. This has, however, been heavily disputed by other accounts.

APPEARANCE AND EQUIPMENT

As Celts, the Gauls had much in common in appearance with the tribes of Briton, though they tended to favour the sword over the spear. They also had access to a much greater proportion of fine metals, and gold jewellery would have been far more prevalent, especially among the nobles of the warband. Romans saw these as valuable trophies of war, which would provide their army with an extra incentive to destroy their enemies.

Members of the cavalry would fight with a sword and an eight foot spear with traditional Celtic head, whilst their horses were adorned with

THE GAUL WAR BAND

The tribes of Gaul are no less furious in battle than those of Britain, though they have a different approach to battle. Chariots are replaced by heavier cavalry, and hunters have a greater reliance on the bow rather than the sling. Gauls also have druids within their tribes, every bit as terrible and fearful as those of Britain. A warband of Gauls will usually be a large force, able to crush its enemies either by weight of numbers or the sheer tenacity of its warriors. The sheer menacing sight of this army can intimidate and frighten the enemy to great effect.



HERO

45

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+2	+0	2

A chieftain or warlord of his tribe, the Gaul hero has the respect of all those below him, having earned it with sword and spear. In battle, the hero will be found where the fighting is at its most fierce and desperate. It is the ambition of lesser warriors to join his warband, learn from the hero's experience and, perhaps one day, follow in his footsteps.

Options

- Purchase Small Shield for 2 Denarii
- Purchase Large Shield for 2 Denarii
- Purchase Leather Armour for 5 Denarii
- Purchase Chainmail Shirt for 15 Denarii
- Purchase Helmet for 2 Denarii
- Purchase Short Spear for 3 Denarii
- Purchase Dagger for 2 Denarii
- Purchase Axe for 5 Denarii
- Purchase Great Axe for 15 Denarii
- Purchase Sword for 5 Denarii
- Purchase Two-Handed Sword for 15 Denarii
- Purchase Bow for 3 Denarii
- Purchase a Horse for 30 Denarii
- Purchase up to three Javelins for 2 Denarii each



DRUID

75

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+0	+1	1D	+0	+3	+0	2

Common throughout Gaul, druids were the spiritual leaders of the tribe but they had a terrible reputation among their enemies. Dark tales of human sacrifice, foul sorcery and the ability to predict the future follow druids everywhere and they know how to take advantage of these stories to build a dread reputation.

Options

- Purchase Dagger for 2 Denarii
- Purchase Sword for 5 Denarii

Blight

The presence of a druid did not just bolster the morale of the Gauls – their enemies were highly fearful of their powers too and were vulnerable to curses laid upon them. Before a battle begins, the Gallic player may select any one Hero in the enemy warband. That Hero will suffer a -1 penalty to any characteristic of the Gallic player's choosing for the rest of the battle.

Druidic Presence

The Gauls believed their druids could work great magic and the presence of one greatly bolstered their faith in victory, while their enemies quailed under what the druids might do to them. A Druid may not be challenged by an enemy Hero (though he is free to issue his own challenge). In addition, any Gaul unit the Druid leads may re-roll any of its own Melee Dice in close combat.



WARRIOR

9

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

Most fighting men of the tribe will be warriors, men (and not a few women) who had proven themselves in battle and were intent on becoming both rich and respected within the warband. Though each fights as an individual, a rushing mob of these warriors is a fearsome thing to behold as they charge forward with crazed eyes, hollering war cries, and deadly intent.

Equipment: Large Shield, Sword

Options

- Purchase up to three Javelins per Warrior for 2 Denarii each
- Purchase Short Spears for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Chainmail Shirts for 12 Denarii each
- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Skyclad

Some Warriors choose to go into battle naked, trusting to their faith for protection and taking advantage of the unnerving sight this caused. If a unit of Warriors do not take any armour other than a Large Shield and their miniatures wear no clothing, they gain a +1 bonus to Melee checks.

Strength in Numbers

A unit of Warriors gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

Wild Charge

The initial charge of Warriors is wild, chaotic and crazy enough to break all but the most disciplined of enemies. A unit of Warriors that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.



HORSEMAN

26

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+3	2D	+0	+2	+1	2

Gauls understood the use of cavalry well and the richest warriors, the nobility of the tribe, would take to horses. Resplendent in their fine armour, they made for credible heavy cavalry, driving into the heart of enemy tribes to shatter them.

Equipment: Horse, Short Spear, Small Shield

Options

- Purchase up to two Javelins per Horseman for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Chainmail Shirt for 12 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Horsemen who do not have Chainmail Shirts may use the Hit and Run rules detailed on page 17.

TRIBESMAN

7

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	2D	+1	+1	+0	1

Those tribesmen yet to prove themselves in battle could still join the warriors, taking the Gaul's favoured hunting weapon, the bow. Too poor or too young to have much in the way of armour, these men fan out before the warband, engaging enemy skirmishers and making withering attacks on the enemy before the battle erupts into full scale violence.

Equipment: Bow or Sling

Options

- Purchase up to two Javelins per Tribesman for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Small Shield for 3 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Tribesmen may use the Hit and Run rules detailed on page 17.

Strength in Numbers

A unit of Tribesmen gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.





WAR DOGS

9 Denarii

MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Tribesman	6"	+1	+1	2D	+1	+1	+0	1
Hound	6"	+1	+3	2D	+2	+1	+0	1

Trained to ignore the noise and chaos of battle, the war dogs used by Gallic tribes were easily capable of ripping the throat out of an enemy. Attacking on command, their handlers assembled them into waves of slaving killers who could break even a disciplined line.

Type: Infantry Minions

Equipment: Short Spear (tribesmen only), Teeth and a Bite worse than the Bark (war dogs only, treat as Short Spear)

Options (Tribesmen only!)

- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each

Dog Handlers

A War Dogs unit must have at least one Tribesman for every four War Dogs or part thereof at the start of a battle, and may not have more Tribesmen than War Dogs.

Let Slip the Dogs of War

So long as at least one War Dog remains in the unit, War Dogs increase their Move to 10" when performing a Melee action.

GALLIC MERCENARY LIST

Gauls may use units from the following warbands as Mercenaries:

- Dacia & Sarmatia
- Germania



HEROES OF LEGEND

The Heroes presented here were great warriors of Gaul who helped shape their history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

LUCTERIUS

120 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 4 Infantry Hero	5"	+1	+2	3D	+3	+3	+3	4

Originally serving under Vercingetorix, Lucterius was to continue the struggle against Rome after defeat at the Battle of Alesia. Continuing the fight for a year after, Lucterius engaged in guerrilla warfare against the invading legions, finally being defeated at the Siege of Uxellodunum. Though he managed to escape with his life, he was soon betrayed and handed over to Caesar.

Talents: Heroic Rush, Inspire, Light Foot, Quick Dodge, Well-Planted

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Purchase a Horse for 30 Denarii

Guerrilla Fighter

Before a battle begins, after all forces have been deployed, a warband including Lucterius may redeploy up to half (rounding down) of its units up to 12" from their initial position, so long as they can be placed within or behind cover.



VERCINGETORIX

220 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 7 Infantry Hero	5"	+1	+3	4D	+2	+4	+3	5

In the last days of the Roman conquest of Gaul, it was Vercingetorix, a chieftain of the Arverni, who united the last major Gallic resistance against the invaders. Proclaimed king, he led an army of Gauls against the legions and enjoyed early successes, forcing the Romans to withdraw. However, once the legions regrouped and gathered their strength, they reappeared for a final confrontation in the Battle of Alesia.

Talents: Careless Charge, Dirty Fighting, Divine Luck, Light Foot, Piercing Thrust, Shield Bash, Thundering Charge, Voice of Command

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Purchase a Horse for 30 Denarii

Uniting the Tribes

If Vercingetorix is present in a warband, Mercenaries drawn from the Gaul warband list may be taken for half the normal cost (rounding up).



GALLIC BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Gaul-themed battles.

DIE ROLL	SCENARIO
1-2	Druidic Circle
3-4	Slaughter at Dawn
5-6	Harvest Time



DRUIDIC CIRCLE

The power of the druids was well known beyond the borders of Gaul and those fighting the tribes tended to develop a healthy fear of their magical powers. Wise (and brave!) armies soon discovered that ridding Gaul of druids was a key to victory and thus druids became direct targets for military conquest. Still, as it was said, it was a daring or foolish man who killed a druid.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Gallic player is the Defender.

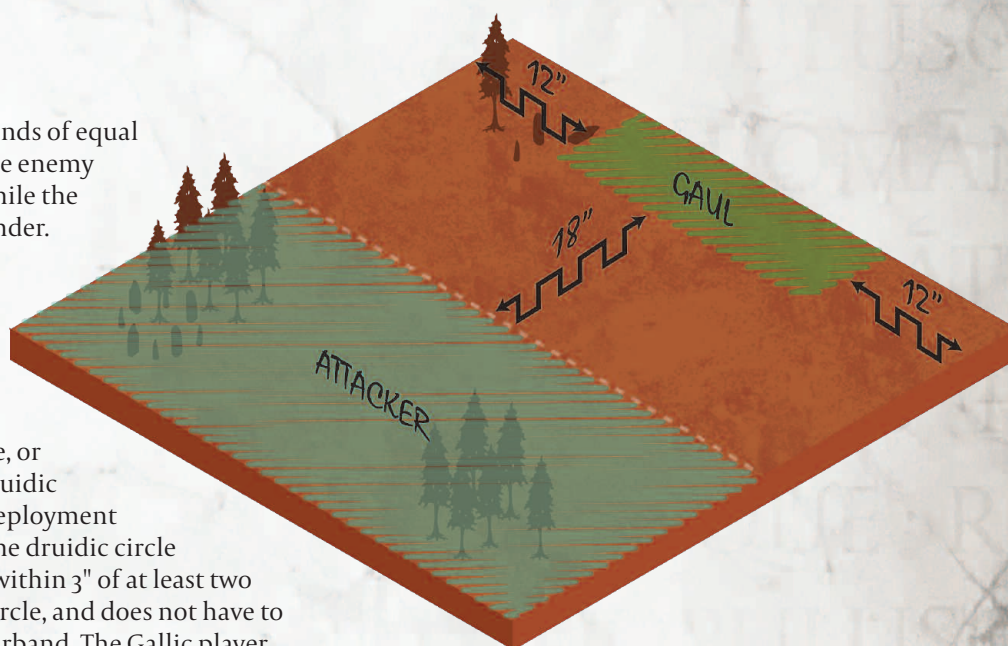
SET UP

The Gallic player places three druids for every 1,000 Denarii of his force, or part of, to represent a druidic circle anywhere in his deployment zone. Each member of the druidic circle must be placed so he is within 3" of at least two other members of the circle, and does not have to come from the Gallic warband. The Gallic player then deploys the rest of his models. The Attacking player then deploys all of his models.

The Attacking player has the first Phase.

SPECIAL RULES

The druidic circle is engaged in a holy rite designed to bring doom upon their enemies! This means the Gallic player can use the druid's Blight special rule (see page 106) for each of the druids in the circle. It is permissible for an enemy Hero to suffer the Blight more than once.



However, these druids are non-combatants and will be automatically killed (or worse, captured!) if any enemy model moves into contact with them.

VICTORY CONDITIONS

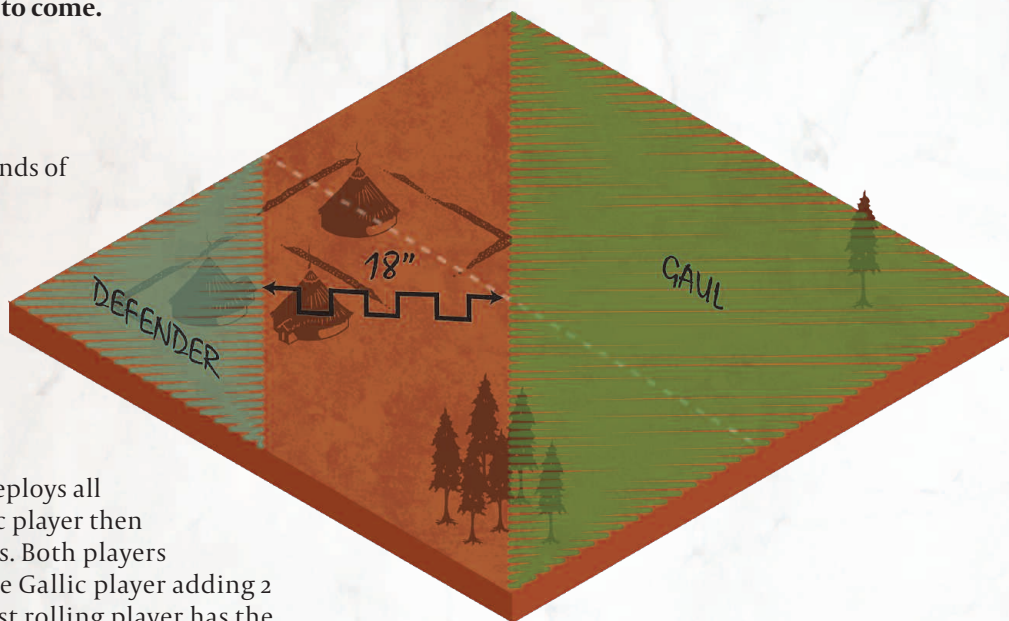
Victory will go to the Gallic player if he manages to completely destroy or drive off his enemy. However, if the druidic circle is completely wiped out, the Attacking player will claim victory.

SLAUGHTER AT DAWN

The tribe's warriors have been whipped up into a lethal frenzy by the warlord and his druid. They are ready to take the fight to the enemy, heedless of their own lives, and slaughter every invader that has dared to set foot in their territory. This will be a fight for the ages, and old men will tell their sons of this great day for years to come.

WARBANDS

Both players have warbands of equal Denarii in this battle. The Gallic player is the Attacker, while the enemy player is the Defender.



SET UP

The Defending player deploys all of his models. The Gallic player then deploys all of his models. Both players then roll a dice, with the Gallic player adding 2 to the result. The highest rolling player has the first Phase.

SPECIAL RULES

The Gallic player can choose to attack a little earlier in the day if he so wishes, taking advantage of the pre-dawn gloom. If so, use the following rules.

No unit may perform any kind of attack on an enemy that is more than 12" away at the start of its Phase. A unit cannot, for example, move into 12" with its first action and then attack with bows – it must be within 12" at the start of its first action in order to attack.

At the end of every turn, the Attacking player rolls a dice. On a roll of a 6, dawn breaks and these special rules are no longer used.

VICTORY CONDITIONS

The Gallic player can claim victory if he can kill or drive off all enemy Minions. If the enemy warband has no Minions, the Gallic player will claim victory if he can kill or drive off at least half of the enemy Heroes.



HARVEST TIME

The coming of the harvest is a vital time for all farmers across the ancient world, as they gather in food stocks for the approaching winter. A good harvest will mean relative comfort in the darker months while poor crops may result in starvation and death. This is hard work and, inevitably, there are those who find it much easier to simply reap the benefits of others' labour.

WARBANDS

Both players have warbands of equal Denarii in this battle. The Gallic player is the Attacker, while the enemy player is the Defender.

SET UP

Both players have three objective counters, representing crops that have been harvested but are yet to be moved into stores, which they take turns in placing. No objective counter may be placed within 8" of another or a table edge. In addition, no objective counter may be placed in a deployment zone.

Both players then roll a dice, the lowest deploying all of his models first. The highest rolling player deploys all of his models second.

Both players roll a second dice. The player who rolls the highest takes the first Phase of the game.

SPECIAL RULES

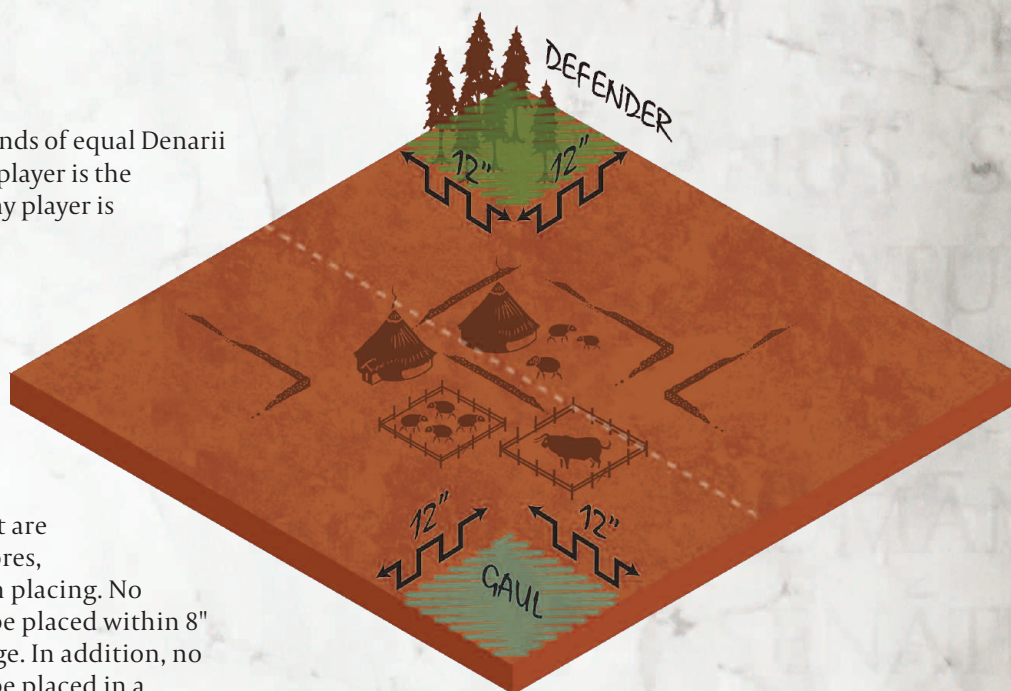
By performing two consecutive Special actions in the same Turn, a unit in contact with an objective counter may gather any food to be found there. The unit's player rolls a D3 after the second Special action – this is how many Crop Points the unit has manage to find.

If the unit is destroyed by a ranged attack or fails a Will to Fight check, any Crop Points it is carrying are

lost. However, if the unit is destroyed in close combat attack, the unit that dealt the final blows receives all the Crop Points being carried.

VICTORY CONDITIONS

The battle continues until all objective counters have been salvaged. The force with the most Crop Points is the victor.



GERMANIA

Within the forests of Germania, fierce tribes lived, comprising men and women who would never be broken by invaders. Throughout the life of the Roman Republic and on into Empire, Germania was never fully tamed and its warriors soon became greatly respected by the legions. The lands to the east of the Rhine were lethal for any legionary daring to venture into this dark wilderness.

GERMANIA

The name Germania was mostly used to describe the region east of the Rhine and north of the Danube rivers. In Rome, it was called Magna Germania (Greater Germania), while the tribes who dwelt there often referred to it as Germania Libera (Free Germania). While the territory west of the Rhine was technically Germania (or Lesser Germania, at least) as well, it was more populated by Gauls and fell under Roman rule.

SOCIETY AND LAW

Julius Caesar himself said that while there were similarities between the Gauls and the Germanic tribesmen, the Gauls could be civilised given the appropriate attention. No such words were used to describe the Germans, who were thought to be savage in the extreme and the greatest threat posed to Roman-dominated Gaul. It is said that Pytheas of Massalia's account of his exploration, in which it is possible he first encountered Germans, was





The Goths

These mighty and fearsome warriors gain a place as one of Germania's most significant and influential tribes by their victory at the battle of Adrianople in 378 AD, a pivotal moment which marked the decline of the Roman Empire. Split into two groups, the Visigoths of the West and Ostrogoths of the East joined forces to retaliate against the mistreatment the Visigoths had received upon settling into Roman territory. They drew up an

almighty circular formation of wagons, or laager, which the Romans attempted to attack but found to be impenetrable. The Goth cavalry, returning to their camp, caught the Roman army in flank. They were slaughtered, and their leader Valens killed in the battle. For the first time, the barbarians were seen to have the upper hand in outmanoeuvring the opposition, and Rome never fully recovered from this shift of power.

later rejected by writers who refused to believe his stories. Roman legionaries came to fear the Germanic tribes and rued any orders to invade their territory and bring them to heel. The Roman leader Tacitus did however make many derisive comparisons between the sturdy Germanic warriors and what he considered to be the indulgent, effeminate Romans.

Within the tribes, free Germanic warriors voted for the kings that led them, rather than tolerate a hereditary monarchy of any sort. Ruling by the consensus of the free men below him, a tribal king was more likely to inspire bravery in battle than a tyrant, which accounted for at least part of the Germanic tribes' success in war.

Germanic law was based around the concept of *weregild*, the worth each man was valued at. If one

warrior murdered another, he would be expected to pay the weregild cost of the man he killed, usually to the man's family or clan or, failing that, the tribe's king (the Britons had a similar idea with *sarhaed*). A slave's weregild was extremely cheap, whereas a good craftsman or noted warrior would have weregild that could hurt even the richest purse. The weregild of a beloved king would be all but unpayable.

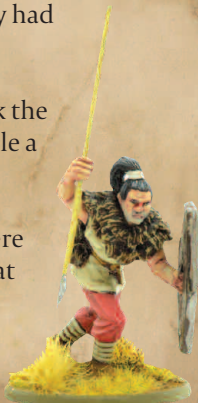
If anyone denied a claim made against them, they were required to either take an oath of innocence, or, less mercifully, were made to walk through fire. It was believed that if that person were innocent, the wounds they received would heal very quickly. Punishments beyond this were rare, but the threat of exile from a tribe and its land was always present, and one that would be greatly feared.

Battle of the Teutoburg Forest

The forests of Magna Germania were always a dangerous place for Romans and the native tribes valued their freedom above all else. In 9 AD, Consul Publius Quintilius Varus took three legions (the 17th, 18th and 19th) into the Teutoburg forest to smash a reported Germanic uprising.

Unfortunately, this was a trap, and the legions were set upon by an alliance of Germanic tribes. With the Roman lines stretched out and fighting muddy ground and bad weather, the Germanic warriors struck from the trees. The devastation they caused within the legions was total, with 15-20,000 Romans losing their lives, and the eagles of the three legions captured. Many of the Roman officers, including Varus himself, took their own lives when they saw they had been defeated so utterly.

The news of this defeat shook the entire Roman world and while a massive retaliation was launched that eventually returned the eagles, there were parts of Magna Germania that would never fall under the heel of Roman conquest.



APPEARANCE AND EQUIPMENT

It is apparent from both accounts of the time and archaeological finds that the warriors of Germanic tribes were not as well equipped as those from Gaul, chiefly because iron was not common in the lands the tribes held. Spears were the predominant weapon, needing less iron than swords, and metal armour beyond the traded or stolen helmets would have been present on only the wealthiest warriors and nobility. These would be animal shaped, sometimes also featuring plumes.

The famous sax, a long-bladed, single-edged dagger from which the Saxons would later derive their name, started becoming popular among the tribes in the second century BC, though it was supplemented with arms obtained (by whatever means) from both Rome and Gaul.

Shields were large enough to cover much of the body, and tended to be oval, rectangular or multi-sided (though elongated) in design, with horsemen using smaller round or oval shields. Contemporary sources described Germanic shields as having been marked out in very bright colours, though regrettably there are no direct sources for what shapes, patterns or designs might have appeared on them. However, there tended to be a large variation in weapon and armour choice between the many different tribes, and it is therefore difficult to formulate an idea of their appearance as a whole, something wargamers can take advantage of – as in many cases in this period of history, there is sometimes no right or wrong answer!

Cimbri and Teutones

These two tribes were instrumental in the original Germanic rebellions, at whose hands the Romans experienced a number of humiliating defeats; first at Noricum, then in the invasion of Gaul at Arausio in 105 BC. These battles greatly unnerved Rome and, upon Germanic attempts to progress further into Italy, they initiated counter attacks, confronting the Teutones and Ambrone at the Rhone and the Cimbri and Tigurini at Aquae Sextiae. This eventually culminated in a victory for the Romans, though not without its difficulties. The Romans were repulsed by the Germanic warriors, with Marius containing his men within camp in order to observe their behaviour, fuelling their hatred and disgust.

THE GERMANIC WARBAND

The strength of a Germanic warband lies in its infantry, with most being able to deploy a veritable horde of ferocious warriors. What they lacked in sophisticated tactics or quality of equipment was more than made up for by courage and a desire to take the fight to the enemy, sweeping them aside in wild, terrifying charges. These feverish attacks meant they were particularly proficient in close combat; a force to be reckoned with on a one-on-one level.

A warband of Germanic tribesmen will usually be a large force able to crush its enemies by weight of numbers, or the sheer tenacity of its warriors. It may not be accurate to say that they were completely devoid of strategy however; they were known to use certain simplistic battle formations such as the boar's head.



HERO

45

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+2	+0	2

A chieftain or warlord of his tribe, the Germania hero has the respect of all those below him, having earned it with his sword and spear. In battle, the hero will be found where the fighting is at its most fierce and desperate. It is the ambition of lesser warriors to join his warband, learn from the hero's experience and, perhaps one day, follow in his footsteps.

Options

- Purchase Small Shield for 2 Denarii
- Purchase Leather Armour for 5 Denarii each
- Purchase Chainmail Shirt for 15 Denarii
- Purchase Helmet for 2 Denarii
- Purchase Short Spear for 3 Denarii
- Purchase Dagger for 2 Denarii
- Purchase Axe for 5 Denarii
- Purchase Great Axe for 15 Denarii
- Purchase Sword for 5 Denarii
- Purchase Two-Handed Sword for 15 Denarii
- Purchase Bow for 3 Denarii
- Purchase a Horse for 30 Denarii
- Purchase up to three Javelins for 2 Denarii each



WARRIOR

 9 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

Each block of warriors in a Germanic warband would typically be related, by oath if not blood. This formed a tight cohesiveness, with warriors taking the deaths of those next to them somewhat personally. Their natural ferociousness combined with this unity made them extremely tough to beat, as the Romans discovered.

Equipment: Large Shield, Short Spear

Options

- Purchase up to three Javelins per Warrior for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Axes for 3 Denarii each
- One German Wife may be purchased for every two Warriors for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii
- If no German Wives are taken, the whole unit may use the Hit and Run rules on page 17 for 3 Denarii each

German Wives

It was not uncommon for the wives of warriors to be close by in battle, shouting encouragement at their men when the fight was going well and hurling insults when it was not (doubts about their husbands' manhood or threats denying the marital bed would be popular). This had the effect of causing the warriors to fight ever harder.

