Athenian fleets for protection, her triremes keeping the waters of the Aegean Sea largely free of predatory monsters and pirates. For this service, Athens exacts a fair tribute: coin and foodstuffs to fuel her warships and pay her crew. Though the league is ostensibly based upon the sacred island of Delos, it is no secret that the real decisions are made in Athens, and the League follows her lead with few complaints. With the support of the Delian League, Athens has vast resources of wealth and manpower that can be summoned in times of crisis, though her navy is tasked with the difficult job of protecting them all. The triremes of Athens are constantly on the move, setting sail to quell rebellion in one place, only to hasten elsewhere to crush a band of dangerous pirates in another.

Upon the mainland, the closest of Athens’ allies is Corinth. The city-state is a nexus of trade and travel, with Athenian ships passing overland through Corinth’s “ship road” when travelling to the western sea. In return, the Athenian navy is often dispatched to chase down some troublesome pirate nuisance that would disrupt Corinthian trade. It is an arrangement that suits the Athenians well, for the Corinthians have deep pockets, and maintaining Athens’ vast armada of triremes is an expensive task.

The greatest rival of Athens is Sparta. For generations, conflict between the two city-states has been a regular occurrence—almost a game. Though both peoples could not be more different. Sparta is rigid, militaristic, and conservative, while Athens is expansionist, inventive, and argumentative. The foreigner who is seen by the Spartans as a threat, for their law is absolute, never to be questioned, never changed. In turn, the Athenians view the Spartans as bullies—backward, oppressive, and dangerous. The two states are fated to come into conflict, and it is only the long distance between them that has kept hostilities from erupting into bloodshed… though the formation of the Delian League has recently brought the two states increasingly at odds, as Athens is called upon to support some member-bordering Sparta’s southern sphere of influence.

The Amazonomachy is another enemy of Athens. It began in the time of Theseus, when the young king seduced the Amazon queen Antiope, and all of the Amazon tribes united and rode to war against Athens. What followed was a long and brutal conflict, and though costly for both sides, the Athenians ultimately prevailed. To this day, the northern road that approaches the city is marked by dozens of tombs where the greatest of the Amazon attackers fell. These tombs are still respectfully maintained by the Athenians, possibly out of guilt at their king’s provocation and the bloody war that followed; that the Athenians share no reverence for the men of Athens, for they lost both the war and their queen, and their descendants still yearn for revenge against the Athenians.

Way of War

Every Athenian citizen is expected to carry a spear and shield in the service of his city-state, at least for a time. In their youth, after their basic education is complete, Athenians enlist in the military for a period of two years. In this time they learn to march and drill, to work together with their fellows as a cohesive fighting unit. Athens is almost always at war, and so nearly every young soldier will see his share of action, either in naval battles pulling the oars of a trireme, or hoplite warfare against enemy city-states. When their enlistment is at an end, most return to their family farms and shops, now seasoned with hard training and experience.

Yet in times of conflict, when the Athenian state is threatened by someone, they call out theiroyal oppressors and mustered to face allied states and foreign enemies, called to battle as the city-state’s need, at a moment’s notice. In such times the ranks of the Athenian army swell with numbers—fishermen, cobbler, farmers, and scholars, all citizen soldiers, trained for battle and ready to fight for their common cause. Though their skill at arms may have faded, when faced with a pressing threat, the lessons of their youthful service quickly return. Young men stand alongside grey-haired veterans, carrying the same emotions; the industry of war always brings handsome profit for neighbor or rival city-state. The **Amazons** are the other enemy of Athens. It began in the time of Theseus, when the young king seduced the Amazon queen Antiope, and all of the Amazon tribes united and rode to war against Athens. What followed was a long and brutal conflict, and though costly for both sides, the Athenians ultimately prevailed. To this day, the northern road that approaches the city is marked by dozens of tombs where the greatest of the Amazon attackers fell. These tombs are still respectfully maintained by the Athenians, possibly out of guilt at their king’s provocation and the bloody war that followed; that the Athenians share no reverence for the men of Athens, for they lost both the war and their queen, and their descendants still yearn for revenge against the Athenians.
T
outsiders, Athens is regarded as a civilized place, where her citizens spend their time in high-minded debate, the study of lofty but impractical philosophies, and the appreciation of drama and music. While some of these generalizations are true, there is more to their frivolous diversions than first appears... The philosophers of Athens are wise, but their lessons shape young men into leaders, hungry for power. As for their art and music, it is easy to dismiss the comic and tragic plays of the Athenians as mere entertainment, but these performances are retellings of the pivotal events of their history, and those raised on such stories grow seeking to surpass the glory of their forebears. And when Athenians debate in the Assembly, it is seldom on matters of peace, but rather which of their enemies they will march against in war. Such is the nature of the Athenian spirit... ambitious, competitive, and always dreaming of conquest. Unlike most city-states, who seldom send their warriors more than a few days march from their home, the warband of Athens ranges far and wide across the breadth of Hellas, carried to distant shores by the Athenian fleet. Arriving by ship, they can appear nearly anywhere, striking where their enemies are weakest and least prepared. This is the way that the Athenians maintain their growing alliance of subordinate states and colonies, with rapid deployment ranges far and wide across the breadth of Hellas, carried to distant than few days march from their home, the warband of Athens

