

## The Demigods of Olympus

### Starting Demigod Profiles

Type:	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts.
Apollo	5	4	3	7	7	7	7	8	100
Ares	5	4	3	8	7	6	7	6	100
Artemis	6	4	3	7	7	7	7	7	100
Hades	5	4	3	7	8	6	8	7	100
Zeus	5	4	3	7	8	6	7	8	100

Notes: Add 25 points per point of Ka to the cost of all Demigods (thus a Ka 1 starting Demigod costs 125 points).

### The Phalanx Formation

The Phalanx is a tight formation of troops, where the warriors stand shoulder-to-shoulder, with their shields protecting both themselves and the warrior to the left. The warriors fight with the spears leveled, and the second and third rank's spears protrude from the gaps between the ranks in front of them. In this manner, the Phalanx presents a near-impenetrable wall of blades.

#### *Benefits:*

- Models in the Phalanx receive a Shield Bonus, which effectively doubles the Armor Rating of the unit's shields against attacks from the front. Thus, Normal Shields have an Armor Rating of 4, and Large Shields have an Armor Rating of 4, 6 vs. missiles. The Shield Bonus does not apply to attacks from the flank or rear. Note: the Shield Bonus does not affect the shield's Hard Armor rating in any way.
- The front 3 ranks of the Phalanx may attack in melee combat. The Phalanx may use all 3 ranks in a Set for Charge attack.
- The Phalanx is an intimidating formation – a unit must pass a Discipline Save before it will attempt to engage the Phalanx from the front. If this succeeds, the attack may proceed. If the save fails, the unit remains stationary, and its Command Counter is removed.

## **Wrap-around & Push Back**

The Phalanx is a powerful formation, and few other formations can stand steadfast against its momentum. In addition to the normal wrap-around rules, the Phalanx has the following additional rules:

- Hoplites will only wrap-around if they can not attack the enemy from their position. If the warriors from the second or third rank can not attack an enemy model, they are eligible to wrap around as normal.
- If the Hoplites are activated before their opponent, but are all currently engaged with the enemy (leaving none eligible to wrap around), the enemy unit is instead Pushed Back. The enemy unit is moved backwards 1", and the Phalanx is moved forward, staying on base-to-base contact with the unit. Any Turn that a unit has been pushed back, they suffer a penalty of -1 to any Discipline Save they are required to make. If the unit is Pushed Back into another unit or an impassable terrain feature, the unit must make a Discipline Save or become Disordered.

### *Restrictions:*

- The Phalanx is a complex formation that requires all the models in the unit to be armed with spears and equipped with shields. The formation requires at least 12 Hoplites, organized into at least 3 complete ranks. Units other than Hoplites may not assume the Phalanx Formation; it is a difficult formation to assume, and only warriors who have spent many years in practice can perform it effectively. The unit must have a minimum Discipline of 6, and must pass a Discipline Save to assume the formation. If during the course of the battle, the unit suffers casualties that bring the Phalanx numbers below 12, the unit must make a Discipline Save in order to maintain the formation. If the Save is failed, the unit reverts to the Block formation, and loses the ability to attack from the third rank and the additional Shield Bonus.
- The Phalanx moves at -1 to the unit's normal Move Value. The Phalanx attacks as normal, but cannot Charge while maintaining the Phalanx formation. If the Phalanx does Charge, the formation immediately reverts to the Block formation.
- A Phalanx gains a Rank Bonus as if it were in the Block formation: +1 for each complete rank behind the first, up to a maximum Rank Bonus of +3.
- This formation cannot be used in Forests, Broken Ground, or Swamps.

Note: a unit may begin the game in Phalanx formation.