German Wives add to the number of models in the unit, but only grant bonuses in respect to Melee Dice and Bravery. They are always the first to be removed as casualties (likely running away when the enemy get too close rather than actually being cut down).

Skyclad

Some Warriors chose to go into battle naked, trusting to their faith for protection and taking advantage of the unnerving sight this caused. If a unit of Warriors do not take any armour other than a Large Shield and their models are wearing no clothing at all, they gain a +1 bonus to Melee checks.

Strength in Numbers

A unit of Warriors gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to its Bravery score. If it numbers 20 or more models, it gains a +2 bonus to its Bravery score.

Wild Charge

The initial charge of Warriors is wild, chaotic and crazy enough to break all but the most disciplined of enemies. A unit of Warriors that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.



TRIBESMAN

 7 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	2D	+1	+1	+0	1

Too poor or too young to be considered true warriors, these men fan out before the warband, engaging enemy skirmishers with bow or javelins, whittling them down before the tribe's warriors charge in to deliver the finishing blow.

Equipment: Bow

Options

- Purchase up to two Javelins per Tribesman for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Small Shield for 3 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Tribesmen may use the Hit and Run rules detailed on page 17.

Strength in Numbers

A unit of Tribesmen gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

HORSEMAN

 20 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	2D	+0	+1	+1	2

No less fierce than warriors on foot, the cavalry of the Germanic tribes tended to be used in hit and run attacks, striking enemies in the flank then chasing them down as they routed. They would avoid head-on charges into enemy formations, leaving that to their more than capable infantry. However, delight would have been taken in chasing away enemy skirmishers.

Equipment: Horse, Short Spear, Small Shield

Options

- Purchase up to two Javelins per Horseman for 2 Denarii each
- Purchase Leather Armour for 5 Denarii each
- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Horsemen may use the Hit and Run rules detailed on page 17.

GERMANIC MERCENARY LIST

Germans may use units from the following warbands as Mercenaries:

- Gaul
- Germania



HEROES OF LEGEND

The Heroes presented here were great warriors of Gaul who helped shape their history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

ARMINIUS

145 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 5 Infantry Hero	6"	+1	+3	4D	+2	+3	+0	4

A Germanic chieftain, Arminius was responsible for the total defeat of three Roman legions in the Teutoburg Forest. Telling Varus that a rebellion was growing, he tricked the Roman Consul into committing his legionaries, leading them into a trap he had prepared. The battle lasted three days but, in the end, Arminius's united Germanic tribes were victorious.

Talents: Dirty Fighting, Lethal Blade, Now You See Me..., Wall of Iron, War Cry, Web of Death

Equipment: Axe, Chainmail Shirt, Sword

Options

- Purchase a Horse for 30 Denarii

I Promise Victory, Trust Me

If Arminius is present in a warband, roll D3 after all models have been deployed in both warbands. The Germanic player may then re-deploy this many enemy units present on the table. He may place them wherever he chooses within the opposing player's deployment zone.

ARIOVISTUS

120 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 4 Infantry Hero	7"	+1	+3	4D	+2	+3	+0	5

Ariovistus invaded Gaul with a confederation of Germanic tribes but his gains were reversed by Julius Caesar at the battle of Vesontium. At one time an ally of Rome, Ariovistus eventually refused the dictates of a far off power and dared the legions to unseat him – a challenge Caesar was only too willing to accept.

Talents: Hammer of the Gods, Inspire, Light Foot, Mightiest Swing, Quick Dodge

Equipment: Great Axe

Dogs of War

Ariovistus is accompanied into battle by two huge war dogs who fight at his side. As well as increasing his Melee Dice and Wounds (already taken into account in his profile), these dogs reduce the Melee Dice of enemy Heroes who perform Melee actions against Ariovistus and any unit they are leading by two.



GERMANIC BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Germanic-themed battles.

DIE ROLL	SCENARIO
1-2	Wolves at the Gates
3-4	Forest Fight
5-6	The Trees are Alive



WOLVES AT THE GATES

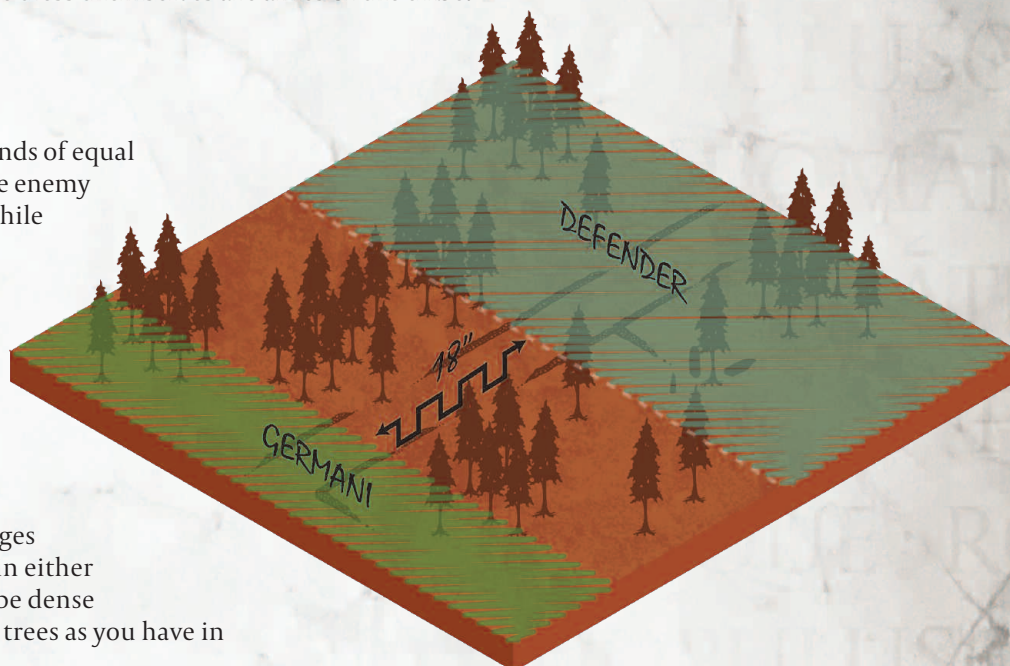
A Germanic warband is moving towards an enemy settlement, perhaps a fortified outpost or small town. However, the inhabitants have received word that an attack is imminent and sent a small force to halt the advance. They have blockaded the main forest road towards the settlement but are painfully aware that the tress themselves are allies of the tribe.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Germanic player is the Attacker.

SET UP

A central road should run across the centre of the table, linking the two table edges of the players. The terrain either side of the road should be dense woodland with as many trees as you have in your collection!



The Defending player may place additional terrain across the road at any one point in his deployment zone to represent him blocking the easy route to the settlement. This could be a fence line, foliage or upturned wagons.

The Defending player deploys all of his models first. The Germanic player then deploys his models.

The Germanic player has the first Phase.

SPECIAL RULES

None.

VICTORY CONDITIONS

If the Germanic player manages to move at least half of his units (rounded down) off the road on the Attacker's table edge, he will claim victory. If the Attacking player stops this happening, he will claim victory.



THE TREES ARE ALIVE

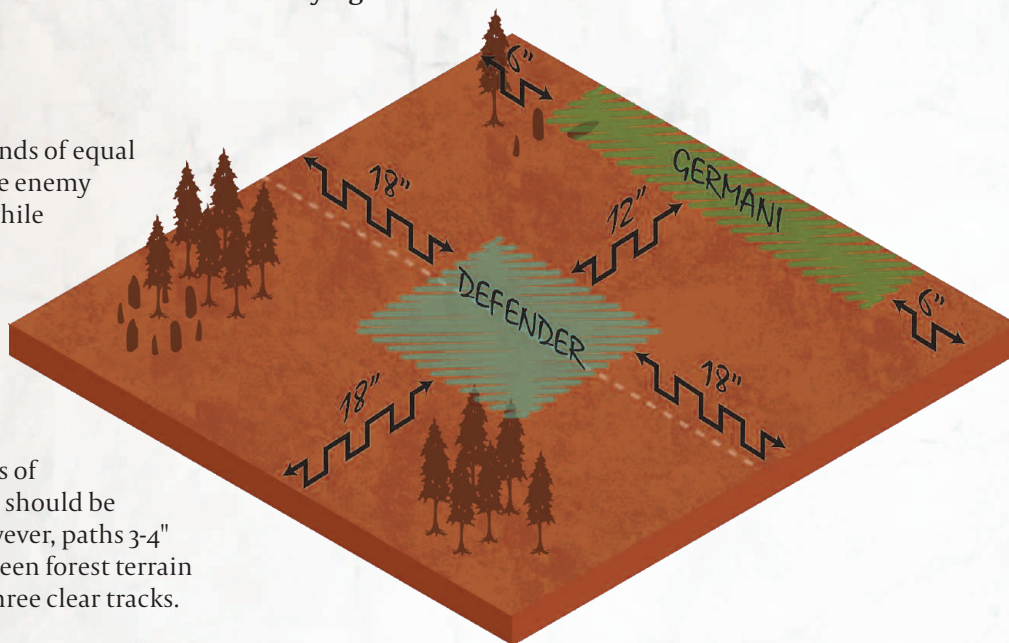
If an enemy manages to make its way through the warbands standing sentry on the tribe's borders, a new tactic comes into play. The tribal warriors will lead the intruders deeper into the forest, never engaging but always drawing them on. When the time is judged to be right, the tribe will attack – not just from the front, but from the sides too as hidden warriors who have been waiting along the path of the enemy finally reveal themselves with terrifying war cries.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Germanic player is the Attacker.

SET UP

Before either warband is deployed, as many pieces of forest terrain as possible should be placed on the table. However, paths 3-4" wide should be left between forest terrain pieces to create two or three clear tracks.



The Defending player deploys all of his models first. The Germanic player then deploys his models. However, he need only deploy one unit of Warriors, if his warband has any. Any other Warrior units in his warband may be deployed normally at this time, or he may declare they are hiding within the trees.

The Germanic player has the first Phase.

SPECIAL RULES

Warrior units that the Germanic player has declared are hiding within the trees are not deployed on the table at the start of the battle. Instead, the Germanic player can secretly choose any forest terrain piece that is not in the Defender's deployment zone as the starting position for each such unit. He should make a note of which forest terrain piece each unit is in so he can show the Defending player later.

In each Germanic Phase, these hidden Warrior units may be secretly moved to any another forest terrain piece that is within 6" of their current position. Again, this movement should be written down so the Germanic player can show his opponent every move the hidden units made throughout the game. The

Germanic player can reveal any of his hidden units at the start of any of his Phases, simply by revealing his notes as to where they are and then placing the models on the table. They may perform actions normally in this Phase.

However, there is always the chance that these hidden units will be discovered by the enemy! If any model in the Defending force completes an action within 6" of any terrain piece which contains a hidden unit, every model in that unit is immediately placed on the table.

Also, this is very familiar ground to the Germanic warband. Whenever one of the warband's Warrior units is moving through forest terrain, it may make an immediate Agility check. If successful, the forest does not count as difficult terrain for the rest of that Phase.

VICTORY CONDITIONS

The Attacking player will claim victory if he can destroy every Infantry unit in the Dacian & Sarmatian warband, either through injury or failure of Will to Fight.

FOREST FIGHT

Anyone entering the forests of Germania with intent to conquer is best advised to be on their guard. The tribes excel at fighting on their own ground and many intruders have found themselves defeated by the thick forest as much as fearsome warriors. In these clashes, common between roving warbands, victory will go to the side that uses the forest to its own advantage.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Germanic player is the Defender.

SET UP

Before either warband is deployed, as many pieces of forest terrain as possible should be placed on the table. If you are able to completely cover the table with trees, this will not be too much!

The Attacking player deploys all of his models first. The Germanic player then deploys all of his models.

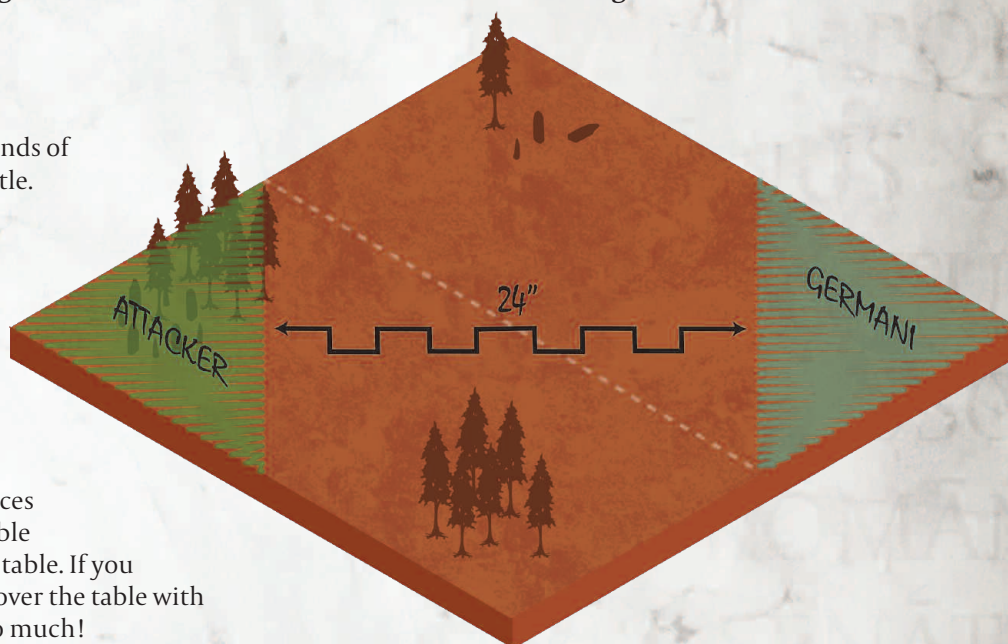
The Germanic player has the first Phase.

SPECIAL RULES

If more than half the table has been covered by forest terrain, the following rules are used.

Rather than slow every model down by declaring the forest to be difficult terrain, you can instead assume that while the trees may be fairly dense, the underbrush is relatively clear and will not impede movement. Therefore, the forests will not be classed as difficult terrain in this battle.

However, the following rules will be in effect for any unit within the forest.



- Models in the same unit may not move so they are in contact with one another, unless they are moving into close combat. This means formations such as the Phalanx cannot be used.
- Cavalry units may not double their Move score under any circumstances.
- All models within a forest benefit from light cover.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.



IBERIA

Arguably the most civilised of the Celtic regions, the Iberian tribes were nonetheless valiant warriors whose expertise in swordsmanship and one to one combat kept them in great demand by both Roman and Carthaginian armies. As one of the most significant driving forces within the second Punic War, their alliance with Hannibal shook Roman authority to the core.

THE IBERIAN PENINSULA

The name Iberia was used to term what is now Spain and Portugal, otherwise known as the Iberian Peninsula, and was separated by the Pyrenees in the northeast and the Straits of Gibraltar in the south. The Iberians lived in the southern and eastern parts of Spain, whilst the Celt-Iberians resided in the north and the centre. After Roman victory in the Second Punic War, these were renamed Hispania Ulterior and Hispania Citerior. The classification of Iberian identity has often polarised historical opinion, with some claiming them to be the most advanced society in Roman history, whilst others deny the very existence of a clear, independent cultural distinction. Unlike other ancient regions, there have been numerous archaeological findings such as pottery and sculptures which show the Iberians' cultured and artistic nature.

SOCIETY AND LAW

The Iberians were a very well evolved race, who adopted many aspects of Greek and Phoenician culture, and were heavily influenced by eastern Mediterranean values. Their societal structure was said to imitate that of the Greek colonies. Rich in natural resources, their fertile and temperate land allowed them to thrive predominantly as farmers whilst maintaining a trade of precious metals such as iron, gold and silver. They were a mainly peaceful people, who could nevertheless defend their land ferociously against enemy attack and were regarded by Rome as brave and noble warriors.

Within each Iberian and Celt-Iberian tribe many individual communities would be formed, where the inhabitants would often live very isolated lives and create their own infrastructure, ensuring that they would never have to venture very far away from home. For example, tribal capital cities were established, placed strategically on top of a hill to allow for good military defence and a good supply of water. Surrounded by mighty stone walls, the



tribal people would take refuge inside when under attack.

Despite significant similarities between Iberian and Celt-Iberian culture, relationships of power were structured very differently, at least until the infiltration of Roman influence in the second century BC. Iberians had a clear monarchical



structure, which featured royalty and aristocracy, and had a class system based upon wealth – the traditional Western model of civilisation. The Celt-Iberians organised themselves into *gentilitates* (clans) grouped into *gens* (tribes), where each gentilitas would contain a group of elders that was headed by the oldest man of that clan. This group would decide upon general matters affecting the clan as a whole.

Popular assemblies allowed all adults of a clan to meet and discuss and vote upon issues of great importance, but this could often be overruled by the assembly of clan chiefs. Celt-Iberian society later gave way to a more Iberian, less collectivised form of government. In times of war, pacts were often made between the gentilitates, allowing each to enjoy the full rights of the other tribe.

MILITARY SERVICE

The battle for ownership of Iberia was one of the main points of contention which dominated much of the First and Second Punic wars. As such, the Iberian army became a pivotal force in both the early success of the Carthaginian army and later, its defeat against the Romans. To begin his mission of conquest, in 218 BC Hannibal recruited many Iberian warriors to begin his journey westwards into Italy – an objective which, if met, would threaten the very heart of the Roman Empire. Hannibal led his army into a string of glorious victories and gave Rome some of the most catastrophic defeats in its history. In the battle of Cannae, his army massacred approximately 80,000 Romans.

Upon Roman victory in the Second Punic war, many Iberian tribes did not forfeit power quickly or easily. One tribe of note is that of the Lusitanians in the Hispania Ulterior region, who, despite being pacified a number of times before, staged a rebellion in 146 BC under the leadership of Viriathus. After successfully resisting Roman domination and being given great accolade as a guerrilla fighter, Viriathus was murdered by members of his own tribe, who were in turn taking bribes from the Roman general Laenus. Rome also found opposition in Hispania Citerior in the form of the Numantine War, which they often had to fight at the same time as the Lusitanian War. After many punishing years spent in confrontation, Scipio began the siege proper, building seven fortresses in order to block the area from receiving food and water supplies. Numancia eventually surrendered in 133 BC, with the majority of its inhabitants choosing suicide instead of Roman capture. This marked the end of any united Celt-Iberian resistance for at least another half a century.

APPEARANCE AND EQUIPMENT

Due to the common availability of iron, the spear was often the weapon of choice for Iberians, with which they demonstrated great skill. These would either be of the conventional type (with a wooden shaft) or be made entirely of iron, known as the *soliferrum*. Iberians were well known for their pioneering uses of iron, and it is said that they were in fact the first to invent horse shoes. Swords were also well used, with the Iberians preferring the curved in comparison to the Celt-Iberian straight.

Each army would consist of heavy infantry (*scutati*) and light infantry (*caetrati*). The *scutati* would carry the classic *scutum* (shield), while the *caetrati* would be equipped with their namesake, the *caetra*. The latter was a small round buckler made of wood with an iron handgrip and metal boss on top. The *falcata* (sabre) was used by both and features heavily throughout accounts of many different battles, along with solid metal javelins (*angon*). Cavalry was a vital component of any Iberian army and as such horses were said to have been dressed in heavy chain mail. Horses held great spiritualistic significance in Iberian society and would often be adorned with many different ornaments when going into battle.

Armour would be made of a number of materials which could vary from panels of esparto grass, to leather, metal or just simple fabric. These may have been adorned with metal discs for extra protection.

Iberian warriors were noble and valiant in nature, choosing to commit suicide instead of being captured by the enemy when defeat was imminent. They carried a vial of *Ranunculus sardonia* – a poisonous plant. Upon death, it locked the lower jaw and created a sardonic smile, unnerving the enemy by mocking them even after death.

It is hard to create a generalised image of an Iberian warrior, as armour and weaponry would differ greatly between each tribe. There are also many different forms of evidence which often contradict one another, making a completely accurate summary extremely difficult.

THE IBERIAN Warband

Like many ancient races, the Iberians often struggled to unite collectively, and after fighting towards a common cause would disband immediately, especially after a defeat. However, they did have a few unique tactics which made them formidable foes to those they encountered. One of these would be to attach flaming bundles of grass to their spears and throw them at the enemy in order to disperse their infantry formations. They would also attempt to dupe the Roman army by first attacking in what seemed to be a frantic manner, only to retreat at a strategic moment in order to lure the army out of their formation. Once they had done so, they would regroup immediately and launch a surprisingly organised attack, annihilating their disorganised pursuers.

HERO

45

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+2	+0	2

The Iberian hero is a noted man or woman in the tribe, known for bravery and the ability to lead warriors in battle. A veteran of a dozen or more battles already, all eyes will turn to the hero to deliver victory against any enemy, no matter the odds.

Options

- Purchase Buckler for 1 Denarius
- Purchase Large Shield for 2 Denarii
- Purchase Leather Armour for 5 Denarii each
- Purchase Chainmail Shirt for 15 Denarii
- Purchase Helmet for 2 Denarii
- Purchase Short Spear for 3 Denarii
- Purchase Dagger for 2 Denarii
- Purchase Sword for 5 Denarii
- Purchase Two-Handed Sword for 15 Denarii
- Purchase Bow for 3 Denarii
- Purchase a Horse for 30 Denarii
- Purchase up to three Javelins for 2 Denarii each

SCUTATI

9

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

The scutati were the heavy infantry of the Iberian tribes, experienced in fighting right at the forefront of a battle. Canny warriors, they responded well to orders and were skilled in acting in conjunction with other units to disrupt enemy formations and attack where the opposing line was weakest.

Equipment: Javelin, Large Shield, Short Spear

Options

- Purchase up to two more Javelins per Scutatus for 2 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase Chainmail Shirts for 12 Denarii each
- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Flaming Javelins

A unit of Scutati may ignite bundles of grass tied to their javelins before throwing them as part of a normal Shoot action. If the target is using the Phalanx or Shield Wall special rules, it must make a Bravery check after all other effects of the attack have been resolved. If this check is failed, the enemy unit will lost the benefit of the Phalanx or Shield Wall rule for the rest of the Turn.

Strength in Numbers

A unit of Scutati gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

FOR BY THEIR MODES OF LIFE THEY BECAME INCLINED TO ATTACK AND TO ROB

STRABO, WRITING ABOUT THE IBERIANS

CAETRATI



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

No less ferocious or skilled than the scutati, the caetrati were the light infantry of the Iberian tribes. It was their role to hunt round the flanks of an enemy warband, disrupting formations and encouraging the enemy to break ranks and charge. If this was successful, the Iberian warband could destroy its enemies piecemeal.

Equipment: Buckler, Javelin, Sword

Options

- Purchase up to two more Javelins per Caetratus for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Flaming Javelins

A unit of Scutati may ignite bundles of grass tied to their javelins before throwing them as part of a normal Shoot action. If the target is using the Phalanx or Shield Wall special rules, it must make a Bravery check after all other effects of the attack have been resolved. If this check is failed, the enemy unit will lost the benefit of the Phalanx or Shield Wall rule for the rest of the Turn.

Hit and Run

Caetrati may use the Hit and Run rules detailed on page 17.

Strength in Numbers

A unit of Caetrati gains courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

HORSEMAN



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	7"	+1	+2	2D	+0	+2	+1	2

The Iberians had superb horsemen, said to rival even the Numidians. The richest among them were well armoured, with even their horses sporting chainmail. At their best, Iberian horsemen were more than a match for cavalry in most other areas of the ancient world.

Equipment: Buckler, Horse, Short Spear, Small Shield

Options

- Purchase up two Javelins per Horseman for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Chainmail Shirt for 12 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase Barding for 8 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Horsemen who do not have Chainmail Shirts or Barding may use the Hit and Run rules detailed on page 17.



IBERIAN MERCENARY LIST

Iberians may use units from the following warbands as Mercenaries:

- Gaul
- Iberia

In addition, they may also use the following units from the Mercenaries chapter:

- Balearic Slingers (page 191)

HEROES OF LEGEND

The Hero presented here is a great warrior of Iberia who helped shape its history and victories. He may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

VIRIATUS

170 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 6 Infantry Hero	6"	+1	+2	3D	+3	+3	+3	5

Shepherd. Hunter. Soldier. General. This marks the progression of Viriatus, a man who rose among the Iberian tribes to fight the invading Romans in what became known as the War of Fire. Though he was able to force a treaty with Rome, peace did not last and Viriatus became skilled at both open battle and guerrilla warfare. He was finally killed by some of his own soldiers who had been bribed by Rome.

Talents: Back at Ya!, Inspire, Light Foot, Now You See Me..., Quick Dodge, Wall of Iron, Well Planted

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Purchase a Horse for 30 Denarii

Guerrilla in the Mist

Viriatus became very adept at guerrilla warfare and was a bane to his enemies. Before a battle begins, after all forces have been deployed, a warband including Viriatus may redeploy any of its units up to 12" from their initial position, so long as they can be placed within or behind cover.

IBERIAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Iberian-themed battles.

DIE ROLL	SCENARIO
1-2	Tweak the Tail
3-4	Invasion
5-6	Head Hunting

TWEAK THE TAIL

The Iberian tribes had a reputation for being as wild and reckless as the Britons and Gauls but despite this appearance, they could act in a highly disciplined fashion. When facing a strong enemy advancing across their territory, Iberian warriors would launch a series of hit and run attacks over a number of days, baiting the enemy into advancing part of its force too far forward. When the enemy responded, the Iberians would attack in full strength, destroying their foes piece by piece.