ATHENIAN WARMBAND

DEMI GODS PERMITTED:
An Athenian warband may be lead by a Demigod of Apollo, Ares, Artemis, Athena, Dionysus, Hephaestus, Hades, Hecate, Hermes, Poseidon, or Zeus.

UNITs PERMITTED:
Hoplites, Champions & Heroes Pellets Archers & Slings Honor Guard War Altar Charits Philosopher (Specialist) Thaumaturge (Specialist) Akibadias (unique Hero) Theseus, King of Athens (son of Poseidon, replaces Demigod)

ALLIES:
An Athenian warband may include allies from the Troy, Corinth and Mycene. It may also include any mythological allies that are brought along by their Demigod. An Athenian warband may never include Cretan Pirates.

ATHENIAN HOPLITES

E
qually at home on land or at sea, the Athenian hoplite is as much a sailor as a warrior. Soldier or archer, general or scullion, the men of Athens all share equally their time at the oars of their triremes, bending their backs to advance the cause of their city-state. For the Athenians, this is a powerful symbol of their unity, and each man’s strength is added to the next, and by working together they propel their mighty ships across the sea at impressive speeds. On land, they approach the prospect of battle in much the same way... though there are works stronger or more disciplined than the Athenians, when united in a common cause the Hoplites of Athens are a formidable force. When they suffer losses or the tide of battle turns against them, like seasoned oarsmen in a squall who fearlessly turn their ship into the wind, the warriors of Athens stand fast, and face the waves of their enemies with relentless determination.

The hoplites of Athens wear fine armor, their bronze breastplates embossed with silver and decorated with waves, spirals, and olive leaves. Upon their heads they wear distinctive helmets with round eye-holes that suggest the aspect of an owl, the symbol of their patron Athena, and topped with high horsehair crests dyed violet and white. Their cloaks are colored deep blue or purple and a cut to a practical length, falling only to mid-thigh, and fastened at their side so as not to obstruct their spear arm. Athenian soldiers come from all walks of life; some were simple laborers, others born to privilege, and many are well educated in philosophy, debate, and the sciences of the natural world. Yet when they don the silvered armor of Athens, their diverse backgrounds are at once irrelevant: they are all Athenians, warriors united by an equal share in their democracy, citizen soldiers one and all.

RESTRICTIONS
An Athenian warband may include as many units of Athenian Hoplites as the player desires.

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Weapons: Spear (DM 1)

ARMOR:
- Shield (All 2 hand)

Base Size: 20mm Square

CITIZEN SOLDIERS

Athenians are the birthplace of democracy, and the men who dwell there share in the rule of their city. Though they are often at odds on matters of policy, when threatened by an outside enemy they are quick to unite with their fellow citizens to overcome the threat. On the battlefield, the Athenians are most dangerous when the fight goes against them, for they will pull together and fight harder in defense of their fellows, rather than fleeing. When an Athenian Hoplite unit passes a Rout Save in melee combat, all models in the unit gain an immediate free attack. This free attack is not a new activation, the models may not Wrap Around, and the unit does not remove its Command Counter if it is still unplayed.

BATTLE HONORS
Up to 3 units of Hoplites may be given a Battle Honor at additional cost, but no Battle Honor may be duplicated in the entire warband. The miniatures of a unit with a Battle Honor MUST be built or painted to match the Battle Honor’s Requirement, as described in the specific descriptions below. The Battle Honor applies to all warriors in the unit, as well as any Champion or Hero that is attached to the unit at the start of the game. Athenian Hoplites have the following Battle Honors available:

- Chosen of Nike
- Companions of Theseus
- Poseidon’s Faithful

The complete rules and background for these are detailed on the following two pages.
Companions of Theseus (+20 pts.)

When Theseus returned to Athens after killing the Minotaur, he sailed on a ship with black sails. After his death, his ship was made into a floating shrine, and when a plank was rotten or a nail rusted, it was always replaced with an exact replica. It floats in the harbor of Athens still, long after all of the ships of his time have been lost or sunk. Like his ship, so too have the men who fought alongside Theseus during his lifetime stayed together as a fighting force, called the Companions of Theseus, and as each man died or grew old, he was succeeded by a warrior of his own choosing, often his son or brother. In this way, the Companions of Theseus trace their direct lineage back to the first King of Athens. Their skills have been passed down through many generations; against all Amazons or Monsters, the Companions of Theseus gain a bonus of +1 to their Attack Rating in melee combat.

Requirement: All of the miniatures in a unit with the “Companions of Theseus” Battle Honor must be equipped with shields showing the Ship of Theseus: a ship with black sails.

Chosen of Nike (+30 pts.)

The Chosen of Nike are Athenian warriors of surpassing strength and ability, the greatest athletes of their generation. Each man has won victories in contests of strength, agility, or speed at the Sacred Games of Olympia, and all have earned the honor of wearing the laurel wreath of victory. They band together into a unit of champions, each man inspired to reach for greater glories to outshine his companions. They excel on the field of battle as well; on any turn that the Chosen of Nike are activated before their opponent in melee combat, they receive a bonus of +1 to their Attack Rating and Damage Modifier during this activation.

Requirement: All of the miniatures in a unit with the “Chosen of Nike” Battle Honor must be given shields that show the laurel wreath of victory.

Poseidon’s Faithful (+10 pts.)

When Athena and Poseidon competed to become the patron god of Athens, each bestowed a gift on the inhabitants of the city. Athena gave the first olive tree, a symbol of wealth and prosperity, and Poseidon gave a fountain of seawater, bitter with salt and undrinkable. Athena’s gift was deemed more useful and she was declared the victor. Upon the Acropolis her olive tree still flourishes and the saltwater spring of Poseidon still flows, though now only a trickle of water emerges. A small shrine has been built upon the spring, and the priests of Poseidon have discovered his hidden gift: those who bathe in the waters are protected from enchantments, evil spirits, and the magic of foreign gods. A band of Athenian warriors still honor Poseidon and bathe in his spring, and they are known as Poseidon’s Faithful.

A unit with the “Poseidon’s Faithful” Battle Honor gains a bonus of +2 on all Tests and Saves against harmful Spells and Powers that are used against them.

Requirement: All of the miniatures in a unit with the “Poseidon’s Faithful” Battle Honor must be given shields that show the trident of Poseidon. The unit must be the smallest Athenian Hoplite unit in the warband by both their Point Value and in actual models.

“Your life is no longer your own,” cried the Captain. “It belongs to the ages now. It belongs”—and here he gestured expansively toward the shrine-ship behind him. Its sail, black as Hades, snapped and rippled as the rough chop of the harbor sent the vessel rocking. “—to him!” There was no doubt among the new recruits of the Companions of Theseus who he was. He, the first king of Athens. He, the wily slayer of Pa-siphæ’s monstrous get. He whose name they would now bear into battle like an escutcheon.

They would need the protection, they knew; a rav-agering warband of Amazons had recently slain a regi-ment of the city-state’s finest troops. The Chosen of Nike sang the victory-goddess’s praises no longer, focused as they were on their pounding hearts. When would they meet the enemy? How would they, newly inducted striplings, prevail where Nike’s favorites had failed?

“Stout hearts, men of Athens!” the Captain shout-ed, halting their march; and his voice was sunlight cleaving through clouded despair. “Conquer—or die—for the honor of your ancestors!”