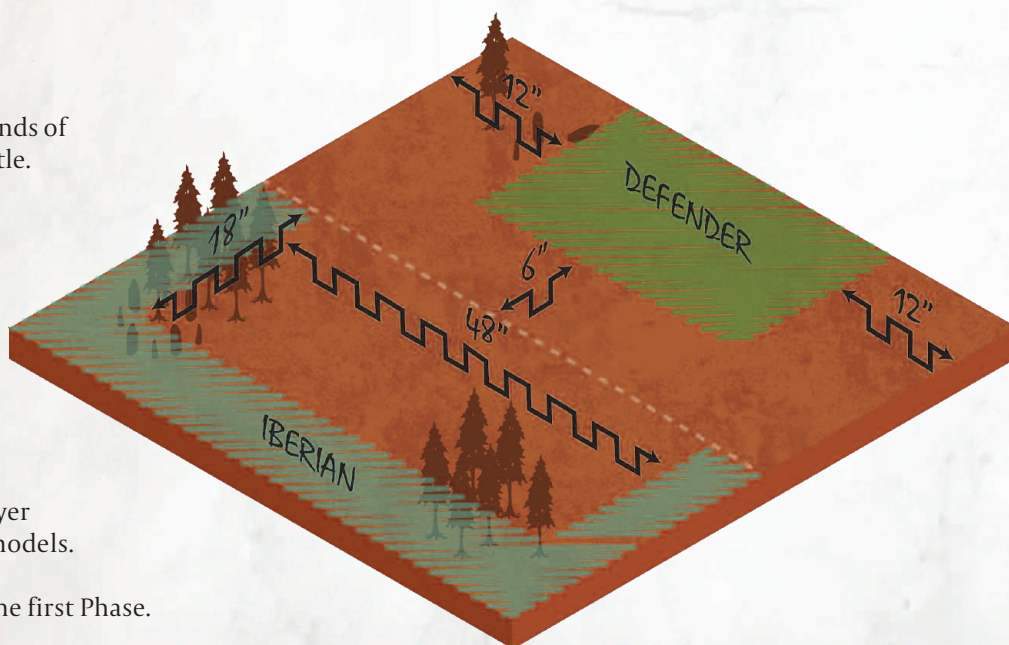
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Iberian player is the Attacker.

SET UP

The Defending player deploys all of his models. The Iberian player then deploys all of his models.

The Iberian player has the first Phase.



SPECIAL RULES

The Defending forces have been goaded by the Iberians to break formation and advance in a reckless manner where they can be picked off.

Before the first turn, after all units on both sides have been deployed, every enemy unit must make a Bravery check. If a unit fails, the Iberian player may choose to move it straight ahead a distance of up to 12". This may take the unit out of its deployment area but may not leave it in Difficult or Dangerous terrain.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.

INVASION

The tribes of Iberia became used to invaders entering their lands, an event that repeated itself through vast swathes of history. They also learned how to battle such enemies, even those superior in number and skill. While developing excellent guerrilla skills, the Iberian tribes also became adept at knowing when they could stand firm and defeat an invader.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Iberian player is the Defender.

SET UP

The Attacking player deploys all of his models. The Iberian player then deploys all of his models.

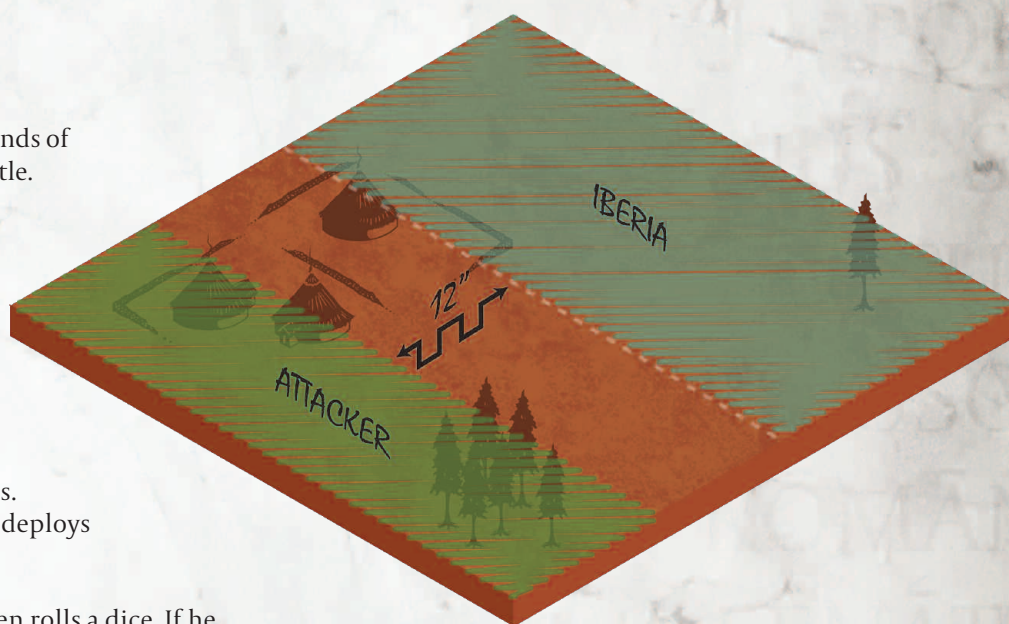
The Attacking player then rolls a dice. If he rolls a 6, he has the first Phase. Otherwise, the Iberian player has the first Phase.

SPECIAL RULES

None.

VICTORY CONDITIONS

The Iberian player can claim victory if there are no enemy units outside of the enemy deployment zone for a full Turn.

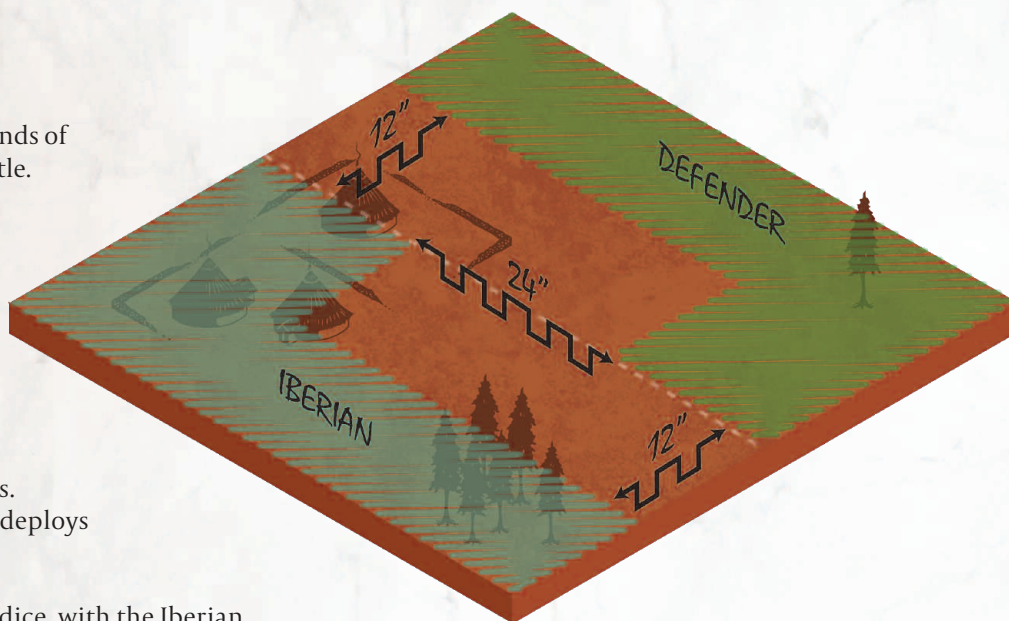


HEAD HUNTING

The Iberian warband knows its enemy well, having fought many engagements in the past, and it has identified a core weakness. The enemy has ruthless or very efficient commanders and if they can be removed, victory is certain. In the coming battle, extra attention will be paid to enemy leaders, slaying them in front of their men to create the final rout.

WARBANDS

Both players have warbands of equal Denarii in this battle. The Iberian player is the Attacker, while the enemy player is the Defender.



SET UP

The Defending player deploys all of his models. The Iberian player then deploys all of his models.

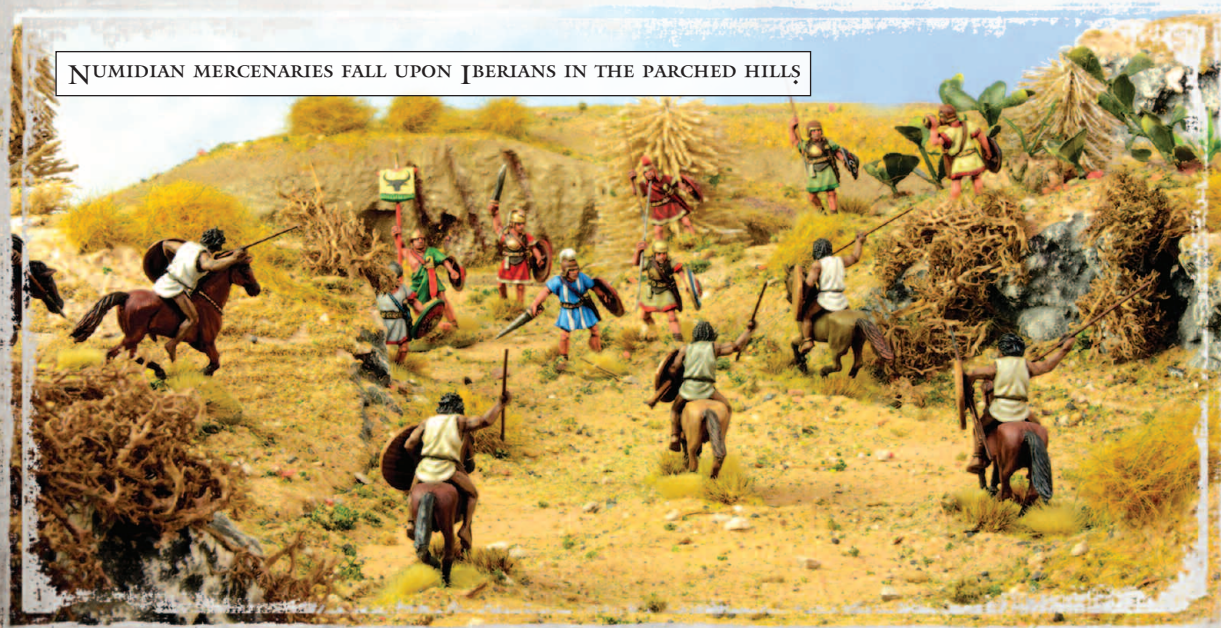
Both players then roll a dice, with the Iberian player adding two to the result. The highest rolling player has the first Phase.

VICTORY CONDITIONS

The Iberian player can claim victory if he can kill or drive off all enemy Heroes.

SPECIAL RULES

None.



IMPERIAL ROME

The transition from republic to empire was a gradual one, though the point where the empire was recognised as such occurred when Augustus was declared emperor in 27BC. The result was to concentrate the power of the whole Roman state in one individual, enabling vast resources to be brought to bear on a problem but also creating the potential for bad leadership to affect the whole empire.

Augustus inherited the conquests of his adopted father, Julius Caesar, but immediately faced a challenge from other prospective heirs and powerful figures hoping to make the most of the situation. Far from unifying the Roman world, the transition to an openly declared empire brought about fierce civil war, which required a mix of adept diplomacy and direct action.

SOCIETY AND LAW

Augustus emerged from this period as master of Rome and all her dominions, though his adept manipulation of public opinion ensured he was at first admired as restorer of the republic. In time, the idea of a single ruler became accepted, largely because Augustus won his people over with public works, games, and a period of peace and stability – at least for those dwelling within the empire's borders.

Augustus was succeeded by Tiberius, a great general whose conquests had added considerably to the empire, but also a troubled man. The situation was complicated by the fact that Rome

had no laws governing dynastic succession, and even the obvious gambit of choosing an eldest son was beset with difficulties. This situation was of Augustus' own making; in 39BC he divorced his pregnant wife and forced Tiberius' father to do likewise in order that Augustus could marry Tiberius' mother Livia.

Tiberius, who was about three years old when this happened, was raised with the children of this complicated union, all considered potential heirs to the Imperial throne. Augustus forced Tiberius to give up his beloved wife and marry the emperor's daughter, whose adultery caused him great embarrassment. Required by law to denounce his unfaithful wife, Tiberius could not do so as she was the daughter of the emperor.

The behaviour of Augustus set many precedents for Roman emperors to follow. He enjoyed absolute power and used it for personal gain with no regard to others. Ultimately, despite winning great honours as a commander, Tiberius went into a self-imposed exile in Rhodes. In the interim various successors emerged and proved unsuitable, until it became obvious to Augustus that Tiberius was the only possible heir. He was adopted as Augustus' son and in due course succeeded him.

As a military commander Tiberius was effective but as emperor he was indecisive, increasingly leaving decisions to the senate instead of providing leadership. His successor, Caligula, did the opposite and consolidated the power of the emperor. This was the beginning of the true Imperial Roman state.



Caligula is known to history for insanity, wilfulness, and being the epitome of the bad absolute ruler. How much of this reputation was deserved is debatable, but he was eventually assassinated by officers of his own Praetorian Guard. His successor was Claudius, who was also assassinated. Like Claudius before him, the new emperor, Nero, was essentially appointed by the praetorian guard.

Nero committed suicide in 68AD after an uprising led by Galba forced him to flee the capital. Again, it was the army that was the emperor's downfall; they named Galba emperor in disregard for the usual process, demonstrating that in Imperial Rome the real power rested with those who commanded the loyalty of the legions.

Galba's reign was short-lived, and 68-69AD became known as the Year of the Four Emperors. By the time the dust had settled, the Roman empire had matured into the form best known to history and was well on its way to reaching its greatest extents. At the same time, its internal politics were singularly unpleasant, with senators murdered at the whim of emperors concerned largely with their own pleasure and willing to expend the resources of the empire upon petty goals.

MILITARY SERVICE

At the beginning of the early imperial period, Roman society retained many features of the old republic. Indeed, Augustus and Tiberius continued to pay lip service to the ideals of the republic, presenting themselves as servants of the senate who accepted a grave responsibility on behalf of Rome and her people. Augustus did so with aplomb; Tiberius came across as contemptuous and vague.

In the later years of the republic, successful commanders were able to grant lands within their conquests to their supporters, creating a power base in new territories that might allow them to challenge other leaders. The new emperors were sole ruler in name but had to tread carefully among the cross-cutting agendas of so many powerful men.

The new emperors had to bring these areas under their control, generally by obtaining the support of the most powerful individuals in the area or finding ways to do away with them. The support of the army was essential to an emperor's survival, particularly the praetorian guard. This formation dated back to the days of the republic, when it was a small bodyguard force that accompanied an army commander.

Augustus redefined the praetorian guard as essentially an elite legion, with a strength of nine cohorts or about 4,500 men. The guard was tasked with providing security to the emperor and his household, but also used to carry out whatever tasks the emperor required, such as dealing with troublemakers. The guard's commanders were among the most powerful men in Rome, and acted as kingmakers on more than one occasion.

The praetorian guard was mostly recruited from the region around Rome or the most Romanised regions of the empire, and was thus – in theory at least – composed of the most loyal men. In practice, the guard was loyal mainly to itself. An emperor who lost the support of the praetorian guard might be killed by them and replaced with someone they thought more suitable, and the practice of paying a huge donation to the guard upon succession – and other bribes during a reign – was a drain on the finances of the empire.

The guard was expanded by later emperors, gaining a cavalry force, and reorganised on other occasions. Its elite status was reflected in the fact that members served a shorter term than regular legionaries but received greater pay and benefits when they retired. This meant that a veteran of the guard was younger than his equivalent from the regular legions, and had a better chance to reach high office.

The typical legionary was likely to spend most of his service in far-off places, dealing with rebellions or undertaking dangerous expeditions into untamed regions such as Germania. That aspect of Roman military service had not changed much since the days of the republic.

APPEARANCE AND EQUIPMENT

Legionary equipment continued to evolve into the early Imperial period. The lorica hamata, or chainmail shirt, was supplanted by the lorica segmentata, though many legionaries continued to be issued chainmail as so much was available.

This was the 'classic' era of the Roman army. Weapon and equipment designs would mostly be what is familiar from generic representations of Roman forces, but with considerable variations between soldiers caused by wear and damage, or because an equivalent but different piece of equipment was available when the individual was kitted out.



THE IMPERIAL ROME Warband

Imperial Roman warbands are typically a small force split off from a larger legion for an extended period of time. It will be tasked with defending territory, conducting raids, or destroying a specific enemy.

An Imperial Roman warband will have fewer soldiers than most enemies it will meet, but every one of those legionaries and auxiliaries will be better equipped and better trained than any they are likely to face.

MEDICUS SUPPORT

Even if a Roman warband does not have a medicus travelling with it, it is very likely to have medical support close by. A warband of Imperial Rome is always counted as having access to the Healing Hands Talent (see page 47) even if no Hero possesses it.



HERO

50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+1	+2	+0	2

Ranging from an Optio or Centurion to a Tribune, the Hero may be a salt-of-the-earth soldier or a politician eager to earn military credit back in Rome. Regardless, the performance of the men he leads reflects entirely upon him and he can be ruthless in pursuit of his ambitions.

Options

- Purchase a Large Shield for 5 Denarii
- Purchase a Cuirass for 15 Denarii
- Purchase a Chainmail Shirt for 20 Denarii
- Purchase a Lorica Segmentata for 25 Denarii
- Purchase Pilum for 5 Denarii
- Purchase a Dagger for 2 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Standard for 25 Denarii
- Purchase a Horse for 30 Denarii

Hero of Rome

The Republic produced some great heroes in its time, though it also produced fools. Every time the Hero receives a bonus characteristic from going up a Level, roll a dice. On a 1, he increases no characteristic at all! On a 5 or 6, however, he may increase two characteristics by +1.





LEGIONARY

24

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+2	2D	+0	+2	+3	1

Rome has created the finest fighting units in the world, and each legionary has been trained to fight in tight units that give few openings to an attacker. Once the legion makes contact with an enemy, victory is all but assured.

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Replace Chainmail Shirt with Lorica Segmentata for 2 Denarii each
- Purchase Pila for 3 Denarii each
- Purchase Slings for 3 Denarii each
- Upgrade to Veterans with +1 bonus to Ranged, Melee and Bravery for 8 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Shield Wall

The legionaries of Rome were taught to fight as a unit, protecting the man next to them as much as themselves. If all the models in a Legionaries unit are in base contact with one another and the unit numbers at least ten models, they gain a bonus Parry.

Testudo

By raising their shields over their heads, the rear ranks of a Legionary unit were able to create a defence almost impenetrable to arrows.

To form a Testudo, all members of the unit must be in contact with one another and must number at least ten models. Then, the unit must perform a Special action. From this point, the unit's Move is halved but it may re-roll all Armour checks made to defend against ranged attacks.

A Testudo is disbanded immediately by the unit performing a Melee action or any model in the unit being out of contact with at least two other models in the same unit. This may be done as a Move action on the part of the player or by his opponent causing casualties.





PRAETORIAN GUARD

 36 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+2	+3	2D	+0	+3	+3	2

Created by the Emperor Augustus to be his personal bodyguard, the Praetorian Guard soon became a political power in Rome. Not content to simply protect their Emperor, they grew strong enough to be a factor in selecting new Emperors.

Equipment: Large Shield, Lorica Segmentata, Pila, Sword

Options

- Change Lorica Segmentata to Chainmail Short, and purchase Horse and Long Spear for 10 Denarii
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Shield Wall

The Praetorians of Rome were taught to fight as a unit, protecting the man next to them as much as themselves. If all the models in a Praetorian unit are in base contact with one another and the unit numbers at least ten models, they gain a bonus Parry. They may not form a shield wall if they have Horses.

Testudo

By raising their shields over their heads, the rear ranks of a Praetorian unit were able to create a defence almost impenetrable to arrows.

To form a Testudo, all members of the unit must be in contact with one another, must number at least ten models, and may not have Horses. Then, the unit must perform a Special action. From this point, the unit's Move is halved but it may re-roll all Armour checks made to defend against ranged attacks.

A Testudo is disbanded immediately by the unit performing a Melee action or any model in the unit being out of contact with at least two other models in the same unit. This may be done as a Move action on the part of the player or by his opponent causing casualties.

AUXILIARY



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+1	2D	+0	+1	+3	1

Only a Roman can join the legions but by serving as an auxiliary, a foreigner can one day expect to be adopted by Rome and perhaps have his son join the legions. While lacking the equipment and training of legionaries, the auxiliaries are more numerous and fight more actions.

Equipment: Chainmail Shirt, Large Shield, Sword

Options

- Purchase Short Spears for 2 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

AUXILIARY ARCHER



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+1	2D	+0	+1	+3	1

A skilled archer is highly prized (though not always well treated) by the legions, and auxiliaries make up the bulk of supporting units. Well-armoured for archers, these auxiliaries are not only trained to loose barrages of missiles upon enemies, but can also hold their own when facing a charge.

Equipment: Bow, Chainmail Shirt

Options

- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

AUXILIARY CAVALRYMAN



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+1	2D	+0	+1	+3	1

As the legions themselves reverted to purely infantry formations, the role of cavalry was taken up by auxiliaries. Life can be good in the auxiliary cavalry, as the main victims of a cavalry charge are likely to be enemies already weakened or even fleeing after the legionaries have smashed into them.

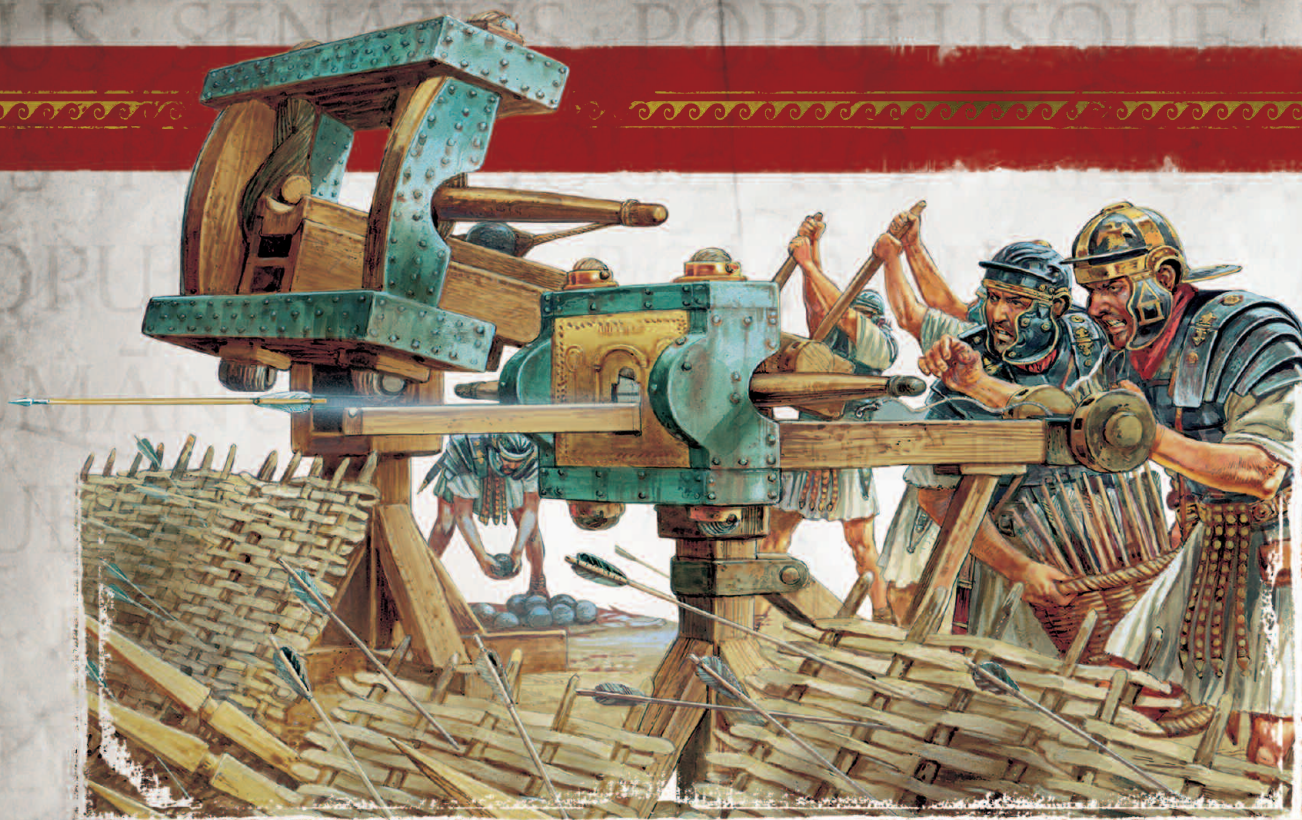
Equipment: Chainmail Shirt, Horse, Large Shield, Sword

Options

- Purchase Short Spears for 2 Denarii
- Replace Horses with Camels for 5 Denarii
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Auxiliary Cavalrymen may use the Hit and Run rules detailed on page 17.



SCORPIO TEAM

80 Denarii

MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Scorpio	–	–	–	–	–	–	+1	4
Legionary	6"	+1	+2	2D	+0	+2	+3	1

While unwieldy to deploy effectively, once set up correctly the Scorpio can ravage entire enemy warbands, hurling great bolts that smash through multiple ranks. Scorpions should therefore be well-protected, shooting into the densest enemy formations while flankers are rebuffed by supporting units.

Type: Infantry Minion

Support Team: A Scorpio Team consists of two Legionaries and a Scorpion. The unit may only perform a Move or Shoot action if it first performs a Special action. A Shoot action may only be performed if at least one Legionary is in contact with the Scorpio.

Equipment: Lorica Segmentata, Sword

Scorpio

When performing a Shoot action, a Scorpio has the following profile: **Range:** 40", **Special Rules:** Lethal 3, Smasher. A Scorpio can remove more than one model with a single hit (due to its Lethal rule) in the same way as a Hero.

IMPERIAL ROME MERCENARY LIST

Imperial Romans may use units from the following warbands as Mercenaries:

- Britain
- Gaul
- Germania
- Iberia

In addition, they may also use the following units from the Mercenaries chapter:

- Balearic Slinger (page 191)
- Cretan Archer (page 192)
- Gaesatos (page 192)
- Numidian Cavalryman (page 194)
- Numidian Skirmisher (page 195)

HEROES OF LEGEND

The Heroes presented here were great warriors of Rome who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

GERMANICUS

 150 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 6 Infantry Hero	4"	+1	+2	4D	+2	+3	+3	5

Brother to the later-to-be-emperor Claudius, Germanicus was a military leader of huge renown, being awarded the role of proconsul in both Germania and Gaul. Commanding one-third of the entire Roman army, Germanicus fought against the Germanic tribes and avenged the Roman defeat of the Teutoburg Forest.

Talents: Darting Blade, Lethal Blade, Light Foot, Motivation, Quick Dodge, Wall of Iron, Well-Planted

Equipment: Cuirass, Horse, Sword

Options

- Purchase a Horse for 30 Denarii

Beloved By All

There were few military leaders of Rome who enjoyed the love of the people as much as Germanicus genuinely did. Every unit in his warband will automatically succeed every Will to Fight check they are called upon to make so long as Germanicus is in Line of Sight. However, if Germanicus is removed as a casualty, every unit in his warband will suffer a -2 penalty to all Will to Fight checks they take.

TIBERIUS

 125 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 5 Infantry Hero	4"	+1	+2	4D	+1	+3	+3	5

Adopted son of the Emperor Augustus and to become Emperor himself later in life, Tiberius was among the most successful of military commanders in Rome. He was responsible for creating a new northern frontier, greatly expanding the empire. Despite his achievements, however, he was morose and never seemed happy with what he gained – despite attaining the highest position in the world.

Talents: Demoralise, Die Hard, Heroic Rush, Motivation, Voice of Command, War Cry

Equipment: Cuirass, Horse, Sword

Options

- Purchase a Horse for 30 Denarii

Poisonous Mother

The enemies of Tiberius had a habit of falling suddenly ill. While some recovered, many did not, and there was always an idea that Livia, the mother of Tiberius, had a hand in aiding her son's ambitions. At the start of a battle, Tiberius may make an opposed Bravery check with any enemy Hero. If Tiberius is successful, the Hero is removed from the battlefield as a casualty, having fallen suddenly ill.

ROMAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Roman-themed battles.

DIE ROLL	SCENARIO
1-2	Salt the Earth
3-4	Dawn Assault
5-6	Weather the Storm



SALT THE EARTH

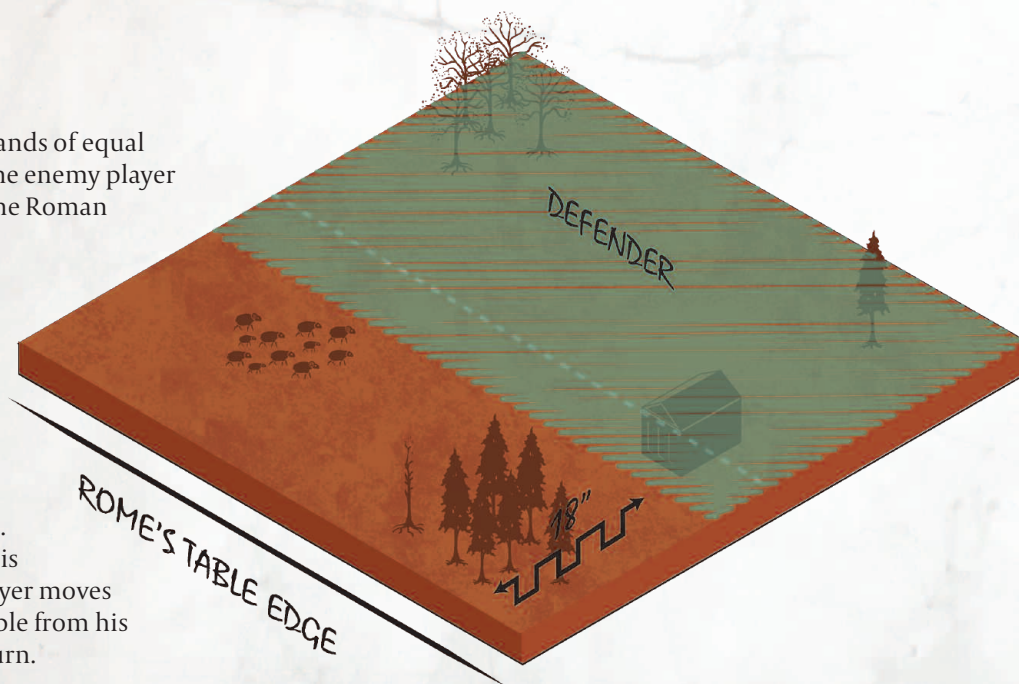
Rome liked to think that when a people were conquered, it would treat them fairly – lower in status, of course, but fairly nonetheless. However, when treaties were broken, retribution had to be swift, unwavering, and utterly devastating. An agreement with Rome has broken down, and now the legions are moving into enemy territory, burning everything they can find.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Roman player is the Attacker.

SET UP

The Defending player places one building for each unit in his warband, in his deployment zone. He then deploys all of his models. The Roman player moves all his units onto the table from his table edge in the first Turn.



The Roman player has the first Phase.

SPECIAL RULES

The Roman player can burn the buildings the Defending player has deployed by moving a unit into contact with them and performing two consecutive Special actions. The buildings will be destroyed at the end of the subsequent turn.

The Defending player can prevent a building burning down by moving a unit into contact with it, performing a single Special action and passing a Bravery check to douse the flames.

VICTORY CONDITIONS

The Roman player will claim victory if he can burn down half (rounding up) of the Defending player's buildings.



DAWN ASSAULT

Roman leaders knew how to use their environment to best advantage. In this battle, the Romans have caught an enemy warband in a perfect ploy – by attacking at the break of dawn with a bright sun low in the sky and at their backs, the enemy will have trouble seeing the approaching danger while the Romans themselves have a perfect line of sight to their foe.

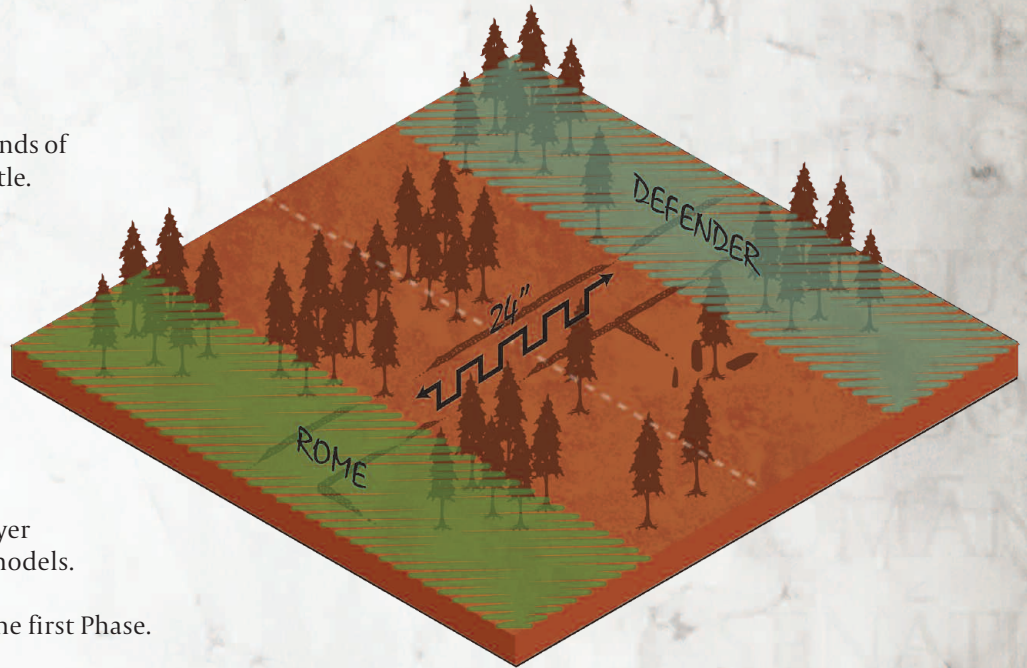
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Roman player is the Attacker.

SET UP

The Defending player deploys all of his models. The Roman player then deploys all of his models.

The Roman player has the first Phase.



SPECIAL RULES

The Romans have a bright sun at their backs, making it difficult to shoot accurately at them. By the same token, the Romans will be shooting at enemies who are perfectly well-lit and have trouble seeing incoming arrows, bolts and pila.

For the duration of this battle, the Romans gain a +1 bonus to all Ranged checks, while Defending units suffer a -1 penalty to all Ranged checks.

VICTORY CONDITIONS

The fight continues until all the models in one of the warbands have been completely removed from the table, either through injury or failure of Will to Fight. The remaining warband is the victor.



WEATHER THE STORM

While the power of Rome was evident for anyone to see, it did not stop revolts and rebellions from arising. There was always a danger that a Roman ruler would push the people under his shadow just an inch too far and when that happened, the legions had to be ready when the inevitable violence erupted. So long as the legions appeared invincible, however, an uprising could be quickly stalled.

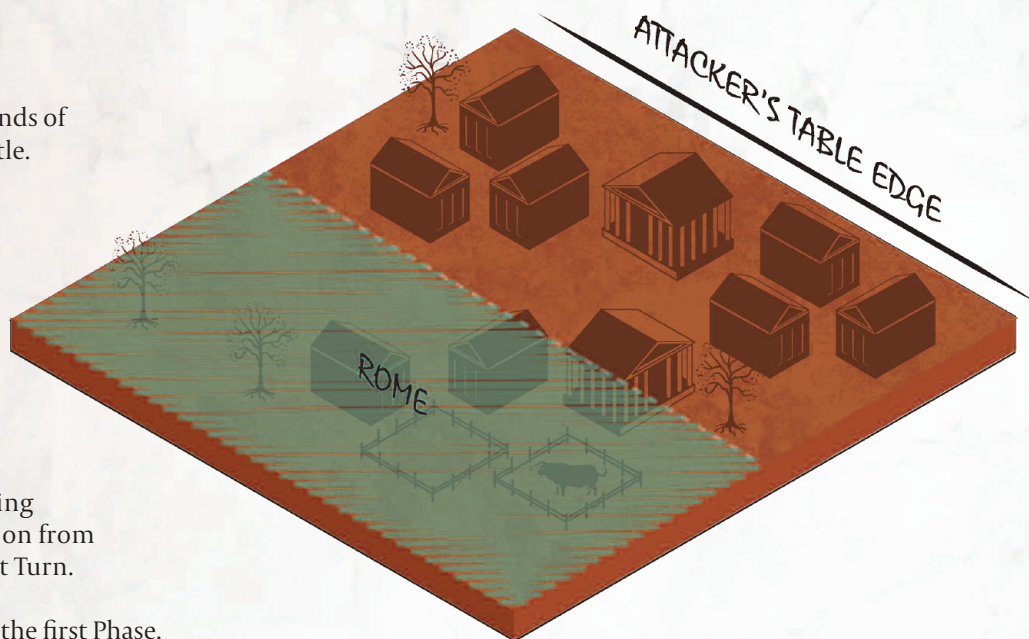
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Roman player is the Defender.

SET UP

The Roman player deploys all of his models first. The Attacking player's units will move on from his table edge in the first Turn.

The Attacking player has the first Phase.



SPECIAL RULES

Both legionaries and auxiliaries were trained to fight in close order, supporting one another to create a united front, a cliff upon which their enemies would dash themselves. In this battle, so long as a Roman unit is within 2" of at least

two other Roman units, it will receive a +1 bonus to all Armour checks.

VICTORY CONDITIONS

The Attacking player will claim victory if he can remove half (rounding up) the Roman units from the table, either through injury or failure of Will to Fight.



MACEDONIA

The Kingdom of Macedonia created an empire that spanned much of the known world, its armies defeating those of every nation it met. Building upon the civilisation of the Greek city states (which the Macedonian armies crushed) this empire spread Western culture, philosophies and science a vast distance, forming the roots of our society today. When people speak of a Greek empire, it is the Macedonians they are talking about, spearheaded by warbands that contained disciplined men using innovative tactics, controlling land from Egypt to the fringes of India.

A NEW MACEDONIA

Greece had been dominated by its most powerful city states, principally Athens and Sparta (though Thebes was always present to make things more exciting). While not true empires in any sense, these city states were organised and strong enough to resist even massive Persian invasions.

Macedonia, to the north, was a shadow of this civilisation, and it was not until King Philip II rose to power in 359 BC that this began to change. As the Macedonian army swelled in size, Philip II instituted new tactics and training that formed the basis of a brand new army, the likes of which the ancient world had not yet seen. It is possible he started forming these ideas while kept as a hostage in Thebes, taking their Sacred Band as a model of what soldiers could be when suitably trained and motivated.

The traditional Greek phalanx was deepened in ranks and each was given its own ranking commander. This, combined with the introduction of standards, allowed for much greater control on the battlefield. The most obvious addition visually was the appearance of the *sarissa*, a pike with much greater length and reach than the spears of the Greeks.

Borrowing an idea from the Spartans, Macedonia would also stop using citizen-soldiers and instead have a standing professional army. As the empire expanded, the wealth and people from dominated cities aided this, passing menial work to a growing slave population and freeing fighting men for the army.

The phalanxes themselves would change their focus on the battlefield too. Instead of forming the core of the army's hitting power, their role was to engage the enemy and hold them in place. Macedonia's new heavy shock cavalry would then smash their formations apart, leading to quick, decisive victories.

All of this came together on the fields of Chaeronea, where the Macedonian army, led by Philip II and his son, the eighteen year old Alexander, smashed the combined forces of Athens and Thebes. While war was to continue with the city states, this was the turning point of Greek ascendancy and the subsequent rise of Macedonia.

THE YOUNG ALEXANDER AT THE
HEAD OF HIS HETAIROI CAVALRY





With the city states under Macedonian control, Philip II turned his eye east, towards Persia, for further conquests. He would be assassinated before he could realise his dreams, but they were continued in unprecedented fashion by Alexander, whose actions would make him known as the Great.

SOCIETY AND LAW

Macedonia was a monarchy, where the king held absolute power. This was used in a very direct fashion, with orders and directives passed down to magistrates (*epistates*) who regularly visited the king for instructions. The king held control of the armies and was the principal protagonist in diplomatic endeavours.

While the king administered the finances of the kingdom, he also had many sources of direct income personally, including the silver and gold mines, timber, territory and port duties. However, a lot of this income was derived from leasing land and contracts to work the land to private citizens. As well as this, land not owned by the king was held by Macedonian citizens without tax – in fact, citizens were not directly taxed at all (though commercial taxes existed), and revenue was increased by raising the cost of leases or by taking loans.

Below the king was the council or *Synedrion*, a small group of individuals who were selected by the king for the purposes of aiding him in government. By necessity, they were men well known to (and

trusted by) the king or who had otherwise earned an honour that needed to be repaid. It was the role of the council to advise the king and, in theory, every man within it had an equal voice.

Macedonians predominantly followed the worship of the Greek gods, such as Zeus, and ancient heroes like Herakles, but they also maintained their own gods, present since long before the empire emerged, and those of nearby nations such as Thrace. Religion was therefore a diverse enterprise but maintained a distinctly Macedonian flavour with a strong emphasis on the strong and victorious, as evidenced by, for example, the extremely lavish burials of its rulers. Indeed, one of the greatest tombs, found at Vergina, is believed to be that of Philip II.

MILITARY SERVICE

The rapid rise of the Macedonian army was fuelled by the ambitions and foresight of Philip II, but Macedonia had several advantages before it started its conquests. The gold mines of Amphipolis provided the funding to start building the army and paying professional soldiers, and the empire's income only increased as it started dominating other nations. The cavalry, in turn, were served by the highland pastures of Macedonia that could support thousands of horses, an important factor given the new role of cavalry in the army. Finally, as slaves were taken as spoils of war more and more men of fighting age could be released from manual labour, and they were far from unwilling, for Philip



It had seen the importance of what we would today call nationalism, of soldiers devoting themselves to their homeland.

By the time the Greek city states had been conquered and were under Macedonian rule, this army was battle-hardened, experienced in war.

APPEARANCE AND EQUIPMENT

Perhaps predictably, there is very little conclusive evidence for uniforms within Macedonian forces and as the empire grew beyond the bounds of Macedonia and Greece, the inclusion of soldiers from further afield only makes things less clear. At the end of the day, all there is are sporadic samples of art, a few remains, and cryptic comments by historians, along with a smattering of stray references elsewhere.

However, there are some conventions that have gained acceptance among historians and miniatures gamers, though always with the caveat that these conventions may simply be wrong.

There is some debate as to whether Macedonian soldiers and cavalymen painted their helmets in an effort to distinguish themselves on the battlefield. There is some evidence that this was indeed done in the ancient world and the colour blue is often cited as a 'Macedonian colour.' As is usually the case, it is difficult to determine whether this was unusual, whether it was adopted by a certain type of troop, or whether it was in fact adopted on an army-wide scale. It is probably safe to say that at least some Macedonian soldiers wore blue – make of that what you will!

The colour purple is sometimes raised as a possibility for the cloaks and/or tunics of the Companion cavalry, though there is also a counter argument that purple was reserved for royalty and such an expensive dye would have been beyond the means of even the Companions.



Beyond that, there are also suggestions that Macedonian troops may have had a wide range of colours that would seem very garish today, especially after their victory over the Persian Empire when the army was a great deal richer. Light blues, reds, and even pinks may well have been common.

Shields may well have had an eight-pointed star though there are some that advocate quite elaborate facings. Common sense would suggest that the majority of soldiers would have sported the simpler star design, if large numbers of them were expected to actually use those shields to stop incoming blows. However, it is conceivable that leaders and maybe some elite troops would have had more complicated designs.

As with many eras in the ancient world, the choice of colours and uniforms often comes down to the choices made by the player and what he or she is comfortable with. It is also useful, in games, to have units easily marked out so soldiers from one do not get mixed up with others – thus, it is a very easy step to have the linothorax armour as off-white across the entire army with units picked out by different coloured tunics. This is an easy policy to follow, will help identify miniatures during games and has the advantage that it is as historically justified as any other scheme.

Always remember that it is entirely possible that miniatures gamers are far more concerned about the look of their troops than real world generals were in the ancient world!

THE MACEDONIA WARBAND

The rise of true combined arms forces started with the Macedonians, with armies using phalanxes not to necessarily win battles but hold enemies in place long enough for Alexander's favoured cavalry to break them apart. There were even the beginnings of special forces units, the Hypaspists. On the open battlefield these elite soldiers were used to guard the flanks of phalanxes that would otherwise be vulnerable, but they were fully capable of engaging in 'special' missions that might include night time raids or strikes against specific objectives.

A Macedonian warband will comprise solid phalanxes of troops that are very difficult for even elite enemy units to shift, alongside powerful heavy cavalry capable of smashing them apart with ease.

HERO

50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+3	+0	2

Throughout the Macedonian army, great leaders arose and even those of relatively minor warbands could become rich and renowned through their conquests. The centre point of any engagement, the bravery of these heroes was capable of motivating large numbers of men.

Options

- Purchase a Large Shield for 5 Denarii
- Purchase a Linothorax for 5 Denarii
- Purchase a Cuirass for 15 Denarii
- Purchase a Helmet for 2 Denarii
- Purchase a Long Spear for 5 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Sling for 5 Denarii
- Purchase up to three Javelins for 2 Denarii each
- Purchase a Horse for 40 Denarii



ROYAL GUARD

20 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+3	2D	+2	+2	+1	1

The Royal Guard (also known as Hypaspists) were light infantry but very much the elite of foot troops in the Macedonian warband. Skilled at irregular warfare, they could not only fight in a phalanx, but also hit the enemy on flanks and where they were not expected – and they hit hard. Recruited from well-bred Macedonian families, the Royal Guard were the terror of the battlefield.

Equipment: Helmet, Large Shield, Long Spear, Sword

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 10 Denarii each
- Replace Long Spears with Bows for free
- Replace Long Spears with Slings for free
- Replace Long Spears with Pikes for 5 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Infiltrators

When all forces have been deployed but before the first turn begins, a Hypaspist unit that has not purchased Linothoraxes or Cuirasses may perform two Move actions.

Phalanx

A unit of ten or more Royal Guard may use the Phalanx rule on pages 21-23.



PEZHETAIROI

16

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+2	+0	1

The Pezhetairoi (Foot Companions) built upon the success of the Greek phalanx – and improved it. Deeper formations were used, along with the sarissa, a pike much longer than the spears used by the city states. Whereas the phalanx was the mainstay of Greek armies, under Alexander they were used to pin enemy units and hold them until they could be smashed by the Companion Cavalry.

Equipment: Large Shield, Pike

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 10 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii

Phalanx

A unit of ten or more Pezhetairoi may use the Phalanx rule on pages 21-23.

HETAIROI

26

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	2D	+0	+2	+2	2

The Companion Cavalry were regarded in Alexander's time as the best heavy horse units in the ancient world, and they pioneered many new tactics including the famous wedge. A unit of Hetairoi bearing down on weak infantry could smash the enemy apart in one charge, piercing their ranks and throwing them into disorder.

Equipment: Horse, Linothorax, Long Spear, Sword

Options

- Replace Linothorax with Cuirasses for 10 Denarii each
- Purchase Barding for 10 Denarii each
- Purchase up to two Javelins per Hetairos for 2 Denarii each
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii

Flight of Cranes

If the Hetairoi charge an enemy unit and inflict more casualties than they suffer in that action, they may perform an immediate and free Move or Melee action without fleeing from combat. Simply move them out of contact with any remaining enemy.





PELTAST

7 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+1	+0	1

With such a large empire beneath him, Alexander was able to draw upon troops across a tremendous area and men from many nations served him. Peltasts were used in much the same way as they had been with the Greek city states, but could be Agrianian, Paeonians, Thracians or from further afield.

Equipment: Javelin, Small Shield

Options

- Purchase up to two more Javelins per Peltast for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Hit and Run

Psiloi may use the Hit and Run rules detailed on page 17.

PSILOI

4 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+1	+0	1

Alexander continued the Greek use of Psiloi as skirmishers, using them to harass and outflank enemies until the main bulk of his force could be moved into place. With little to no armour, they could not stand against hardened warriors and fled from determined resistance only to turn back and continue pelting the enemy with stones and javelins.

Equipment: Dagger, Stones

Options

- Replace Stones with Bows for 2 Denarii each
- Replace Stones with up to three Javelins per Psiloi for 1 Denarius each
- Replace Stones with Slings for 4 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase Animal Skins or Bucklers for 2 Denarii each

Hit and Run

Psiloi may use the Hit and Run rules detailed on page 17.



THUREOPHOROI

 11 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+1	+1	1

A variation on the common Peltast, the Thureophoroi were equipped with heavier weaponry and intended to fill the gap between the light Peltast and the might of the phalanx. A variation of the Thureophoroi also developed, known as the Thorakitai – equipped in a similar fashion but wearing strong armour and having the ability to form a makeshift phalanx.

Equipment: Helmet, Javelin, Long Spear, Small Shield

Options

- Purchase up to two more Javelins per Peltast for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii
- Upgrade whole unit to Thorakitai with Chainmail Shirts for 10 Denarii each

Hit and Run

Thureophoroi may use the Hit and Run rules detailed on page 17.

Phalanx

A unit of ten or more Thorakitai may use the Phalanx rule on pages 21-23.

WAR ELEPHANT

250 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	6D	-1	+1	+2	16

Alexander was the first European to face war elephants in battle and, after defeating the Persians at the Battle of Gaugamela, became impressed enough by their potential that he incorporated them into his own army.

Equipment: Tusks and a foul attitude (counts as Lethal 3 with the Smasher special rule)

Options

- Purchase a Turret for 25 Denarii

Big But Cowardly

If a War Elephant loses a quarter or more of its remaining Wounds in a single Turn, it must make a Bravery check. If it fails, it must perform two Move actions in its next Phase, moving directly away from the unit that caused the loss of these Wounds as far as possible, fleeing combat if necessary. If this movement takes the War Elephant into contact with another unit (including a friendly unit!) this will count as a Melee action and a charge!

At the end of its next Phase, the War Elephant must make another Bravery check. If this is successful, it will act normally. If not, it will carry on moving away from the last unit that caused it to lose Wounds, taking another Bravery check in its next Phase. If the War Elephant has been moved into close combat, it will not take this Bravery check until it has defeated the unit it is fighting (unless it loses a quarter or more of its remaining Wounds in a single Turn, when the whole process starts again).

Terror Weapon

Any unit charged by a War Elephant must make an immediate Will to Fight check. A Cavalry unit charged by a War Elephant must re-roll this check if it passes the first time, unless it is also a War Elephant.

Turret

A War Elephant equipped with a Turret has a handful of warriors riding it, equipped with bows and javelins which they use to rain missiles down upon enemies. So long as the War Elephant is not in close combat, it gains a free Shoot action every Phase, during which it can make two attacks with either Bows or Javelins. It carries enough Javelins to last the entire battle.

MACEDONIAN
MERCENARY LIST

Macedonians may use units from the following warbands as Mercenaries:

- Athens
- Persia
- Thebes

In addition, they may also use the following units from the Mercenaries chapter:

- Cretan Archer (page 192)
- Greek Hoplite (page 193)
- Thessalian Cavalryman (page 195)
- Thracian Peltast (page 196)
- Thracian Warrior (page 196)



HEROES OF LEGEND

The Heroes presented here were great warriors of Macedonia who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

HEPHAESTION

155 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 4 Cavalry Hero	6"	+3	+2	3D	+2	+3	+3	4

One of Alexander's closest friends and allies, Hephaestion fought the Thracians during Alexander's regency of Macedonia and remained close to him thereafter. An exceptionally skilled and inventive man, Hephaestion rose through the ranks not because of his closeness to Alexander but by his own merit. He was often given difficult tasks, both on the battlefield and off, and was rarely found short.

Talents: Buckle the Line, Galloping Thunder, Horsemanship, Inspire, Voice of Command

Equipment: Horse, Javelin, Linothorax, Sword

Loyal Protector

If a friendly Hero is challenged within 12" of Hephaestion, he may immediately be moved into contact with that Hero and accept the challenge instead.

PHILIP II

150 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 5 Infantry Hero	6"	+1	+3	3D	+2	+3	+0	5

King of Macedonia, it was Philip II who was chiefly responsible for conquering and binding together the classical Greek city states, galvanising an empire that would lead to the truly legendary Alexander, his son. His plans to invade the Persian empire would be cut short by his assassination, but Alexander would go on to continue the legacy of Philip II.