A long silence. And then a soft sound, an absurd sound—at first. But as it swelled from throat after throat, it took on an uncanny timbre, a preternatural sound—at first. But as it swelled from throat after throat, it took on an uncanny timbre, a preternatural sound—at first. But as it swelled from throat after throat, it took on an uncanny timbre, a preternatural sound—at first.

The march from the harbor to the plains of combat was long, but they scarcely noticed their weary feet, focused as they were on their pounding hearts. When would they meet the enemy? How would they, newly inducted striplings, prevail where Nike’s favorites had failed?

Goddess protect us, thought the newcomers as one, and raised their voices to join the chorus. As it rose, they raised their spears and charged the foe.
The Thaumaturge is literally a ‘worker of wonders’, an inventor of strange machines that harness the hidden powers of the natural world. Through years of studying the works of the Akroteryx, he has discovered that the Aether is the unseen substance that allows the Thaumaturge to be either loci or charlatans. The inventions of the Thaumaturges are certainly wondrous but they have the reputation of being impractical, elaborate tricks that can have no real effect upon the hard realities of the battlefield. The Thaumaturge scoffs at those who doubt the merit of his inventions, for he knows what others cannot see... that the powerful forces of the natural world are real and knowable, not mysteries controlled by capricious gods. Though his inventions are sometimes failures, with every setback his knowledge grows, and his next creation will be more impressive still... assuming it does not kill him.

The Thaumaturge is an old man and his appearance neglected, the long study of the elements having taken the youthful years of his life. His skin is wrinkled and pale, the result of long nights spent working late by lamplight, poring over his notes or tinkering with the minutia of his inventions. He is often accompanied by attendants, hired servants or young students from the Academy who carry his tools, notes and equipment. These range from simple carved contraptions of wood and bronze, to wheels and measuring scales to curious, carved contraptions of hills or mountains. The character cannot end his movement in base-to-base contact with any enemy model, or inside a solid object. While Aetherical, the character cannot cast spells or use powers. In all other ways, the character moves and behaves normally. But using the Aetherial Dust is not without risk—the longer a character is Aetherial, the greater the chance that he will disappear entirely, forever doomed to exist as an intangible phantom, unable to return to the material world. At the start of each Activation Phase that he experiences dematerialization, the character must make a roll of 1-3 to determine if he begins to fade away entirely; on the first turn the character will begin to dematerialize on a roll of 1. On each subsequent turn the character will begin to dematerialize, until it has a roll of 1 or 2; on the third turn it happens on a roll of 1-3, and so on. Once dematerialization begins, the character must make an immediate Arcane Save, failure means the character is obliterated from play and recorded as a casualty. If the Arcane Save is successful, the character can still remain Aetherial if the player chooses, but must make an automatic Arcane Save before the start of the next turn in order to define what happens next.

The Earthshaker is a large slate made of several untalable stones, bound together by bands of copper. When driven into the ground by the blows of a hammer, the impacts cause the slate to resonate with ever-increasing vibrations until the copper bands shatter, unleashing a wave of energy into the ground like an earthquake. With practice, the user can learn to direct the earthquake to a specific target nearby, destroying buildings and knocking warriors to the ground. The Earthshaker may be used only on the bearer’s Activation Phase in the presence of the other player. Roll a single time, if desired. The result of the roll determines the number of terrain features within 12” of the Earthshaker and to line-of-sight. If the target is a unit, the warriors are immediately knocked to the ground and Disordered. If the target is any other type of model with an unplayed Command Counter, it must take a Move Save (roll less than or equal to its unmodified Move Value), and failure means the Command Counter is removed and the target loses its action for the turn. The Earthshaker cannot be used on troops engaged in melee combat, and has no effect on flying creatures. If the target is an architectural structure or a terrain feature, only an area equal to or less than 6” x 6” can be affected. The Earthshaker’s effects automatically deal d10+3 points of Structural Damage with a Damage Modifier of 3. If destroyed, the terrain feature is removed from the battlefield and replaced by a trench, 5” long, 1” wide, and 2” deep. It is good form for the Athens player to provide this terrain piece for the Thaumaturge to use during the battle. The Earthshaker may be used only once, as it is destroyed by the elemental energies it releases.