Talents: About Face!, Inspire, Heroic Rush, Mighty Blow, Push Back

Equipment: Large Shield, Linothorax, Long Spear, Sword

Almost Destined for Greatness

Whenever Philip II loses a Wound, roll a dice. On a 5 or more, the loss is ignored.



HEPHAESTION



PHILIP II



THE YOUNG
ALEXANDER

THE YOUNG ALEXANDER

205 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 6 Cavalry Hero	6"	+1	+4	3D	+2	+4	+4	5

Even at an early age, Alexander showed great promise. After being tutored by Aristotle, Alexander was made regent of Macedonia when sixteen, during which he drove off a Thracian revolt and colonised their land. At eighteen, he was leading part of his father's army and responsible for breaking the Theban line, the turning point at the Battle of Chaeronea. These, it turned out, would become the least of his accomplishments.

Talents: Blessed at Birth, Buckle the Line, Divine Luck, Galloping Thunder, Horsemanship, Voice of Command, Wall of Iron

Equipment: Horse, Linothorax, Long Spear, Sword

Destined for Greatness

Whenever Alexander loses a Wound, roll a dice. On a 3 or more, the loss is ignored.

A FEARSOME WAR ELEPHANT IN THE THICK OF THE ACTION AS RIVAL WARBANDS FROM MACEDONIA CLASH



MACEDONIAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Macedonian-themed battles.

DIE ROLL	SCENARIO
1-2	Hammer of the Gods
3-4	Refused Flank
5-6	Smash the Weary



HAMMER OF THE GODS

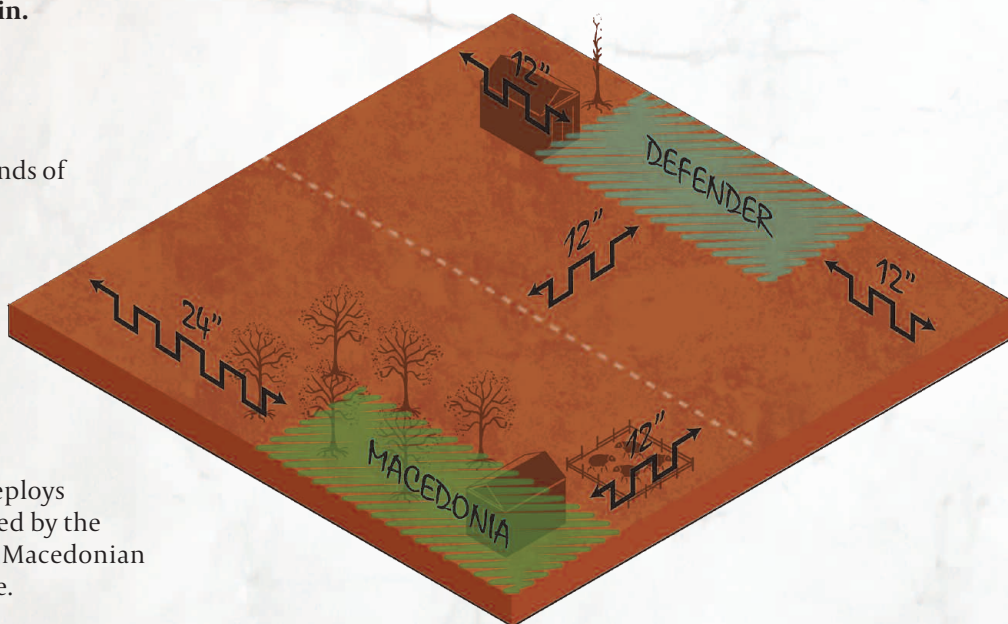
The Macedonians liked quick victories – hit the enemy fast, hit them hard, and drive them off the battlefield before they can reform and bring their full weight to bear. This all-out approach brought Alexander many victories but always risked the chance of the Macedonian force being bogged down. If forced to fight on equal terms, the enemy could start grinding down the phalanxes and victory would become uncertain.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Macedonian player is the Attacker.

SET UP

The Defending player deploys all of his models, followed by the Macedonian player. The Macedonian player has the first Phase.



SPECIAL RULES

The Defending player may not perform any actions in the first turn, such as the speed of the Macedonian attack. In addition, Macedonian units gain a +1 bonus to all Melee checks in the first three Turns of the battle. However, after this, the Macedonian warband will start to lose momentum. At the start of the fifth Turn, and for every turn thereafter, the Defending player will receive a +1 bonus to all of his Melee checks.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.



REFUSED FLANK

A common tactic of the Macedonians, especially those under the command of Alexander, was to refuse the left flank in battle and concentrate the full force of the army against just a portion of the enemy's force. Able to overwhelm the opposition on the right flank of the battlefield, while protecting the vulnerable right sides of the phalanx, the Macedonians could then roll up the opposing force, destroying it piecemeal.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Macedonian player is the Attacker.

SET UP

The Defending player divides his army into two flanks, left and right, each comprising the same number of units. If there is an odd number of units, the 'spare' unit is placed within the right flank. He then deploys all of his models into the two deployment zones shown on the map. The Macedonian player then deploys all of his models.

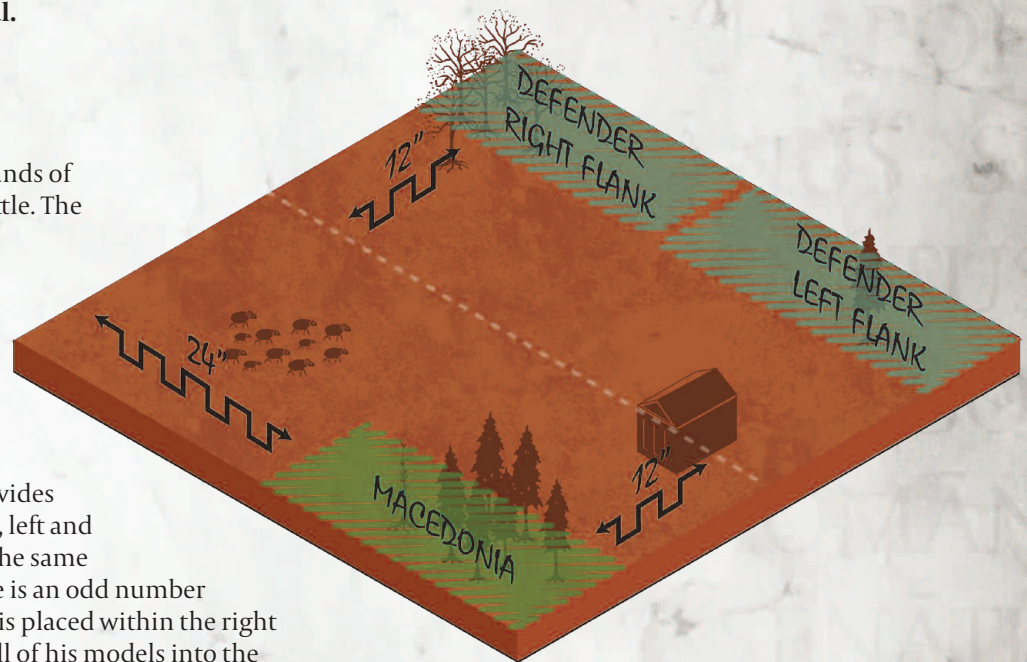
The Macedonian player has the first Phase.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.

SPECIAL RULES

None.



SMASH THE WEARY

Another favoured tactic of the Macedonian army was to strike after an enemy had just completed a long march or lost a great deal of sleep – perhaps from constant raids by the Hypaspists. Dispirited and exhausted, the enemy would be unable to make good account of themselves and victory would come quickly and easily.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Macedonian player is the Attacker.

SET UP

The Defending player deploys all of his models, followed by the Macedonian player.

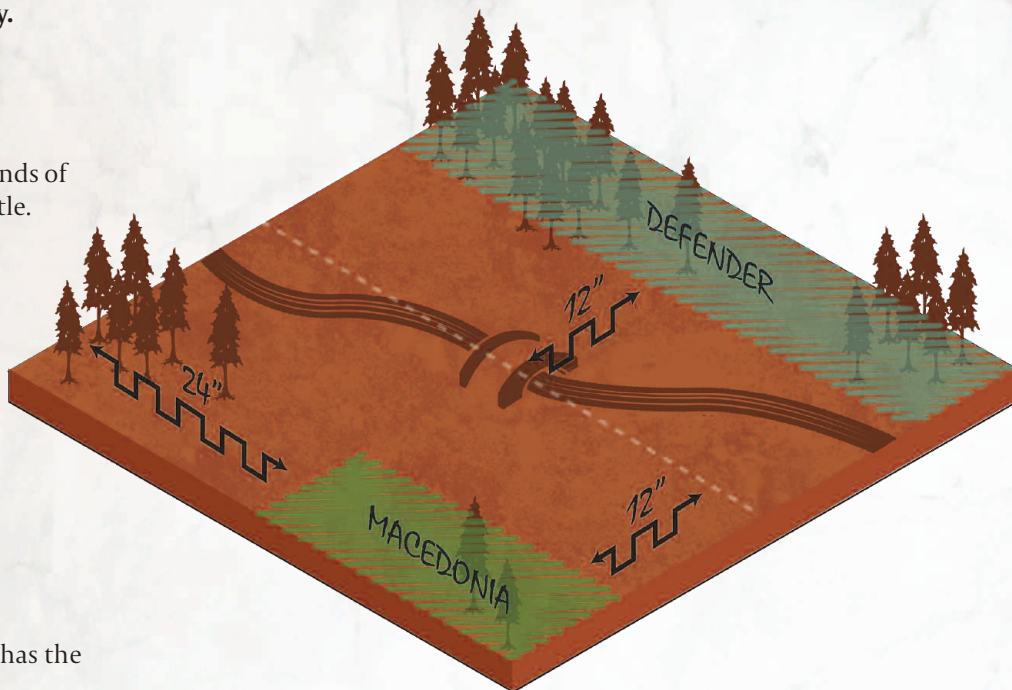
The Macedonian player has the first Phase.

SPECIAL RULES

The Defending units are exhausted. All checks made by the Defending player suffer a -1 penalty.

VICTORY CONDITIONS

If the Macedonian player can completely destroy or drive off the enemy warband before the end of the sixth Turn, he will claim victory. Otherwise, victory will go to the Defending player.



PERSIA

The Persian Empire was the greatest of the ancient world, stretching from the Indus Valley to the Balkans, with nearly half the world's population living under its shadow. The Persian kings ruled with complete authority and brought a rigid civilisation with them as their territory expanded to encompass more and more conquered nations. The arrival of the forces of the Persian Empire spelt doom for its enemies for it could crush any resistance by the sheer weight of its armies.

PERSIA

Spread across such wide territory, the Persian Empire used vassal kings to rule its furthest reaches, and while each had a degree of autonomy, all were ultimately subject to the King of Kings who ruled the entire empire.

By the time of the Persian invasion of Greece, perhaps 50 million people lived under the rule of the then King of Kings, Xerxes. The list of modern day countries under the shadow of this empire is impressive to say the least.

It dominated the Middle East, covering Iran, Iraq, Syria, Kuwait, Israel, Palestine, Lebanon and Turkey. To the west, the empire claimed large parts of Egypt, Libya, Armenia, Georgia and what was to become Macedonia. Eastwards, Afghanistan, Pakistan and parts of China were under its control.

Though it would eventually collapse under the assault of Alexander and his armies, to be replaced by Macedonian rule (for at least a while), the Persian Empire was not just a large empire but one of the greatest of all time.

SOCIETY AND LAW

The people of the Persian Empire were far from the monsters portrayed in the film *300*. While their armies could be drawn from across a dizzying array of nations and populations, the empire as a whole was a force for stability and culture.

Many cultural innovations were developed, some of which have a faintly modern ring to them. For example, there was a reliable postal system, and roads were built to facilitate it. The most famous of these was the Royal Road which stretched

from Turkey to Iran, covering some 2,500 km with many offshoots and tributaries. Mounted couriers were used in relays to speed important messages and, used in this fashion, could reach almost any part of the empire within 15 days.

Trade was an important cornerstone of the empire, and it could take advantage of all the different cultures it spanned. Even so, commerce was aided by the adoption of Aramaic as the official language of the empire, meaning traders and merchants from the furthest flung reaches could trade in a common tongue. An official language also served to bring a sense of unity to the empire as a whole.

Again contrary to the *300* film, the Persian Empire was not a land of slaves, where people were abused and worked to death in its service. Far from it – while the empire was ruled with absolute power by the King of Kings, slavery was actually banned (though captured soldiers from defeated armies were not likely to fare so well, and were often sold into slavery).

From an early age, boys growing up in the empire were encouraged to be taught three things; the ability to ride, the skill of shooting with a bow, and to speak the truth at all times. It was considered a great disgrace to tell lies by the people of the Persian Empire (the more cynical among us today may say it was a disgrace to get caught telling lies...) or to owe a debt. Lying was a cardinal sin, and was sometimes punishable by death. Within the empire a culture of truth was developed, and this was encouraged from the King of Kings downwards.



MILITARY SERVICE

With such a large territory to protect, and with such riches within it, the Persian Empire had no choice but to build a permanent, professional army. For many years, the empire lacked a navy, until the coming of Darius. Under his direction, a large and successful navy was created, allowing the empire to range ever further and, ultimately, bringing it into conflict against the Greek city states.

Early Persian armies had employed chariots in large numbers but by the time of Darius and Xerxes, these had almost been completely eliminated. They had been replaced by heavy cavalry and, to an extent, war elephants. The former became the mainstay of the army, its hard-hitting arm, and its horses could often be seen with scale armour-based barding.

The war elephants were originally from parts of India the empire had conquered, as were their trainers and riders. Their use in battle was debatable, as the use of military elephants was in all armies that tried them, but they were certainly an impressive sight and while relatively easy to spook, the presence of one or more war elephants would always give an enemy commander pause. Typically, they were placed in the centre of battle lines, where they would be well-positioned to simply roll forwards and bulldoze over any opposition.

The greater part of the Persian army, however, was always its infantry, with levies drawn from every vassal nation that could supply large numbers of fighting men. The value of the levies was often derided and they typically served as lightly-armoured fodder. Inevitably though, some nations could produce very skilled fighters and those levies who survived numerous battles became experienced. Heavy infantry was by no means rare, and good archers were especially well-valued, particularly if they could be massed in large units.

The most famous of the infantry, however, were the Immortals, a group of elite soldiers who always numbered ten thousand men, no more and no less. This is where the idea of them being immortal sprang, as their losses were always quickly replaced and so an enemy fighting them repeatedly would never see their units diminished. In a way, they really were unkillable.



APPEARANCE AND EQUIPMENT

With levies drawn from every corner of the empire, the fighting men of any given unit were likely to have a cohesive look in terms of armour and clothing, but each unit could be vastly different from another. Potentially, soldiers from India might find themselves fighting alongside those from Africa.



If there is any 'standard' in uniforms among Persian miniatures armies (and there certainly was not in real life), then many would choose the Medean style of dress. This consisted of close-fitting tunics and trousers, under a short skirt. These would be dyed a variety of colours, some of which could seem very bright for common soldiers, with different patterns involving stripes, squares or stars.

The uniform of the Immortals is open to some debate, as the various sources tend to be unclear or inconsistent and reliefs carved into buildings have lost the colour over the ages, if indeed they were coloured at all. The Medean style of dress seems likely for use in battle, though 'parade' uniforms seem to have been a lot more elaborate.

All this goes towards an army that can be extremely colourful with a great deal of variation between units, allowing for differences that were inevitable across the empire.

THE PERSIAN Warband

A Persian warband has the ability to fill out its ranks with awe-inspiring numbers of cheap Levy troops but retain, at its core, a solid group of Immortals, versatile elite troops capable of matching those of

most other armies. Even if the Immortals should lose a fight, enemy warbands will be dismayed to discover they reappear at the start of every battle, as if death truly cannot touch them.

A warband of Persians can field world-class cavalry, backed up by large numbers of infantry. However, the infantry have a great many options, allowing you to choose between a massive horde or a smaller number of well-equipped and well-trained soldiers. The Persians also have the advantage that their Immortals cannot die so long as the warband

HERO

50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+3	+0	2

While each hero in the Persian army was but a very small part in a much, much greater machine, they were the foundation of the entire force, able to lead Immortals to ever greater heights and inspiring the meanest levy to acts of true greatness.

Options

- Purchase a Small Shield for 2 Denarii
- Purchase a Large Shield for 5 Denarii
- Purchase Scale Armour for 7 Denarii
- Purchase a Cuirass for 12 Denarii
- Purchase a Helmet for 2 Denarii
- Purchase a Short Spear for 3 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Bow for 3 Denarii
- Purchase up to three Javelins for 2 Denarii each
- Purchase a Horse for 30 Denarii

IMMORTAL

16 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+2	+3	+2	1

The elite of the Persian army, the Immortals were so called because as soon as one was killed or seriously injured, he was immediately replaced – thus the Immortals never seemed to shrink in size and were always ready to fight again. They enjoyed luxuries denied to the levy troops and in return were expected to fight the strongest of enemies.

Equipment: Bow, Scale Armour, Short Spear, Small Shield, Sword

Options

- Change Small Shield to Large Shield for 2 Denarii each
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii

Put to the Test

At the end of a battle, after all casualties have been determined, any Immortals that have been permanently killed will be automatically replaced by any surviving Levies in the warband on a one-for-one basis. This may not take the Immortals unit above its original size at the start of the previous battle.

CAVALRYMAN

18

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	2D	+0	+2	+1	2

The cavalry of the immense Persian Empire was as varied as its infantry, with many disciplines, tactics and approaches to mounted warfare present. From armoured heavy cavalry to camel riders, an enemy could rarely know what to expect when fighting Persian warbands.

Equipment: Horse

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 15 Denarii each
- Purchase Small Shields for 2 Denarii each
- Purchase Barding for 10 Denarii each
- Purchase Long Spears for 5 Denarii each
- Purchase Swords for 2 Denarii each
- Purchase Bows for 3 Denarii each
- Purchase up to two Javelins per Cavalryman for 2 Denarii each
- Replace Horses with Camels for free
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii

LEVY

5

Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+1	+0	1

The Persian Empire was huge and able to draw upon the populations of many nations to sustain its armies in the form of levies. While not always the cream of fighting men, they formed the vast majority of the massive Persian military.

Equipment: Short Spear or Sword

Options

- Purchase Helmets for 2 Denarii each
- Purchase Spara for 5 Denarii each
- Purchase Small Shields for 2 Denarii each
- Purchase Bows for 2 Denarii each
- Increase Melee to +2 for 3 Denarii each
- Increase Ranged to +2 for 3 Denarii each
- One model in each unit may purchase a Standard for 25 Denarii
- One model in each unit may purchase a Horn for 10 Denarii

Spara

Spara were large wicker shields that Levies often carried to create temporary strongpoints on the battlefield. They are treated as Large Shields but if the unit is not involved in close combat and performs two consecutive Special actions the Spara can instead be used as a makeshift barricade. The unit will benefit from Heavy Cover against all ranged attacks and as being in cover from enemies moving into close combat. These benefits are lost as soon as the Levy unit moves or after the first round of close combat.

NEITHER SNOW NOR RAIN NOR HEAT NOR GLOOM OF NIGHT STAYS THESE
COURIERS FROM THE SWIFT COMPLETION OF THEIR APPOINTED ROUNDS

HERODOTUS

WAR ELEPHANT

250 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+2	6D	-1	+1	+2	16

As the Persian Empire stretched across the ancient world, it gained access to unique and sometimes terrifying weapons developed by lesser nations. Prime amongst these were the war elephants of the East, transported a thousand miles or more to fight in the army of the King of Kings.

Equipment: Tusks and a Foul Attitude (counts as Lethal 3 with the Smasher special rule)

Options

- Purchase a Turret for 25 Denarii

Big But Cowardly

If a War Elephant loses a quarter or more of its remaining Wounds in a single Turn, it must make a Bravery check. If it fails, it must perform two Move actions in its next Phase, moving directly away from the unit that caused the loss of these Wounds as far as possible, fleeing combat if necessary. If this movement takes the War Elephant into contact with another unit (including a friendly unit!) this will count as a Melee action and a charge!

At the end of its next Phase, the War Elephant must make another Bravery check. If this is successful, it will act normally. If not, it will carry on moving away from the last unit that caused it to lose Wounds, taking another Bravery check in its next Phase. If the War Elephant has been moved into close combat, it will not take this Bravery check until it has defeated the unit it is fighting (unless it loses a quarter or more of its remaining Wounds in a single Turn, when the whole process starts again).

Terror Weapon

Any unit charged by a War Elephant must make an immediate Will to Fight check. A Cavalry unit charged by a War Elephant must re-roll this check if it passes the first time, unless it is also a War Elephant.

Turret

A War Elephant equipped with a Turret has a handful of warriors riding it, equipped with bows and javelins which they use to rain fire down upon enemies. So long as the War Elephant is not in close combat, it gains a free Shoot action every Phase, during which it can make two attacks with either Bows or Javelins. It carries enough Javelins to last the entire battle.

PERSIAN EMPIRE MERCENARY LIST

Persians may use units from the following warband as Mercenaries:

- Persia



In addition, they may also use the following units from the Mercenaries chapter:

- Cretan Archer (page 192)
- Greek Hoplite (page 193)
- Parthian Horse Archer (page 194)
- Thessalian Cavalryman (page 195)

HEROES OF LEGEND

The Heroes presented here were great warriors of the Persian Empire who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights. These Heroes may join any units in the warband.

DARIUS, KING OF KINGS



190 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 5 Cavalry Hero	6"	+1	+3	5D	-1	+4	+3	10

Darius was the true force behind the ascension of the Persian Empire, greatly expanding it and launching a punishing campaign against the Greek city states for their affronts during the Ionian Revolt. Despite many rebellions against his rule, the King of Kings destroyed each one and ruled over an empire whose armies could quite literally drink rivers dry.

Talents: Blessed at Birth, Buckle the Line, Die Hard, Divine Luck x 2, Motivation

Equipment: Horses, Sword

Ride Them Down

The chariot of Darius is not designed as a battle platform as those of other Heroes. Brawling with a common soldier is far beneath the King of Kings. However, Darius is not above smashing through enemy units and grinding their Heroes under the wheels of his chariot. When Darius performs a Melee action, he has the Melee and Melee Dice characteristics shown above. However, when an enemy unit performs a Melee action against him, Darius has Melee +0 and Melee Dice 1D.

King of Kings

Darius is just short of being an actual god, and the countenance of divine powers smile upon his every endeavour. So long as Darius is on the battlefield, he may re-roll the result of his Dice of Fate.

The Will of Darius

The people of the Persian Empire love their King of Kings – and if they do not, they certainly fear him. All units within 12" of Darius and in line of sight of him may use his Bravery score for Will to Fight checks. However, double the number of any that flee from battle, as retribution is taken upon the unit for their cowardice under the gaze of their King of Kings.

DATIS



125 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 4 Infantry Hero	5"	+1	+2	3D	+2	+4	+3	4

Commander of the Persian forces during the initial invasion of Greek lands, Datis led the armies during the Siege of Naxos and sacking of Eretria. Sources are conflicted as to whether he was slain at the Battle of Marathon or actually survived.

Talents: Battlefield Control, Loyal Bodyguard, Motivation, Shield Bash, Voice of Command

Equipment: Cuirass, Small Shield, Sword

Master of Immortals

If Datis leads a unit of Immortals, they may re-roll all failed Ranged and Melee checks.

THOU WHO SHALT BE KING HEREAFTER, PROTECT YOURSELF VIGOROUSLY FROM THE LIE; THE MAN WHO SHALL BE A LIE-FOLLOWER, HIM DO THOU PUNISH WELL, IF THUS THOU SHALL THINK MAY MY COUNTRY BE SECURE!

DARIUS THE GREAT

ARTEMISIA

225 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 8 Infantry Hero	6"	+2	+3	3D	+3	+4	+1	6

Held in immense respect by her master, King of Kings Xerxes, Artemisia was Queen of Halicarnassus and one of the principal commanders of the Persian forces sent against Greece. Known for fighting at the front line, she was capable of shaming her male peers and stood out as a fearless leader.

Talents: Divine Luck, Eye of the Hawk, Heroic Rush, Inspire, Lethal Blade, Precision Shot, Rain of Blades, Storm of Blades, Wall of Iron

Equipment: Bow, Leather Armour, two Swords

Emasculator

For every male Hero within 12" (friend or foe), Artemisia gains a bonus Melee Dice. In addition, all male Heroes within 12" (again, friend or foe!) of Artemisia lose one Melee Dice and must re-roll all successful Melee checks.



PERSIAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Persian-themed battles.

DIE ROLL	SCENARIO
1-2	Numbers Count for Everything
3-4	Deadlier Than the Male
5-6	Earth and Water

NUMBERS COUNT FOR EVERYTHING

With so many nations to recruit soldiers from and with so many soldiers available, life could understandably become cheap in a Persian army. The levies, in particular, could be made to bear the brunt of an enemy's attacks, knowing they were easily (and cheaply) replaced. In this way, a Persian warband could simply apply pressure on an enemy force by weight of numbers alone, waiting for them to break before sending in the cavalry and Immortals to finish the fight.