The Thaumaturge creates Wondrous Items only when inspiration strikes, so what he has available may vary from one battle to another. They are always determined randomly at the start of each game, and are always used in accordance with the rules of the philosophy player. Roll a d10 and consult the listings below to determine each item. If a duplicate is rolled, the player chooses an item that has not yet been rolled instead.

**Wondrous Items**

1. **Aetherial Dust**
   - The Thaumaturge has distilled the element of Air and combined it with purified Aether, creating a fine dust that causes whatever it coats to become temporarily invisible and intangible, a ghostly figure that can pass through walls and avoid enemies. The Aetherial Dust is issued to a single character and it is used at the start of the character’s Activation Phase, and lasts up to 10 turns. While Aetherical, the character cannot attack or be attacked in any way, and no model may gain line-of-sight to target the character with fire missle, spells, or powers. The character is able to pass through structures such as walls and buildings, but not terrain features such as hills or mountains. The character cannot end his movement in base-to-base contact with any enemy model, or inside a solid object. While Aetherical, the character cannot cast spells or use powers. In all other ways, the character moves and behaves normally.

2. **2. LodeStone Shield**
   - The LodeStone Shield is a strange fragment of Earth element that has been imbued with elemental energies, sufficiently powerful to repel small pieces of other Earth-based elements. The Thaumaturge has affixed the Lodestone to a shield, bestowing upon the bearer a great protective field: most missiles fired at the bearer are magically repelled, harmlessly striking the surrounding ground. Only Missile Tests that succeed with a natural roll of 10 will not be affected by the shield’s repelling energies. The shield, all others will miss the target. The Lodestone Shield only works properly when equipped to an Independent Character; if the character is attached to a unit of any other model, the shield’s energies are not available to the character unless the bearer is a part of an unplayed unit that is considered to be a normal shield.

3. **Thalean Water**
   - The Thaumaturge can equip a single character with a vial of Thalean Water. Using a formula that was discovered decades ago by the wise philosopher Thales, the Thaumaturge has finally perfected the process of distilling the element of Water into its most pure form, and drinking the Thalean Water restores life and vigor to the imbuer. A character who drinks the vial of water is instantly restored to full strength immediately after receiving a wound, even one that would otherwise have been fatal. The entire wound is ignored, and the vial of Thalean Water is expended.

4. **Fire of Hellas**
   - The Thaumaturge has discovered the secret of creating the Fire of Hellas, a volatile mixture of Fire and Water elemental substances. Once combined, the Fire of Hellas is sealed in small urns and can be hurled at enemies, exploding and setting the target aflame. The Thaumaturge has made enough Fire of Hellas to equip a single character to make 5 attacks, or all of the models in a single Pelast unit to make 1 attack. The Fire of Hellas is used in the same way as a Javelin, but the missiles have a Damage Modifier of 5, and any unit that is wounded must make an immediate Discipline Save or become Disordered.

5. **Earthshaker**
   - The Earthshaker is a large slate made of several untalable stones, bound together by bands of copper. When driven into the ground by the blows of a hammer, the impacts cause the slate to resonate with ever-increasing vibrations until the copper bands shatter, unleashing a wave of energy into the ground like an earthquake. With practice, the user can learn to direct the earthquake to a specific target nearby, destroying buildings and knocking warriors to the ground. The Earthshaker may be used only on the bearer’s Activation Phase in the presence of the other player. Roll a single time, if desired. The result of the roll determines the number of terrain features within 12” of the Earthshaker and to line-of-sight. If the target is a unit, the warriors are immediately knocked to the ground and Disordered. If the target is any other type of model with an unplayed Command Counter, it must take a Move Save (roll less than or equal to its unmodified Move Value), and failure means the Command Counter is removed and the target loses its action for the turn. The Earthshaker cannot be used on troops engaged in melee combat, and has no effect on flying creatures. If the target is an architectural structure or a terrain feature, only an area equal to or less than 6” x 6” can be affected. The Earthshaker’s effects automatically deal d10+3 points of Structural Damage with a Damage Modifier of 3. If destroyed, the terrain feature is removed from the battlefield and replaced by a trench, 5” long, 1” wide, and 2” deep. It is good form for the Athens player to provide this terrain piece for the Thaumaturge to use during the battle. The Earthshaker may be used only once, as it is destroyed by the elemental energies it releases.
7. Bottled Boreas
The Thaumaturge has captured part of the blowing Boreas, the North Wind, and contained it in a specially constructed amphora sealed to prevent the energy of the wind from escaping. Because the Air elements of the wind and the Earth elements of the amphora exist in a state of eternal opposition, their energy trapped within the water. Even an old fool can swim if he wears a robe.