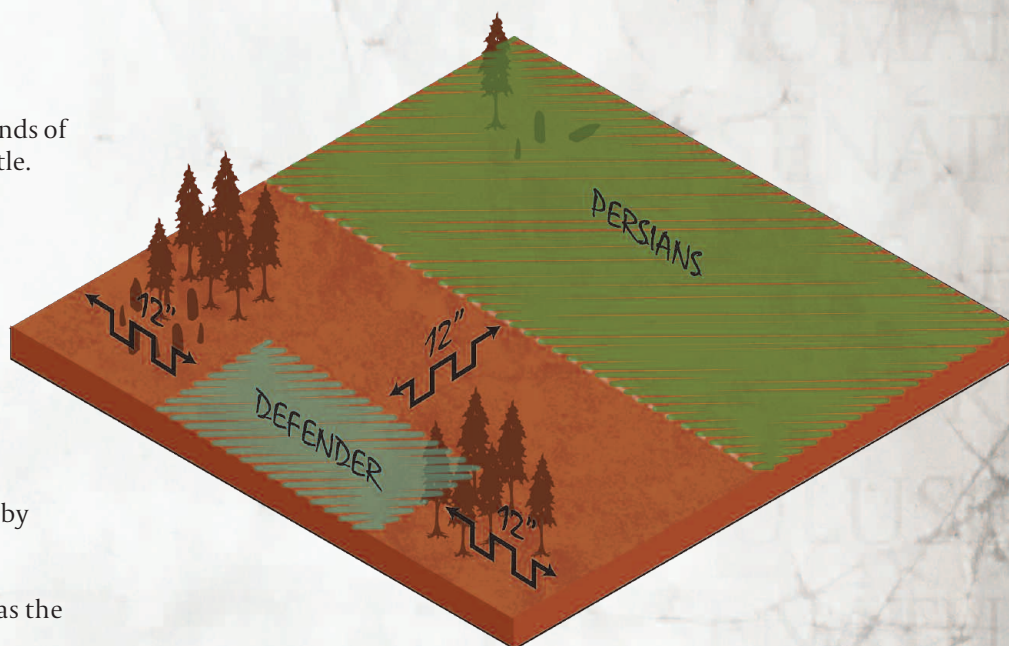
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Persian player is the Attacker.

SET UP

The Persian player deploys all of his models, followed by the Defending player.

The Defending player has the first Phase.



SPECIAL RULES

Whenever a Persian Levy unit is removed from the battlefield, the Persian player may bring it back onto the table, from any edge except the Defender's, at the start of his next Phase. However, every unit of Levies brought back in this way will count as having been destroyed when calculating casualties at the end of the battle.

VICTORY CONDITIONS

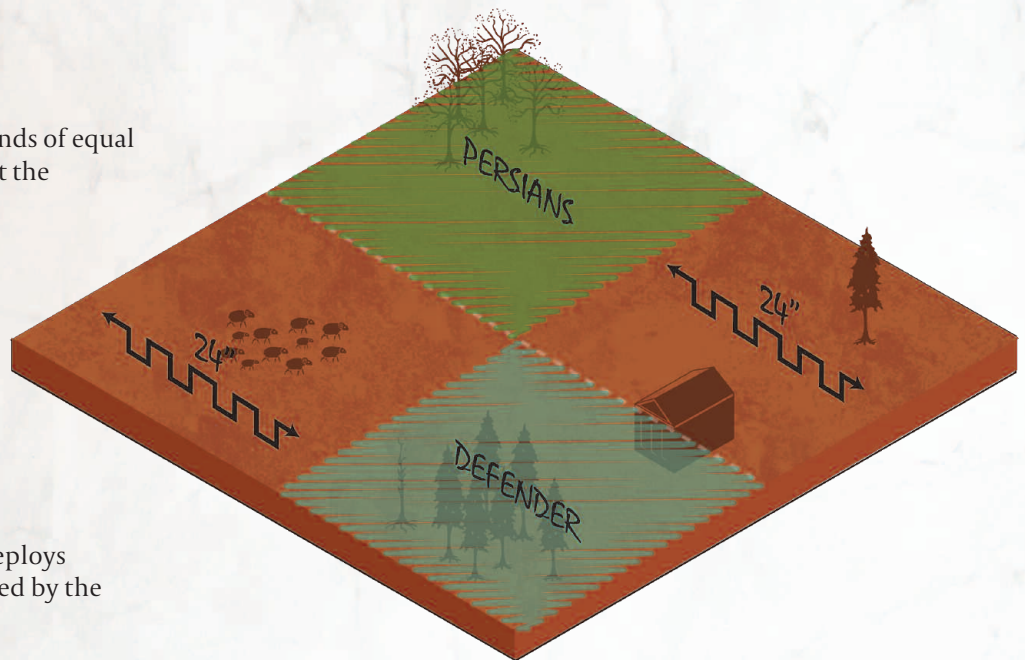
If the Defending player manages to destroy all Persian units that are not Levies or still has models on the table after six Turns, he claims victory. If the Persian player wipes out or drives off the Defending force before either of these events happen, he claims victory instead.

DEADLIER THAN THE MALE

Artemisia was a fearsome leader, both willing and capable of leading her troops directly into battle. Accepting the danger, she gained a notoriety that placed her far above more timid souls who used their position to hide behind the battle lines. The fact that she was a woman just made their cowardice all the worse and her King of Kings, Xerxes, rewarded Artemisia for her heroism and bravery.

WARBANDS

Both players have warbands of equal Denarii in this battle, but the Persian player includes Artemisia in addition to the rest of his warband. The enemy player is the Defender, while the Persian player is the Attacker.



SET UP

The Defending player deploys all of his models, followed by the Persian player.

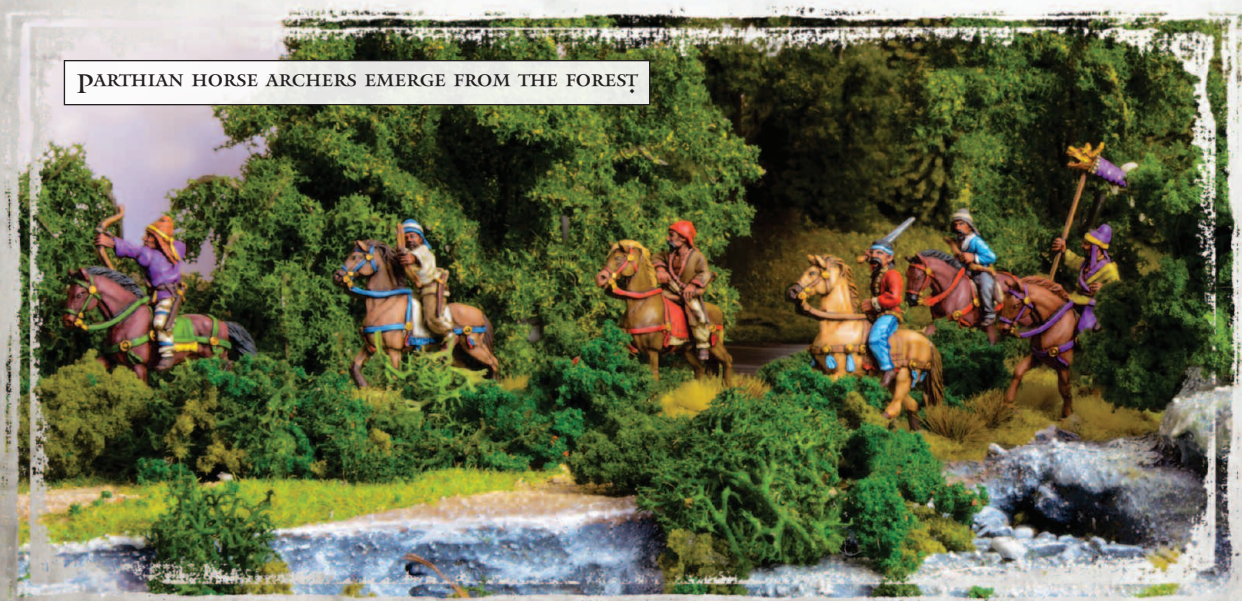
Both players roll a dice. The highest rolling player takes the first Phase.

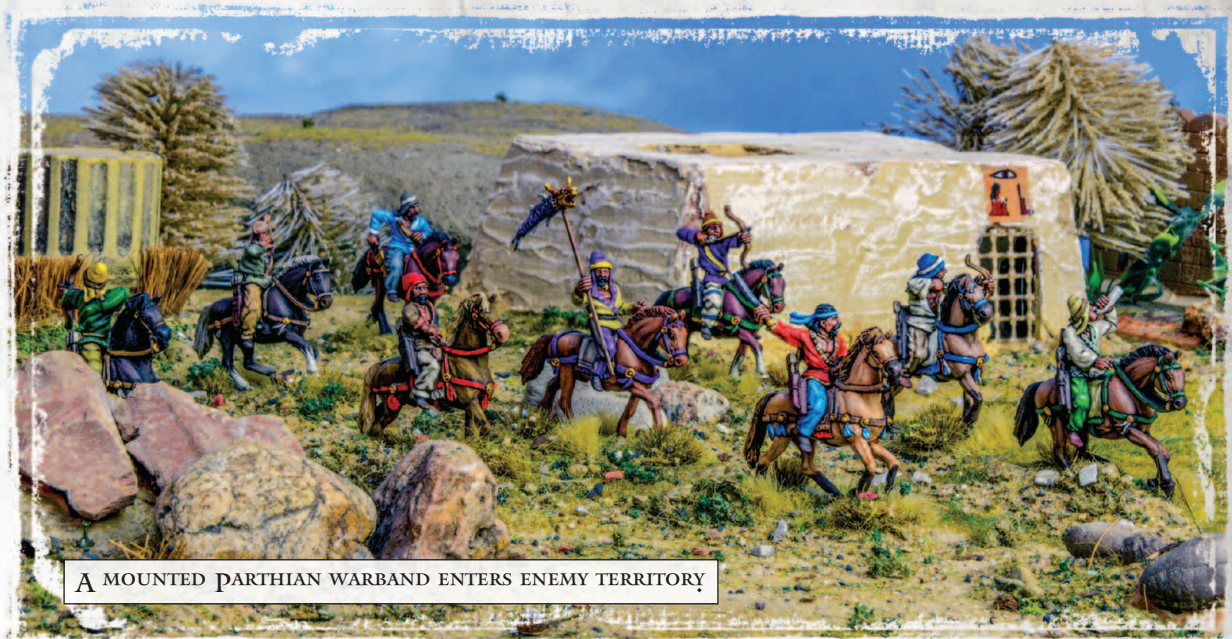
SPECIAL RULES

None.

VICTORY CONDITIONS

If the Defending player manages to kill Artemisia, he claims victory. If the Persian player manages to kill every enemy Hero, he claims victory instead.





EARTH AND WATER

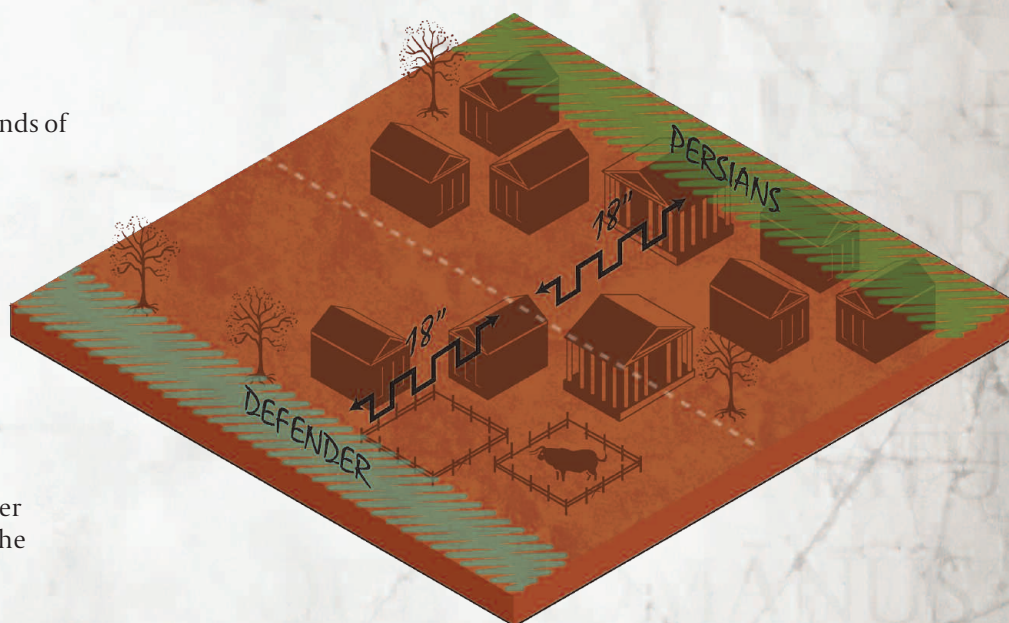
Many nations, upon seeing a massive Persian army approaching, simply surrendered, knowing they could not hope to face such a large and inexhaustible force. Others might resist, and Persian warbands would range ahead, seizing territory as a prelude to the final invasion.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Persian player is the Attacker.

SET UP

Both players roll a dice. The highest rolling player deploys first and takes the first Phase.



SPECIAL RULES

Defending units receive a +1 bonus to all Will to Fight checks while they remain in their half of the table. Persian units also receive a +1 bonus to Will to Fight checks when they are in the enemy's half of the table.

VICTORY CONDITIONS

If there are no Persian units in the Defender's half of the table at the end of the eighth Turn, the Defender will claim victory.

SPARTA

Even before films such as 300 were released, the Spartans occupied a hallowed place in history for many. They are seen as the epitome of soldiers, dedicated warriors without equal in their age. A Spartan warband comprises some of the best warriors to be found in this book along with Heroes without equal, bolstered by lesser men and slaves. If you choose to play a Spartan warband, your opponents will soon respect the strength of your force.

SPARTAN CITY STATE

Sparta, situated in the lowlands of Laconia in the south-east Peloponnese, was the main settlement of the collection of villages that formed the city state known in antiquity as Lakedaimon.

While all Greek city states had their slaves, the division in Spartan society was far more marked. On the one hand were the Spartans themselves (more properly called Spartiates) who owned land and formed the famous armies of Sparta. Below them were the helots, forced to work the land in order to support the military lifestyle of their masters. This relationship is often seen as strained, as if the Spartans were 'holding a wolf by the throat,' though it is easy to imagine every city state having problems with its slave population.

SOCIETY AND LAW

Sparta was ruled by two kings (forming a diarchy) from the royal houses of the Agiad and Eurypontid. Both were assumed to have been divinely descended from Herakles and it was their role to lead the armies of Sparta and perform all public sacrifices on behalf of the people.

When it came to decision of state, the kings were guided, influenced and limited by 28 *gerontes*, who were effectively magistrates drawn from noble families. However, all true-bred Spartans over the age of 30 had the right to form a legislative assembly called the Gerusia. From this were elected five ephors who, rather than being the twisted priests of 300, were senior magistrates charged with maintaining the laws of Sparta.

The kings swore a monthly oath that they would follow the laws of Sparta, while the ephors made a similar oath, on behalf of the people, that they would support the king so long as the laws were maintained. In effect, this meant that if a king went

Spartan Brevity

When the Spartan admiral Lysander entered Athens in triumph and put an end to the Peloponnesian War, he sent a message back to Sparta that read 'Athens is taken.'

The reply he received back from the Ephors was 'All you needed to say was Taken.'

against the laws of Sparta, the ephors could conduct a trial against him.

Below this, Spartan society was dominated by its fighting men, those Spartans who possessed full citizenship. Each could be called upon to serve in government, and all were educated with this duty in mind. The main duty of each Spartan man was to make himself ready to defend Sparta whenever necessary. The main duty of each Spartan woman was to make more Spartan men. Both duties were seen as being just as important as the other.

The Perioikoi were citizens of Sparta but were not considered to have full citizenship. They were effectively freemen, not slaves, and yet did not have the standing of a true Spartan. At the bottom of society were the greater part, the helots, slaves who worked the lands, and a necessary component that allowed the warrior society to function.

Women of Sparta

At first glance, Sparta seems to have strong leanings to being a patriarchal society, with its emphasis on war. However, Spartan women were afforded many rights and privileges denied to those from other city states.

For example, there was no such thing as a dowry when Spartan women married. Family wealth was considered far less important than a woman's physical fitness and character (she was, after all, to give birth to Spartan men). Because of this, Spartan women could inherit personal wealth from both fathers and husbands, and some did very well from this.



Unlike other Greek women, those of Sparta were not required to perform household duties – they had the helots for that. Instead, they supervised the helots, ran their household (if their husband was not off fighting, he would have his time taken up by training), kept themselves physically fit, and bore children.

This was not simply a case of women being baby-making machines, however. Motherhood was a duty with the highest honour in Sparta, equal to that of a man being a warrior. This can be seen by the tradition of naming women who died in childbirth on their gravestones. The only other way to get named like this was by dying in battle.

Spartan women were by no means trapped by marriage either. A woman was free to divorce her husband by her own volition, and do so without losing money or status.

They were also educated, could likely read and write, and were strongly encouraged to engage in the arts by a mixture of dance, poetry and music. As young girls, they competed in the *gymnopaedia* (literally, naked children, an indication of just how different Ancient Greece was from today), a yearly celebration involving dance, and some were able to compete in the Olympics, most famously Cynisca whose team won chariot races.

Spartan women were just as proud of being Spartan as were the men, and aided the training of the men by helpfully criticising their exercises and humiliating them in public.

Helots

In a sense, the helots were state-owned slaves, assigned to a particular Spartan to work his land and thus support his military life. Though this Spartan was ostensibly their master, he could not sell or trade his helots, and once they had paid him a fixed amount from the produce of the land, they

ONLY SPARTAN WOMEN GIVE BIRTH TO
REAL MEN

QUEEN GORGO, 300

had the ability to earn for themselves, albeit a limited one. If a helot earned enough, he could even buy his freedom from the state.

That said, the helots greatly outnumbered the Spartans, who in turn lived with the constant worry of rebellion. To counter this, the ephors had a yearly duty of officially declaring war upon the helots. This was done to allow the legal killing of any helot without violating religious edicts, often enacted upon by the *Krypteia*, a kind of secret police the Spartans used to watch (and murder) any helots deemed potentially dangerous.

During times of war, helots would accompany their Spartan masters, and even served as light skirmish troops or rowers. It seems it was not unusual for a helot that distinguished himself in battle to be freed and even allowed to become a hoplite with land formerly owned by a recently killed Spartan.

TRAINING

Spartans famously exposed their children at birth, in order to weed out any physical abnormalities or weaknesses. Their life beyond this did not get any easier.

For 23 years, Spartan boys were hardened, conditioned and trained to become warriors. Starting at the age of 7, this was known as the *agoge*, and it became their life, their entire reason for existence.

When first inducted into the *agoge*, the boys were forbidden footwear and granted only one cloak throughout an entire year. Both of these measures were designed to harden the boys, making them sure-footed and comfortable in both hot and cold weather.



Food was also greatly limited, teaching the boys the ability to both survive on a starvation diet and live on whatever food came to hand, skills which were of great benefit to an army in the field. However, theft was permitted in order to obtain extra food and great shame (as well as a beating) placed upon those who were discovered in the act.

Beyond this, Spartan training revolved around absolute loyalty to Sparta. The men they served with, hunting, stealth and learning to tolerate pain, which was administered in a variety of beatings. However, they also studied dancing, singing and oratory, all of which formed part of the Spartan ideal.

The aim was to produce the finest soldiers of the ancient world, men who would never break in battle or surrender to an overwhelming foe.

Those who did not pass the agoge would never become full Spartan citizens and were likely destined to become one of the perioikoi, free men who could own property and travel but nonetheless denied full citizenship.

MILITARY SERVICE

Even when the agoge had been passed, Spartan soldiers were expected to maintain a high level of fitness, and so continual training was mandatory, even while on active campaign.

All Spartan soldiers made an oath which made honour more important than life. Everything the Spartans had learned in their training and now faced in the army tied them to Sparta and forced each man to consider the good of the whole rather than himself. No one soldier was considered more important than another (a fact more than born out when in the middle of a phalanx), and foolishness or suicidal behaviour in battle was absolutely prohibited – there was plenty of room for heroes, but only within the context of the phalanx and the army as a whole. A soldier who broke line to take on an enemy commander would have faced punishment.

It was not just a great honour to die well in service to Sparta; it was what every man was assumed to have been born for. However, the manner of death was important. If a soldier's death was seen to have been caused by his own recklessness, it would not have been worthy of note. But dying at the front of the phalanx while killing the enemies of Sparta was seen to be the greatest death (and, thus, honour) possible.





Fundamentally, Sparta did not introduce any great new tactic or weapon to the battles of the ancient world. Instead, through their training and education, they were simply better at fighting than other Greeks, at least man-for-man. They understood the phalanx formation was everything in land battles and their constant training and drills allowed each man to rely upon another, forming a shield wall as impenetrable as it was deadly. In a direct phalanx versus phalanx confrontation, it was just assumed the Spartans would, eventually, win.

APPEARANCE AND EQUIPMENT

While training in the agoge, Spartan boys had to keep their hair short but once they had become true men (likely around the age of 30), it was expected for them to grow their hair long. This was the mark of a free man in Sparta, as was a full beard and moustache. The punishment for cowardice was to shave part of the moustache off, so everyone would know a coward by sight.

While there was no standard uniform, Spartans favoured the colour red above all others in battle and several reasons have been cited for this; it was a 'manly' colour, it was a threatening colour to enemies, and that it hid the blood from any wounds the Spartan received. It is possible all three may be true.

The Shield

As with other Greek hoplites, the shield Spartans carried was the *hoplon* (the term hoplite actually comes from *hopla*, a term for all military equipment), though their method of decoration on the shield's face is up for debate.

The most common image of a Spartan's shield, as popularised by the film *300*, was that of a capital Lambda (Λ), to signify their home region, Laconia. The only problem is that there is precious little evidence to suggest that Spartans actually used this device on their shields.



Another possibility is that Spartans often had no design at all on their shields, and merely had polished bronze facings. The idea here is that the Spartans were suggesting their enemies were not worthy of any emblem, that this was a kind of rejection, a sign the enemy was truly insignificant.

However, there is also an often told story of a Spartan who drew a life-size fly on his shield, so tiny it was invisible at range. His excuse was that when he smashed his shield into an enemy's face, it would appear the right size.

All of this means that when it comes to creating a Spartan warband, you have a fairly free hand in what you want to appear; you can go 'traditional' and have Lambda or blank facings, or really go to town with designs that feature fangs and claws. They will be appropriate enough for Spartans.

Armour

While a bronze cuirass, featuring a heavy metal front and back plate, was common throughout Spartan armies in earlier years, they progressed onto a linen corselet which proved to be cheaper and lighter. While it did not grant the protection of solid metal, it did allow a greater freedom of movement – and, in any case, the *hoplon* was seen as the main defence of a hoplite, not armour worn on the body. Indeed, some Spartans were known to dispense with body armour altogether, simply relying on shield, helmet, and possibly greaves on the legs.

Thanks to the film *300*, Spartans are often thought of as wearing the Corinthian style of helmet, a full cap that included fixed nose and cheek pieces. However, by the time of Thermopylae, it seems likely that the *pilos*, a conical helmet with no face protection was being used instead. While it provided less coverage of the head to resist incoming blows, this was a benefit in the hot Greek summers as it allowed the soldier to stay cool and breathe normally, and gave better peripheral vision.

Weapons

Spartans carried a spear known as the *dory*, as did other Greek hoplites. However, for their swords, Spartans carried a shorter blade than the curved sabre (*kopis*) common among other Greeks. Theirs was a straight or leaf-shaped blade called the *xiphos*, and its shorter reach was offset by the Spartan's willingness to get into battle.

To illustrate this, there is a story of a Spartan boy complaining about the short length of his sword. His mother simply replies 'then add a stride,' effectively telling him to stop complaining and get closer to his opponent.

THE SPARTAN Warband

Warbands from Sparta have access to the best soldiers (the Spartan Hoplite) and toughest Heroes. One-for-one, they can easily defeat most forces, and can fill out their ranks with very cheap slaves (Helots). However, do not think you can just throw Spartan warriors into any battle with little care for tactics – the Helot support cannot be relied upon

and if the Spartan phalanx is shattered, defeat is rarely far away.

A warband of Spartans will be very well-trained and able to handle most situations. However, they will often be outnumbered.



HERO

70 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	5"	+1	+3	2D	+3	+4	+2	3

The names of many Spartan heroes ring through history, from Leonidas to Lysander. With the benefit of agoge training, there are probably no finer warriors in the ancient world and the men they lead will willingly follow them to face the very worst of enemies.

Equipment: Large Shield, Linothorax

Options

- Replace Linothorax with Cuirass for 10 Denarii
- Purchase an Arrow Apron for 2 Denarii
- Purchase a Long Spear for 5 Denarii
- Purchase a Dagger for 2 Denarii
- Purchase a Sword for 5 Denarii
- Purchase up to three Javelins for 2 Denarii each

For Sparta!

A Hero may re-roll all failed Will to Fight checks.

HOPLITE

24 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	5"	+1	+3	2D	+1	+3	+2	2

Spartan warriors became legendary in their own lifetimes, and Sparta was the only city state to train professional soldiers in a standing army. Everything about Spartan society was done for the good of the state and their warriors dedicated themselves to finding the perfect death in service to Sparta.

Equipment: Large Shield, Linothorax, Long Spear

Options

- Replace Linothoraxes with Cuirasses for 10 Denarii each
- Purchase Arrow Aprons for 1 Denarius each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

For Sparta!

Hoplites may re-roll all failed Will to Fight checks.

Phalanx

A unit of ten or more Hoplates may use the Phalanx rule on pages 21-23.



PERIOIKOI HOPLITES



12 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+0	+2	+0	1

There were many free citizens of Sparta who were nonetheless not accorded full Spartan citizenship. They owned property and were free to travel to other city-states without permission (Spartans themselves could not), but did not take part in the government of Sparta. During times of war, they fought as hoplites, though lacked the agoge training of true Spartans.

Equipment: Large Shield, Long Spear

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 10 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Arrow Aprons for 1 Denarius each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Phalanx

A unit of ten or more Perioikoi Hoplites may use the Phalanx rule on pages 21-23.

HELOT



3 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+0	1D	+1	+1	+0	1

The lowest members of Spartan society, Helots were slaves living under the cruel thumb of their Spartan masters. Poorly equipped, they acted as skirmishers but fought out of a sense of fear, not duty.

Equipment: Dagger

Options

- Purchase up to three Javelins per Helot for 2 Denarii each
- Purchase Slings for 4 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Helots may use the Hit and Run rules detailed on page 17.

Rebellious

The Helots were cruelly treated by their Spartan masters and, given a chance of freedom, many would take it. If a unit of Helots is ever more than 12" away from a Spartan Hoplite or Hero at the end of a Turn or is within Line of Sight of a Spartan Hero removed as a casualty, it must make a Bravery check. If it succeeds, the whole unit is immediately removed as a casualty as it flees the battlefield!

In addition, Helots that leave the battlefield due to a failed Will to Fight check in a campaign are treated as though they were casualties. The Spartan player must roll for each Helot as though they were injured to see if they return to his warband!

SPARTAN MERCENARY LIST

Spartans may use units from the following warbands as Mercenaries:

- Athens
- Thebes
- Sparta

In addition, they may also use the following units from the Mercenaries chapter:

- Cretan Archer (page 192)
- Greek Hoplite (page 193)
- Thessalian Cavalryman (page 195)

HEROES OF LEGEND

The Heroes presented here were great warriors of Sparta who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

ARISTODEMUS

 70 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 1 Infantry Hero	5"	+1	+4	3D	+3	+4	+2	3

Aristodemus was one of two Spartans who were sent away from Thermopylae because they had a disease affecting their eyes (going home because they got an eye infection...). However, the other warrior returned to Thermopylae to fight, which shamed Aristodemus, and he was thereafter known as Aristodemus the Coward. Desperate to redeem himself, he regained his honour (though not distinction) at the Battle of Plataea.

Talents: Careless Charge, Thundering Charge

Equipment: Large Shield, Linothorax, Long Spear

Redemption

Aristodemus is suicidally reckless in his need to regain honour. When in close combat, he will always issue a challenge against an enemy Hero (and must always accept a challenge), will never Parry, and will automatically pass all Bravery checks. A unit he is leading may never use his Bravery score (nor does he pass on his ability to succeed at all Bravery checks) and if it flees from close combat, Aristodemus will automatically leave it to remain in the fight.

LEONIDAS

 270 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Level 9 Infantry Hero	7"	+2	+4	5D	+3	+4	+2	7

The most famous of Spartan kings, Leonidas led his 300 Spartans to face the full might of the Persian army invading Greece. His death, and that of his warriors, became a rallying call that united the Greek city states to fight their common enemy.

Talents: About Face!, Decapitate, Demoralise, Lethal Blade, Loyal Bodyguard, Mighty Blow, Motivation, Voice of Command, Wall of Iron, War Cry

Equipment: Large Shield, Linothorax, Long Spear, Sword

This is Sparta!

Leonidas will automatically pass all Will to Fight checks, as will any Spartan Hero or Hoplite unit within 12" of him.

This is Where We Stand

Once per battle, Leonidas can declare he will not retreat from his current position by performing a Special action. He and any unit he is leading will double their Melee Dice and all Melee checks rolled against them will suffer a -1 penalty. These benefits are lost if Leonidas and his unit are moved for any reason.

This is Where They Die

Once per battle, Leonidas can challenge his men to inflict the heaviest casualties on the enemy by performing a Special action. Until the end of the Turn, every Spartan Hoplite within 12" of Leonidas gains the Lethal 1 rule for all of their attacks.

SPARTAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Spartan-themed battles.

DIE ROLL	SCENARIO
1-2	Irresistible Force
3-4	Never Retreat, Never Surrender
5-6	Breakthrough

IRRESISTIBLE FORCE

When the Spartans march, there is precious little that can stop them. Enemy warbands are mere obstacles, to be flattened and wiped out as part of the Spartan advance. This battle charts just such a manoeuvre, with the Spartans engaging in a typical relentless advance to drive forward into enemy territory.

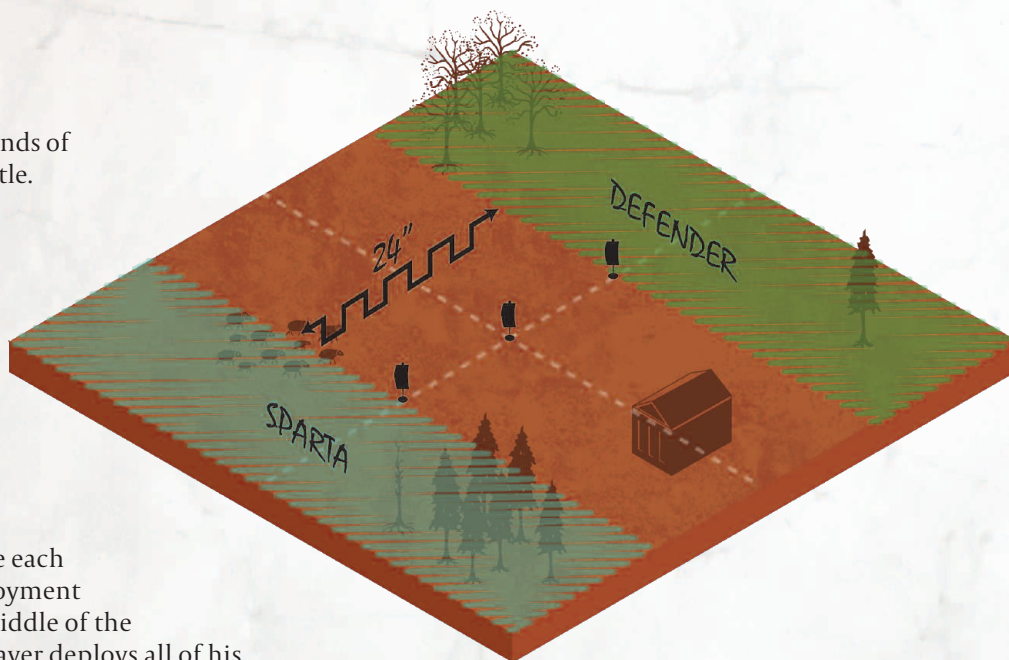
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Spartan player is the Attacker.

SET UP

Both players place three pieces of terrain on the table as shown on the map – one each on the edge of the deployment zones, and one in the middle of the table. The Defending player deploys all of his models first, followed by the Spartan player.

The Spartan player has the first Phase.



SPECIAL RULES

Once a unit is placed in contact with one of the three terrain pieces mentioned above, it has captured it for the warband. It will remain in the warband's possession until an enemy unit moves into contact with it, in which case it becomes a possession of the

Victory will go to the warband that can capture at least two of the terrain pieces and hold them for at least one full Turn. Any other result is a draw.

However, if a warband can capture all three terrain pieces and hold them for at least one full Turn, then it will receive double the normal Denarii awarded for fighting this battle.



NEVER RETREAT, NEVER SURRENDER

Throughout their years in the agoge, Spartans are taught never to retreat, never to surrender. To flee from battle is not a matter of survival to a Spartan but a source of great shame; if such a Spartan lives, half their beard will be shaved off so everyone will know they have a coward in their midst. This approach makes for warriors who are truly solid in battle but can sometimes leave warbands cut off and unable to make tactical retreats when facing an enemy in a superior position.

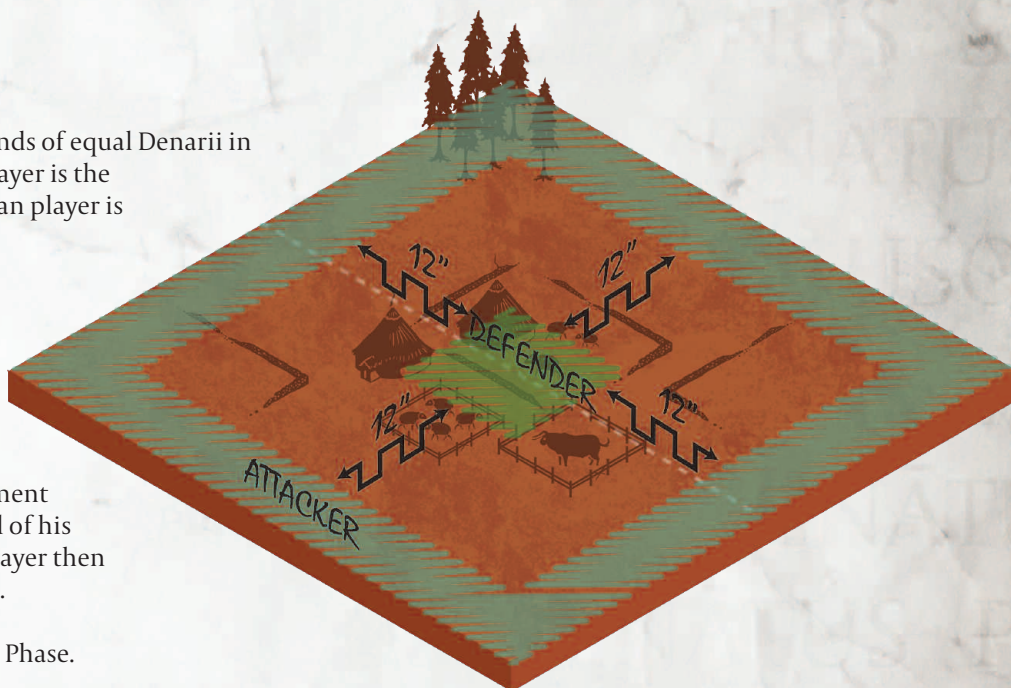
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Attacker, while the Spartan player is the Defender.

SET UP

The Spartan player places a piece of terrain such as a hill or ruins in the centre of his deployment zone. He then deploys all of his models. The Attacking player then deploys all of his models.

The Attacker has the first Phase.



SPECIAL RULES

Hordes are arriving from the surrounding area, knowing they have the Spartans trapped. If the Defender loses a unit of models that contains no Heroes, he can bring them back into the battle at the start of his next Phase by moving them onto the table from any edge.

In a campaign, casualties for the Attacking warband are only calculated at the end of the last turn of the battle. So, if a unit is wiped out and later brought back onto the battlefield without sustaining any

more casualties, it will count as having survived the battle – its earlier wipe out is ignored!

VICTORY CONDITIONS

The Attacking player will win if he can destroy the Spartan warband completely. The Spartan defenders will win if they can keep at least one unit alive for ten full Turns.

If the Spartans win this battle, all their Heroes will double the number of XP they earn.

Note: This is a very tough battle to win and will be brutal on a warband in an ongoing campaign but remember – you are a Spartan! Spartans do not run. Spartans do not fall back. Tonight, you will dine in hell!

GO TELL THE SPARTANS,
STRANGER PASSING BY,
THAT HERE, OBEDIENT TO
SPARTAN LAW, WE LIE

BREAKTHROUGH

A rich village is ahead, just over the next hill, but an enemy warband has drawn up a defensive line before the Spartans. These defenders must be overcome while leaving the Spartan force relatively intact if the full bounty from the village is to be carried back to Sparta. Hit hard and hit fast, driving the enemy away.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Spartan player is the Attacker.

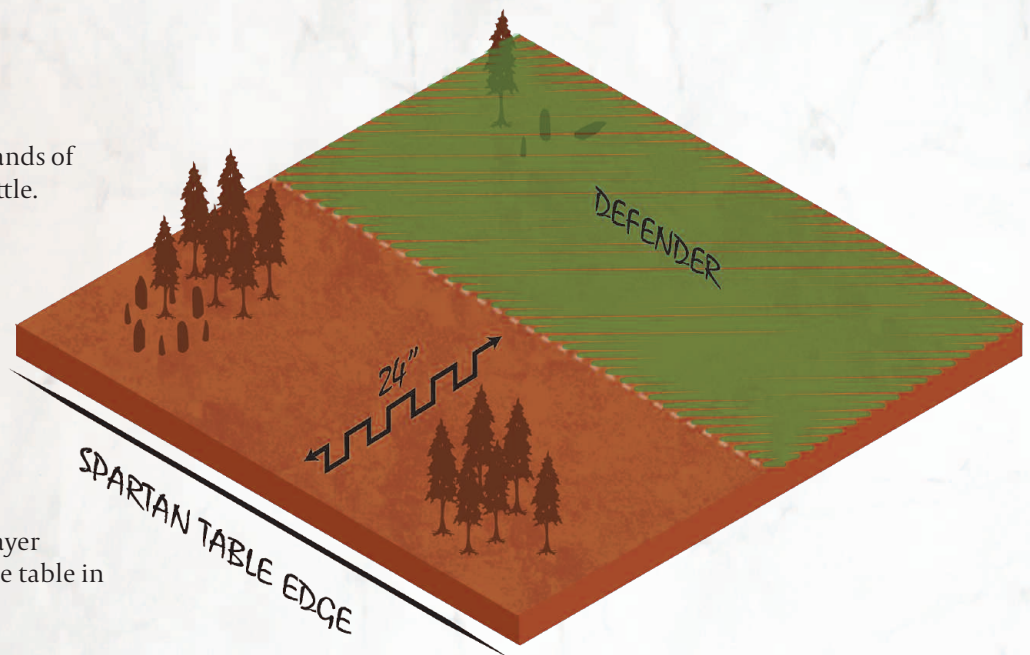
SET UP

The Defending player deploys all of his models. The Spartan player moves his units onto the table in the first Turn.

The Spartan player has the first Phase.

SPECIAL RULES

None.



VICTORY CONDITIONS

The Spartan player wins by moving at least half of his units (rounding up) off the Defender's table edge. Any other result is a victory for the Defending player.

THE SPARTAN DIENECES IS SAID TO HAVE EXHIBITED THE GREATEST COURAGE OF ALL. THEY SAY THAT HE MADE THE FOLLOWING SPEECH BEFORE THEY JOINED BATTLE WITH THE MEDES: HE HAD LEARNED FROM A TRACHINIAN THAT THERE WERE SO MANY OF THE BARBARIANS THAT WHEN THEY SHOT THEIR MISSILES, THE SUN WAS HIDDEN BY THE MULTITUDE OF THEIR ARROWS. HE WAS NOT AT ALL DISTURBED BY THIS AND MADE LIGHT OF THE MULTITUDE OF THE MEDES, SAYING THAT THEIR TRACHINIAN FOREIGNER BROUGHT THEM GOOD NEWS. IF THE MEDES HID THE SUN, THEY COULD FIGHT THEM IN THE SHADE INSTEAD OF IN THE SUN.

HERODOTUS

THEBES

Before the coming of Alexander and the Macedonians, Thebes grew to become the most dominant city state of ancient Greece. While Athens had its mighty navy and the Spartans get all the glory even today, it was Thebes that rose to prominence and was directly responsible for shattering Spartan power, blowing apart the myth that Spartan warriors were immune to defeat. Thebes was known for its schemes and politicking aimed at rival city states, but that is perhaps just another way of saying Thebes had the ability to outthink its enemies.

Finally, the Spartans liked to claim the blood line of their kings was descended straight from Herakles – but Herakles came from Thebes.

THEBAN CITY STATE

Lying north of Athens and the region of Attica is Thebes, the largest city of the Boeotia region of Greece. Its surrounding land was extremely fertile, allowing the city to grow quickly in terms of both population and wealth.

It is possible that Thebes was the first Greek city to become properly fortified. This, and the presence of an expanding military, made Thebes the natural leader of the Boeotia region.

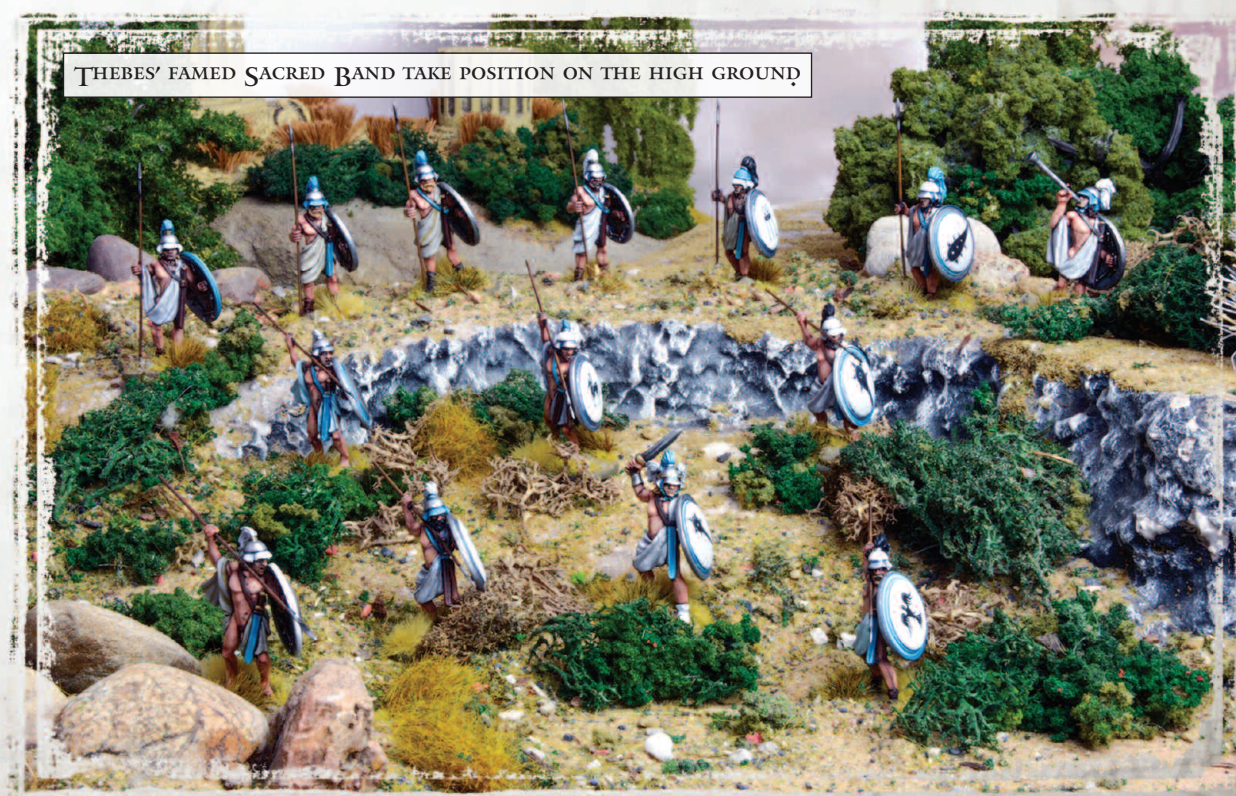
POLITICS

While all Greek city states were guilty of politicking and employing underhanded tactics to gain a position of advantage over their rivals, none was so effective or brazen about it as Thebes.

As such, Thebes often found itself at odds with the rest of Greece, especially Athens, who helped the town of Plataea gain its independence from the Boeotia region and Thebes. Thebes repaid Athens for this action by supporting the Persian invasion of Greece, actually fighting against the united city states at the Battle of Plataea, which saw the Persian hordes stopped.

The position of Thebes after this battle was decidedly shaky and both Sparta and Athens were able to force its removal as the leading city of Boeotia. However, as Athens continued to rise in power, the Spartans made the decision to reinstate Thebes' position in an effort to counterbalance the Athenians. Athens promptly responded by invading and occupying Thebes, taking over power in the region until it was finally forced back to its own borders.

Thebes returned the Spartans' (not altogether altruistic) favour in the Peloponnesian War with something of a vengeance, when it sided with Sparta



against Athens and was able to completely destroy Plataea in 427 BC, finally getting its revenge for the conflict that started these hostilities. It was during this war that Pagondas rose to prominence, the first general in recorded history to employ formal military tactics through the use of reserve forces – a real shock to the Athenians he fought against.

Now on the winning side, Thebes at first demanded the destruction of its old enemy, Athens, but then began to grow concerned at the growing political and military power wielded by Sparta. In an effort to counterbalance Sparta, Thebes secretly supported the restoration of Athens.

Sparta continued to grow in influence and power, so Thebes instigated a war between the neighbouring regions of Lokris, which was allied to Thebes, and Phokis, an ally of Sparta. The Theban and Spartan armies both took to the field but Thebes was able to engineer an alliance that also brought Athens, Corinth and Argos into the fray in what would become known as the Corinthian War.

While there were victories on both sides, the war ended in an effective stalemate that had done nothing to curb Spartan power. Thebes was to see its power over Boeotia removed once again and, worse, a Spartan garrison was stationed within its walls to ensure the city could not cause trouble again. This was a vain attempt, as the Spartans were eventually driven out by the generals Epaminondas and Pelopidas, allowing Thebes to wrest control of Boeotia back into its own hands.

With any possible alliance with Sparta truly over, in 371 BC, the Theban army smashed the Spartans on the fields of Leuctra, ending the myth of Spartan invincibility.

This allowed Thebes to become the leading city of Greece, going so far as defeating a combined Spartan and Athenian army at the Battle of

Mantineia in 362 BC. This sealed the position of Thebes as the greatest city in Greece, until the coming of Philip II of Macedon.

A last ditch revolt against the Macedonians saw Thebes razed to the ground by a vengeful Alexander.

THE SACRED BAND

This was a unit in the Theban army numbering 300 men, bound together by the tightest of vows. Created by the Sacred Band's first commander, Gorgidas, it consisted of 150 homosexually-bonded pairs, the idea being that men would fight all the harder if their lover was with them.

The pairs were hand-picked, based on ability and fighting skill, not social class, and were fed and equipped by the state. Each pair consisted of an older *erastes* and a younger *eromenos*, as befitted Greek homosexual couples.

To begin with, the Sacred Band was scattered among the front line units of the Theban army as a whole, but under the generalship of Epaminondas at the Battle of Leuctra, they took to the field as a single unit. This allowed them to defeat the Spartan army, possibly due to both the excellent fighting skills of the Sacred Band and by Epaminondas just plain outthinking the Spartans – he knew exactly how they would deploy, as they did the same thing every time, which allowed him to counter their deployment and take the Spartan army apart piece by piece, on his own terms.

APPEARANCE AND EQUIPMENT

Like Athens, while Thebes likely did begin to standardise uniforms for its armies, its hoplites would also have featured clothing and equipment purchased by themselves.

The Shield

The patron deity of Thebes was Herakles, and it has been suggested that the club of Herakles could have been used as a device on shields provided to hoplites by the state. On the other hand, this device is rarely shown in any recovered Greek art, so it may not have been all that common.

This leaves the miniatures painter with two options – follow the Athenian model of individual shield devices linked to the owner or his family, or



PERISH ANY MAN WHO
SUSPECTS THAT THESE MEN
EITHER DID OR SUFFERED
ANYTHING UNSEEMLY

PHILIP II



variations on the club of Herakles theme. We would tend to the latter, for no reason other than it will serve to mark a Theban warband out on the tabletop.

DEFEAT OF SPARTA

For a long time, the Spartans were seen as the epitome of warriors in Greece, assured of victory every time they took to the field. While this is not strictly true, it was the commonly held belief and meant the Spartan army had little need to change or adapt its tactics; thus, it tended to deploy in the same way in every battle, with a column of phalanxes splitting off as they approached the battlefield to create a line. Finally, the Spartans met an enemy who took advantage of this, a Theban general called Epaminondas at the Battle of Leuctra.

Knowing how his Spartan opponents would deploy, he kept part of his army out of range while heavily reinforcing the left wing of the phalanx that would meet the Spartan advance. The depth of this formation (48 ranks) allowed the Thebans to win the initial confrontation and start rolling up the Spartan line, as the Spartans had done themselves to so many of their enemies before.

That was all it took to defeat the Spartans – a bit of thought and plenty of staunch Thebans willing to go up against a Spartan phalanx.

After the battle, the Theban army pushed deep into Spartan territory, freeing helots as they went. With the Spartan economy relying on the work of the helots, this effectively shattered the power of Sparta forever. It would never rise to prominence again.

THE THEBAN CITY STATE WARBAND

A Theban warband will be similar to one from Athens in many ways. Both rely on a solid hoplite core with skirmish troops ranging along its flanks. However, Thebes also has strong heroes, and none better than those of the Sacred Band. A couple or two from the Sacred Band can range across the battlefield like the spirit of Herakles himself, smashing aside hoplite formations and challenging enemy heroes.

Mediocre Archery

The Greeks were not renowned for the prowess of their archers, compared to those of other nations. If a Theban unit does not take a Special action to kneel and aim with a Bow before a Shoot action, it will suffer a -1 penalty to its Ranged checks.

HERO

50 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Hero	6"	+1	+2	2D	+2	+3	+0	2

The heroes of Thebes, like those of other city-states in Greece, were renowned as leaders of men, great warriors who also possessed the force of will to overcome seemingly overwhelming odds. A Theban warband led by one or more of these great soldiers is a terrible enemy to face.

Options

- Purchase a Large Shield for 5 Denarii
- Purchase a Linothorax for 5 Denarii
- Purchase a Cuirass for 15 Denarii
- Purchase a Helmet for 2 Denarii
- Purchase an Arrow Apron for 2 Denarii
- Purchase a Long Spear for 5 Denarii
- Purchase a Dagger for 2 Denarii
- Purchase a Sword for 5 Denarii
- Purchase a Bow for 5 Denarii
- Purchase a Sling for 5 Denarii
- Purchase up to three Javelins for 2 Denarii each
- Purchase a Horse for 40 Denarii



HOPLITE

12 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+0	+2	+0	1

The hoplite is a proud citizen-soldier of Thebes, a free citizen who has taken up arms to defend the interests of his city state. Each purchases his own weapons and armour, giving range to a wide variety of designs and styles.

Equipment: Large Shield, Long Spear

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Cuirasses for 10 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Arrow Aprons for 1 Denarius each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Phalanx

A unit of ten or more Hoplites may use the Phalanx rule on pages 21-23.

SACRED BAND

100 Denarii

MODEL	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Eromenos	6"	+1	+2	3D	+2	+2	+0	2
Erastes	6"	+1	+3	2D	+1	+3	+0	3

A Sacred Band was a pair of hoplites bound to one another by deep vows, one a junior (eromenos) and the other senior (erastes). They were selected for their abilities as soldiers rather than for social class, and were fearsome in battle.

Type: The Eromenos and Erastes count as Infantry Heroes.

Equipment: Large Shield, Spear

Options

- Purchase Linothoraxes for 5 Denarii each
- Purchase Bronze Cuirasses for 15 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Arrow Aprons for 2 Denarii each
- Purchase Swords for 5 Denarii each

Passionate Bond

If one member of the Sacred Band is removed as a casualty within Line of Sight of the other, the survivor will become Blood Drunk, as described on page 46.

Sacred Vow

A Sacred Band is always bought as a pair, at a base cost of 100 Denarii for one Eromenos and one Erastes. Options may be purchased for either one or both members of the Sacred Band, with the cost being doubled if chosen for both.