8. Tempered Blades
By adding rare earths to metals during the forging process, the Thaumaturge attempted to create a living form of metal that could be taught to obey his commands. The experiment was a dismal failure, rather than the pliable and living metal, the result was a lifeless metal of unspecified hardness. After he burned his notes in disgust, he salvaged the remaining metal for the mundane task of creating blades. The result was a single batch of weapons of unsurpassed strength and sharpness. One unit of warriors in the Demigod’s warband may upgrade their Spears or Hand Weapons with the Tempered Blades, gaining a bonus of +1 to their Damage Modifier in melee combat.

9. Gauntlet of Boreas
By infusing a boxer’s leathern glove with powerful but unstable Earth elements, the Thaumaturge has created the Gauntlet of Boreas, the North Wind, and contained it in a specially constructed amphora sealed to prevent the energy of the wind from escaping. Because the Water element of the wind and the Earth elements of the amphora exist in a state of eternal opposition, the Thaumaturge has created a single batch of weapons of unsurpassed strength and sharpness. One unit of warriors in the Demigod’s warband may upgrade their Spears or Hand Weapons with the Gauntlet of Boreas, gaining a bonus of +1 to their Damage Modifier in melee combat.

10. Icarus Wings
The Thaumaturge has crafted a set of magnificent wings made of feathers such as columns or walls—they will stop when they back 1-10 inches (determined randomly), directly away from him. The bearer makes an attack at the end of a flight, though he may attack at the end of a flight.

“Though his wings were but thin, and his thighs and feet were as the sands and dust of the earth, by the might of his hands he flew. The gods were grieved, and they said: ‘Is this the curse of Icarus? Or is it a god who has taken his place?’ And the Thaumaturge fell to his knees and wept. The gods were moved, and they said: ‘We will grant you one wish. What shall we do to make you happy?’ And the Thaumaturge said: ‘Let me fly higher than the gods themselves!’ Then the gods said: ‘If you cannot fly higher than the gods, you shall not fly at all. You shall remain on the earth as a mortal man.’ And the Thaumaturge was content, and he lived a long, happy life.”

The Thaumaturge has created the Icarus Wings, allowing a character to fly at Soaring Level up to a maximum of 20” per turn. A character can fly high above the battlefield, avoiding obstacles or models wearing Heavy Armor, it has a Damage Modifier of 3 to buildings and terrain features.

Warband Restrictions
A warband may include only 1 Philosopher.

Equipment
A Philosopher is equipped with only Light Armor and a staff (Double-handed weapon).

Words of Wisdom
The Philosopher provides valuable lessons to his Demigod student; though he does not answer his pupil’s questions, his advice guides the pupil to discover his own solution. So long as the Philosopher is alive and not exiled or dead, the Demigod receives a bonus of +1 to his Discipline or Arcane Rating, for all Tests or Saves that he is required to make.

Scholar’s Insight
Under the guidance of the Philosopher, the Demigod has learned to look for moments of opportunity in times of misfortune. This has a practical effect on the battlefield; when the Philosopher’s Demigod loses the Edge roll, on the following turn he receives an automatic bonus of +2 to the Edge roll.
The democracy of Athens has produced many great men, but perhaps the most ambitious and notorious was Alcibiades. He was born to a prestigious family, tutored in his youth by the wise philosopher Socrates to master the art of debate and persuasion. He was a natural athlete and charioteer, and these gifts catapulted him into the public eye by bringing him a hippodrome victory at the Games of Olympia. As his fame grew he played a role in state affairs, as any good Athenian should, wearing the robes of a statesman for civil duties in the Assembly, and donating the bronze armor and purple cape of a soldier in times of war. He was a gifted orator, with the unique ability to sway the Athenian demos, and with the people united behind him, power quickly followed. He was appointed to the position of Athenian general, winning a string of battlefield victories, each greater and more audacious than the one before. With Alcibiades leading the people of Athens, it seemed that little could go wrong against their longtime enemies as long as he lived.