PELTAST

8 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+1	+0	1

Peltasts, named after the small shield they carried (pelta), are lightly armed skirmishers intended to keep the enemy off balance while shielding their own hoplites from enemy skirmishers. Their shields allow them to act more aggressively towards enemy light troops but they tend to retreat from hoplites.

Equipment: Javelin, Small Shield

Options

- Purchase up to two more Javelins per Peltast for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Hit and Run

Peltasts may use the Hit and Run rules detailed on page 17.

PSILOI

4 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+1	+0	1

The psiloi are drawn from the ranks of the poorest citizens of Thebes, and take to the battlefield with what little arms they are able to purchase. They are typically used as light infantry and skirmishers, harassing the enemy until the hoplites can finish them off.

Equipment: Dagger, Stones

Options

- Replace Stones with Bows for 2 Denarii each
- Replace Stones with up to three Javelins per Psiloi for 1 Denarius each
- Replace Stones with Slings for 4 Denarii each
- Purchase Swords for 3 Denarii each
- Purchase Animal Skins or Bucklers for 2 Denarii each

Hit and Run

Psiloi may use the Hit and Run rules detailed on page 17.

THEBAN CITY STATE MERCENARY LIST

Thebans may use units from the following warbands as Mercenaries:

- Athens
- Macedonia
- Thebes
- Sparta

In addition, they may also use the following units from the Mercenaries chapter:

- Cretan Archer (page 192)
- Greek Hoplite (page 193)
- Thessalian Cavalryman (page 195)
- Thracian Peltast (page 196)
- Thracian Warrior (page 196)



HEROES OF LEGEND

The Heroes presented here were great warriors of Thebes who helped shape its history and victories. They may be used by any warband in the same way as Mercenaries, joining the force for a short, desperate time to lead it to ever greater heights.

PAGONDAS

 150 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 5 Hero	6"	+2	+3	3D	+2	+3	+2	4

A great orator, Pagondas was born to a noble family, and is noted as being the first general in recorded history to use tactics on the battlefield. This happened in a battle against an Athenian army, where Pagondas strengthened the depth of his hoplites to create a superior force, and then utilised his cavalry as a reserve – a true innovation at the time.

Talents: About Face!, As One!, Fight in the Shadows, Inspire, Push Back, Voice of Command

Equipment: Large Shield, Linothorax, Long Spear, Sword

Tactical Mind

Pagondas has an uncanny knack for knowing how his enemy will deploy and can employ his tactical mind to reposition his own troops in response. At the start of any battle, after all units on both sides have been deployed, roll a D3. This many friendly units may be immediately moved up to 12" in any direction, so long as they remain within the Theban deployment zone.

Reserve Force

One of the units that Pagondas repositions after deployment may be taken off the table altogether to form a reserve force (this unit may include Pagondas himself). If Pagondas succeeds in making a Bravery check at the start of any Theban Phase, this unit may be immediately moved onto the battlefield from any table edge in the Theban deployment zone, performing two actions as normal.

PELOPIDAS

 175 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Level 6 Hero	5"	+1	+3	4D	+4	+4	+2	6

Elected to the rank of Boeotarch (a mixture of political leader and general), Pelopidas was the leader of the Sacred Band and, under the command of Epaminondas, was responsible for leading his warriors in a crushing defeat of Sparta in the Battle of Leuctra. He actively sought out the finest warriors and heroes in enemy forces and brought his full strength to bear upon them.

Talents: About Face!, Battlefield Control, Dirty Fighting, Loyal Bodyguard, Mighty Blow, Motivation, Voice of Command

Equipment: Large Shield, Linothorax, Long Spear, Sword

Trapped and Challenged

Pelopidas has a sharp eye for powerful and effective enemies, and he makes it his business to hunt them down. A challenge issued by Pelopidas cannot be refused. Furthermore, if there is more than one enemy Hero present in the combat, Pelopidas can choose which one must accept his challenge.

THEBAN BATTLES

If you are playing a campaign and have challenged another player to a battle, instead of rolling randomly for a scenario on the table on page 34, you may instead roll on the table presented here for Theban-themed battles.

DIE ROLL	SCENARIO
1-2	Ambush
3-4	Midnight Attack
5-6	Backstab



AMBUSH

Relying on the simplistic thinking of their foes, a Theban commander has allowed an enemy warband to travel deep into Theban territory. Now far from any reinforcements or aid, the enemy is vulnerable. The Thebans know their own ground very well and everything is now ready for the perfect ambush. Caught unawares and with all the advantages slanted towards Thebes, this should be a short battle.

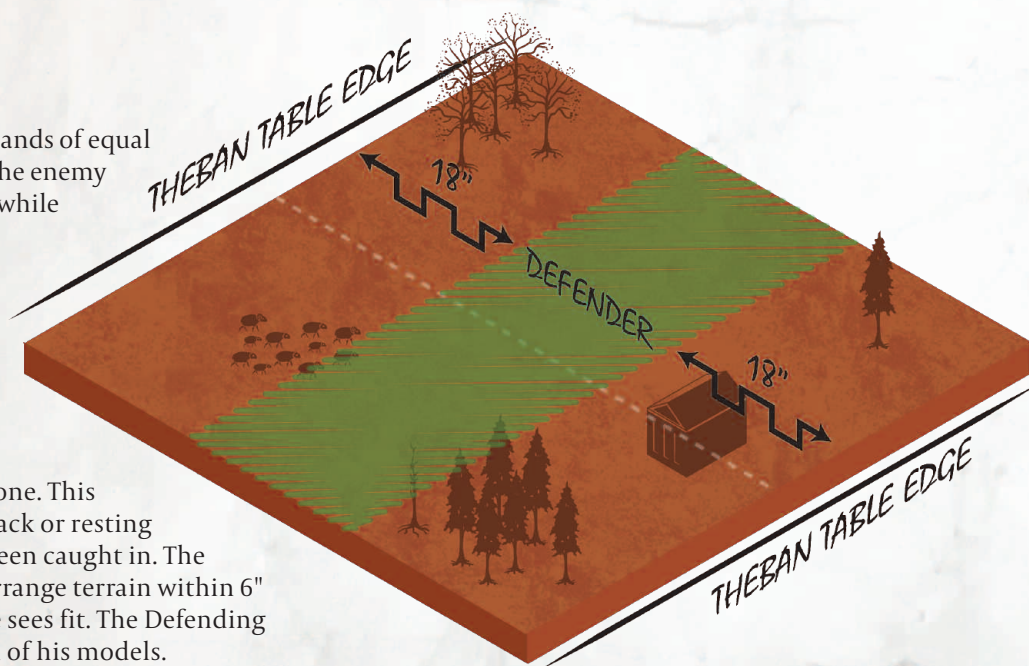
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Theban player is the Attacker.

SET UP

All terrain is removed from the Defending player's deployment zone. This represents the road, track or resting place his forces have been caught in. The Theban player can rearrange terrain within 6" of his table edges as he sees fit. The Defending player then deploys all of his models.

The Theban player moves his units onto the table in the first Turn, and has the first Phase.



SPECIAL RULES

The Defending forces have been caught off guard by the Thebans' sudden appearance and are not prepared for a fight. They may perform no actions in the first Turn unless they first pass a Bravery check. They may act normally in the second and subsequent Turns.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.

MIDNIGHT ATTACK

An enemy warband threatens Theban territory, and scouts have been following it for the past few days. Now, as the warband rests for the evening, comes the time for attack, when they are least expecting trouble. Battles at night are often fraught with problems but, launched properly, the advantage will be with the attackers as the enemy warband will be slow to respond.

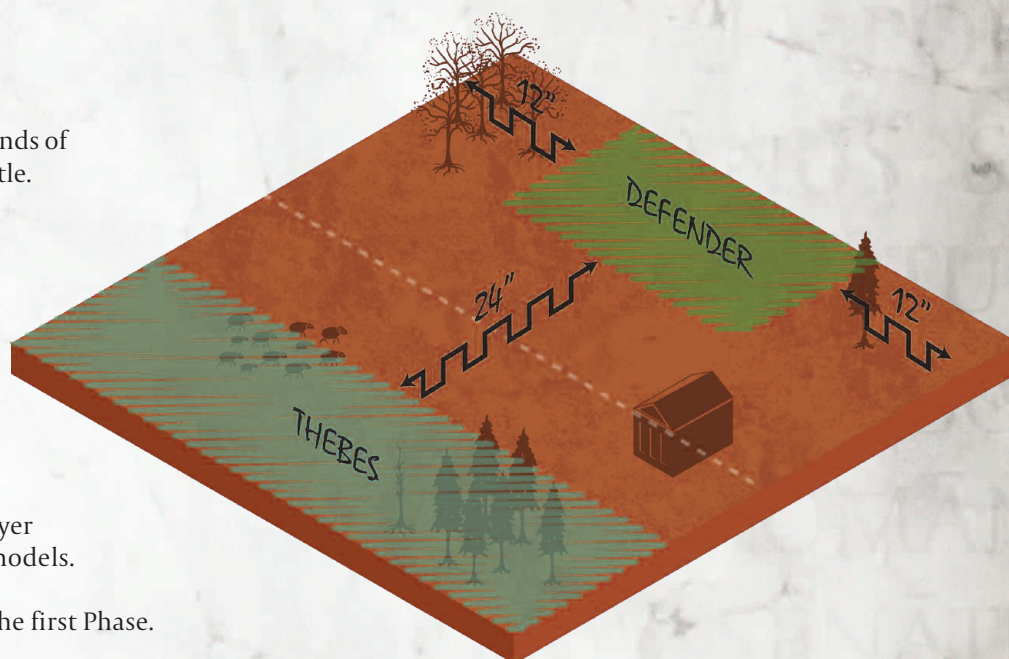
WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Theban player is the Attacker.

SET UP

The Defending player deploys all of his models. The Theban player then deploys all of his models.

The Theban player has the first Phase.



SPECIAL RULES

The Defending player may select one of his units to act as sentries. This unit must be deployed as far as possible from the Defending player's table edge. This unit may act normally in the first Turn.

All other Defending units are asleep or resting and may not perform any actions in the first Turn.

At the start of each of the Defender's subsequent Phases, roll a dice for each of his units. Add one if the unit is a Hero or is led by one, and an additional one for every Turn after the second. If a unit rolls a total of 6 or more, it may start performing actions in that Phase. Otherwise, the unit may do nothing as it scrabbles about in panic for weapons and armour. If such a unit is engaged in close combat, it may start performing actions normally.

All units in both warbands will be hampered by night. No unit may perform any kind of attack on an enemy that is more than 12" away at the start of its Phase. A unit cannot, for example, move into 12" with its first action and then attack with bows – it must be within 12" at the start of its first action in order to attack.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.

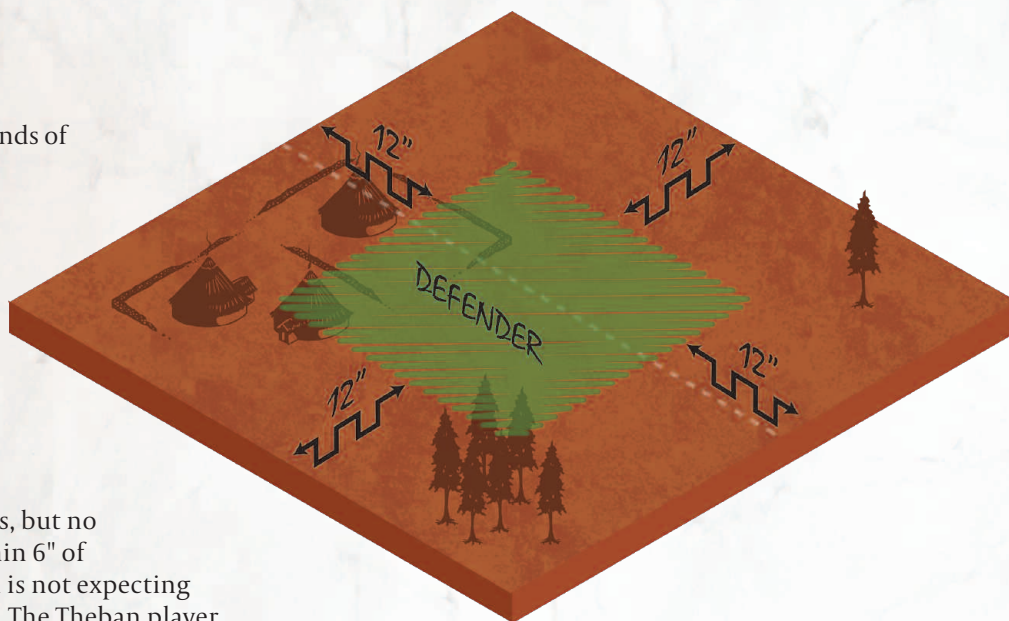


BACKSTAB

A former ally has been invited to attend a festival and exchange gifts in order to demonstrate their friendship with Thebes. Unfortunately for them, politics have overtaken events and their alliance with Thebes is already at an end. Caught off guard, they will be easy prey as Thebes uses them to launch an extended series of attacks across the border.

WARBANDS

Both players have warbands of equal Denarii in this battle. The enemy player is the Defender, while the Theban player is the Attacker.



SET UP

The Defending player deploys all of his models, but no unit may be placed within 6" of another, as the warband is not expecting trouble and is scattered. The Theban player moves all his units onto the table from any and all table edges in the first Turn.

The Theban player has the first Phase.

VICTORY CONDITIONS

Victory will go to the warband that manages to completely destroy or drive off its enemy.

SPECIAL RULES

None.



THRACIAN MERCENARIES AND THEBAN SACRED BAND SKIRMISH

MERCENARIES

Mercenaries are most commonly used by a warband when facing a stronger enemy. While mercenaries will allow players to always fight on an even scale, they are expensive to use and will always leave your warband after their work is done.

Some mercenaries are no better than common thugs, but can be used in vast numbers, while others are great heroes, known across the Mediterranean and beyond. They are also a good way of gaining models not normally accessible in a warband list.



USING MERCENARIES

Whenever a player finds he is facing a warband of greater points value in a campaign, he may use any number of Mercenaries to bring his warband into balance. He may add as many Mercenaries as he likes from his warband list, but his total warband Denarii value may not exceed that of his opponent.

Mercenaries joining a warband always form their own, separate units and can never be 'added' to pad out an existing unit.

Once a battle has been fought with Mercenaries, they are removed from the warband immediately – they never gain Experience Points.

If you use any Mercenaries in your warband, the amount of Denarii you receive from the battle will have 10% of the Denarii values of all Mercenaries used deducted from it.

You are never required to use Mercenaries, even if you are at a great points deficit with your opponent. In fact, such a one-sided battle may become one of the best games you have ever played!

MORE MERCENARIES

Each warband provides you with more Mercenaries to use in your games, in the form of famous personalities who shaped the course of history. These are used in the same way as other Mercenaries, allowing you to include these famous people on a temporary basis in your warband.

In addition, the Mercenaries listed in each warband list include some that are available as ordinary warband members in the same or another warband's list. These can be used with all the normal options listed in their warband lists, meaning they are extremely flexible Mercenaries to use.

BALEARIC SLINGER

15 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+3	+0	1D	+2	+1	+0	1

Regarded as the best slingers of the ancient world, men from the Balearic islands were trained in the use of the sling from childhood. Famously, Balearic children were said to be refused any meal until they were able to hit it with a sling stone. This upbringing makes for lethally accurate slingers.

Equipment: Sling

Options

- Purchase Buckler for 1 Denarius
- Purchase Javelin for 1 Denarius

Deadly Accurate

A Balearic Slinger unit may re-roll any ranged attack made with a sling that misses its target.

CRETAN ARCHER



Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+3	+1	1D	+2	+1	+0	1

Mercenaries from Crete, highly skilled with the bow, were often found on the payroll of Greek city state armies. They used similar bows and archery equipment to the Greeks but were far better trained and became renowned as being the best archers in the world.

Equipment: Bow, Small Shield

Options

- Purchase Dagger for 2 Denarii
- Purchase Sword for 5 Denarii

Protection Rackets

Cretan Archers were known to cause disruption in camps, stealing items and offering to 'protect' the belongings of other soldiers. When used as Mercenaries, Cretan Archers will steal an additional 10% of their value from the Denarii you receive from the battle, for a total of 20%.

THROUGH EVERY GENERATION OF THE HUMAN RACE, THERE HAS BEEN A CONSTANT WAR, A WAR WITH FEAR. THOSE WHO HAVE THE COURAGE TO CONQUER IT ARE MADE FREE AND THOSE WHO ARE CONQUERED BY IT ARE MADE TO SUFFER UNTIL THEY HAVE THE COURAGE TO DEFEAT IT, OR DEATH TAKES THEM.

ALEXANDER THE GREAT

GAESATOS



Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+0	+3	3D	+1	+3	+0	1

Hailing from a region close to the Alps, the Gaesatae were Gauls with a fearsome reputation. They went into battle naked with only small shields for protection and were said to tip their spears with poison. When charging, they made for a terrible sight, capable of breaking an enemy before a single spear was thrust.

Equipment: Small Shield, Spear

Options

- Purchase Poisoned Spear for 2 Denarii

Battle Cry

When a Gaesatae unit charges an enemy that it outnumbers, the enemy must succeed in a Bravery check or immediately perform a Move action away from the Gaesatae. This will count as fleeing from close combat (see page 13). Enemy Heroes or units led by Heroes are immune to the Battle Cry.

Hit and Run

Gaesatae may use the Hit and Run rules detailed on page 17.

Poisoned Spears

A Gaesatos that takes the Poisoned Spear option will gain the Lethal 2 rule for all his close combat attacks.



GREEK HOPLITE

19 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+1	1D	+0	+0	+0	1

Though intended to defend the proud city states of Greece, there were many who found waging war was something that could be turned to a profit. Many bands of mercenary hoplites were soon created, selling their services to any city state – or any foreign warband – that could afford them.

Equipment: Large Shield, Linothorax, Long Spear

Options

- Purchase Arrow Aprons for 5 Denarii each
- Purchase Swords for 5 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Phalanx

A unit of five or more Greek Hoplites may use the Phalanx rule on pages 21-23.

IT IS NOT NUMBERS OR STRENGTH THAT BRING THE VICTORIES IN WAR. NO, IT IS WHEN ONE SIDE GOES AGAINST THE ENEMY WITH THE GODS' GIFT OF A STRONGER MORALE THAT THEIR ADVERSARIES, AS A RULE, CANNOT WITHSTAND THEM.

XENOPHON

PARTHIAN HORSE ARCHER

30 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	8"	+3	+0	1D	+2	+1	+1	2

Parthians were renowned for their cavalry, and none more so than their horse archers. Their well-rehearsed tactic of feigning retreat only to then turn around and unleash a storm of arrows into their would be pursuers is legendary.

Equipment: Horse, Bow

Options

- Purchase Sword for 5 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii
- One model in each unit may purchase a Standard for 25 Denarii

Hit and Run

Parthian Horse Archers may use the Hit and Run rule detailed on page 17, but double their Bravery score when making the required check.

Parthian Shot

After successfully using the Hit and Run rule, Parthian Horse Archers may immediately perform two free Shoot actions.

NUMIDIAN CAVALRYMAN

28 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	7"	+2	+1	1D	+2	+2	+1	2

Renowned as the best horsemen in Africa, Numidians went into battle with no armour but were adept at harassing slower enemy units with javelins and faced enemy cavalry with ferocious zeal. Best employed on the flanks of a warband rather than forming its centre, a well-used unit of Numidian cavalry could reverse defeats and make victories exceptional.

Equipment: Horse, Javelin, Small Shield

Options

- Purchase up to two Javelins per Numidian Cavalryman for 1 Denarius each
- Purchase Sword for 5 Denarii each
- Purchase two Swords for 8 Denarii each
- One model in each unit may purchase a Horn for 10 Denarii

Hit and Run

Numidian Cavalrymen may use the Hit and Run rules detailed on page 17, but double their Bravery score when making the required check.

No Equal on Horseback

When fighting against an enemy with the Cavalry type in close combat, Numidian Cavalrymen may re-roll any of their own Melee Dice.





NUMIDIAN SKIRMISHER

8 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+2	+0	1

While Numidians much preferred the use of cavalry, some infantry were used as skirmishers. Trained in the use of javelins from an early age, they were superb hunters haling from nomadic tribes where such skills were used every day.

Equipment: Dagger, Javelin, Small Shield

Options

- Purchase up to two Javelins per Numidian Skirmisher for 1 Denarius each

Hit and Run

Numidian Skirmishers may use the Hit and Run rules detailed on page 17, but double their Bravery score when making the required check.

THESSALIAN CAVALRYMAN

22 Denarii

TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Cavalry Minion	6"	+1	+1	2D	+1	+2	+1	2

Unlike other Greek regions such as Attica, Thessaly rarely enjoyed a unified government. However, it was the one area of Greece that had abundant flat plains and these formed the perfect training ground for its cavalry which was to become known as among the finest of its time.

Equipment: Horse, Long Spear

Options

- Purchase up to two Javelins per Thessalian Cavalryman for 1 Denarius each
- One model in each unit may purchase a Horn for 10 Denarii

Finest Horsemen

Thessalian Cavalrymen may double their Move score for one action in every Phase as normal. However, if they pass a Bravery check, they may double their Move score for a second action.

Hit and Run

Thessalian Cavalrymen may use the Hit and Run rules detailed on page 17.

THRACIAN PELTAST



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+2	+1	1D	+1	+1	+0	1

Peltasts were said to have originated in Thrace, and those from this land were always thought of as the best. Skill at closing with an enemy before hurling javelins and then melting away, a solid unit of Thracian peltasts can easily whittle down an enemy's strongest warriors, leaving few for their own allies to finish off.

Equipment: Javelin, Small Shield

Options

- Purchase up to two more Javelins per Thracian Peltast for 2 Denarii each
- Purchase Helmets for 2 Denarii each
- Purchase Swords for 3 Denarii each

Hit and Run

Thracian Peltasts may use the Hit and Run rules detailed on page 17.

The Original Model

When successfully performing a Move action for a Hit and Run, Thracian Peltasts may first perform an immediate and free Shoot action with Javelins at the enemy unit that attacked them. After this Shoot action has been performed, they take a Move action as normal.

THRACIAN WARRIOR



TYPE	MOVE	RANGED	MELEE	MELEE DICE	AGILITY	BRAVERY	ARMOUR	WOUNDS
Infantry Minion	6"	+1	+2	2D	+1	+1	+0	1

The warriors of Thrace proved a constant thorn in the side of the Greek city states and even stood up to the might of Macedonia – for a while. Their use of the rhomphaia in close combat gave them a decided edge against armoured enemies, as it was capable of cleaving through even thick armour.

Equipment: Small Shield, Sword (Rhomphaia)

Options

- Purchase Helmets for 2 Denarii each

Rhomphaia

The blades used by the Thracians were not simple swords. Instead, they were mounted upon a short pole which imparted considerable momentum when swung. All close combat attacks made by Thracian Warriors gain the Lethal 1 rule.

Strength in Numbers

A unit of Thracian Warriors gains much of its courage from its numbers. If the unit has 10 or more models, it gains a +1 bonus to Bravery checks. If it numbers 20 or more models, it gains a +2 bonus to Bravery checks.

Wild Charge

The initial charge of Thracian Warriors is wild, chaotic and crazy enough to break all but the most disciplined of enemies. A unit of Thracian Warriors that charges gains a bonus Melee Dice for each model in the unit, regardless of whether they get into contact with an enemy model.



RULES REFERENCE

Checks

When performing a check, roll a dice and add the appropriate characteristic.

If the final result equals 6 or more, the check has succeeded!

A roll of a 1 is always a failure, no matter what bonuses are being applied, and a roll of a 6 is always a success for a check.

Ranged Attacks

MODIFIER	CONDITION
-1	Long Range: If any model in the unit is more than half the Range of its weapon away from the target, then the whole unit suffers a -1 penalty to its Ranged check.
+1	Large Target: This bonus is applied for every ten models in the target unit – so, when attacking a unit of 24 models, a +2 bonus would be applied.

Cover

Light Cover: Attacking a target in Light cover will inflict a -1 penalty when making a ranged attack.

Heavy Cover: Attacking a target in Heavy cover will inflict a -1 penalty when making a ranged attack. In addition, the target will receive a +1 bonus to its Armour check.

Falling

DISTANCE FALLEN	NO. OF WOUNDS LOST PER MODEL
4" or less	0
4" to 6"	1
6" to 10"	2
10" to 15"	4
15" or more	All Wounds lost

Weapon Special Rules

Inaccurate: Whenever using this weapon, re-roll any successful Ranged or Melee check.

Lethal X: The Lethal score is used as a penalty to an opponent's Armour checks and is also the number of Wounds removed from a unit upon a successful strike – however, a Lethal weapon cannot remove more than one model from a single successful attack unless it is being wielded by a Hero.

Long: A unit using a Long weapon gains a +1 bonus to its Melee checks when fighting an enemy who does not also use a Long or Very Long weapon. A Long weapon may not be used in dual weapon fighting.

One Shot: Only one attack may be performed with a One Shot weapon in each battle.

Parry X: You may force your opponent to re-roll one of his Melee checks for every model in the unit that has this special rule. If a number follows the term Parry, this is how many Melee checks an opponent may be forced to re-roll. A unit with numerous weapons and/or Talents that grant the Parry rule may use all of them in a close combat, potentially re-rolling several of its opponent's Melee checks.

Short: A unit using a Short weapon suffers a -1 penalty to its Melee checks when fighting an enemy who does not also use a Short weapon.

Slow: Before a Shoot action is performed to fire this weapon, a Special action must be taken immediately beforehand.

Smasher: A Smasher weapon cannot be Parried by any means.

Two-Handed: This weapon requires two hands to properly wield and so may not be used with a shield or second weapon, nor may they be used for dual weapon fighting.

Very Long: A unit using a Very Long weapon gains a +1 bonus to its Melee checks when fighting an enemy who does not also use a Very Long weapon. However, if the enemy wins a round of close combat, the Very Long weapon may not be used for the rest of the combat. A Very Long weapon may not be used in dual weapon fighting.

Weak: Units struck by this weapon gain a +1 bonus to their Armour checks against its attacks.



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