It is the nature of the Athenian demos to love or hate in extremes, depending on the passing winds of the day. Alcibiades’ victories were viewed with resentment and envy by the lesser men that stood in his shadow, and they conspired to ruin him while he was away at war. Recalled to Athens on false charges of sacrilege, he was forced to leave his warband he will then offer his services to one of the seven youths aboard the next ship. His father was distraught, for he had only just found his son, and so he made Theseus swear to send a signal when he returned – if he lived, the ship must fly white sails instead of black, so that the king would not spend a moment longer in despair, agonizing for the welfare of his son.

When Theseus arrived in Knossos, Ariadne, the daughter of the mad king saw him, and she instantly fell in love. When night fell she smuggled him to a ship... a crew, a ball of thread to unravel as he explored the Labyrinth to ensure that he would not be lost and could return to her. Into the Labyrinth went Theseus, and deep in the dark he found and slew the Minotaur. With Ariadne and the rest of the captives, Theseus escaped Knossos and sailed back to Athens, eager to introduce his father to his bride-to-be. In his youthful haste he forgot to change the black sails, as he had promised. Years later in Athens, his father watched from the highest seaside cliffs, and when he spied the black sail on the horizon, he cast himself into the sea in his grief. Theseus arrived to find his father dead. He was now the king, and his first act was to give his father’s watery grave his father’s name, and it is called the Aegean Sea to this day.

Theseus proved to be an effective and powerful king, and the deeds of his lifetime are legendary. He traveled to the Underworld, his model replaced with a standard Athenian Hero. Success means that Alcibiades remains in his position, for now. With multiple victories, his rival’s resentment increases; each subsequent victory adds a penalty of 1 to his Discipline Save.

King Theseus

Theseus was born the son of two fathers, mortal Aegeus, the king of Athens, and the god Poseidon who possessed the king on the night of his inception. Theseus spent his boyhood with his father, but when he came of age, his mother sent him to Athens wearing his father’s golden sandals and sword. The king recognized the long-lost items, and knew at once that the young man who wore them was his son.

It was a terrible time in Athens. The city suffered under the tyranny of the hated sea-going Circens, and every seven years their King Minos extorted a cruel tribute: seven sons and seven daughters of Athens, the finest of their youth, must be sent in a ship with black sails to his palace at Knossos. There they would be fed to the Minotaur, a hideous monster imprisoned in a dark maze beneath the palace... the Labyrinth. Theseus swore to end the tyranny of Minos, and resolved to take the place of one of the seven youths aboard the next ship. His father was distraught, for he had only just found his son, and so he made Theseus swear to send a signal when he returned – if he lived, the ship must fly white sails instead of black, so that the king would not spend a moment longer in despair, agonizing for the welfare of his son.

When Theseus arrived in Knossos, Ariadne, the daughter of the mad king saw him, and she instantly fell in love. When night fell she smuggled him to a ship... a crew, a ball of thread to unravel as he explored the Labyrinth to ensure that he would not be lost and could return to her. Into the Labyrinth went Theseus, and deep in the dark he found and slew the Minotaur. With Ariadne and the rest of the captives, Theseus escaped Knossos and sailed back to Athens, eager to introduce his father to his bride-to-be. In his youthful haste he forgot to change the black sails, as he had promised. Years later in Athens, his father watched from the highest seaside cliffs, and when he spied the black sail on the horizon, he cast himself into the sea in his grief. Theseus arrived to find his father dead. He was now the king, and his first act was to give his father’s watery grave his father’s name, and it is called the Aegean Sea to this day.

Theseus proved to be an effective and powerful king, and the deeds of his lifetime are legendary. He traveled to the Underworld realm of Hades, and returned again to the land of the living. Strong and charismatic, he united all the surrounding lands of Attica under Athens, setting the foundation for the great city-state that it would someday become. He led the Athenians in battle against the wild Centaurs. Though a great leader, he was a passionate lover of women, and the consequences of ardor nearly led to the destruction of Athens. On a diplomatic journey to the northern lands of Amazonia, Theseus abducted the beautiful Antiope, queen of the Amazons, and fled back to Athens to make her his bride. Theseus may be used in an Athenian warband as a character option.

**Warband Restrictions**

Alcibiades may be used in an Athenian warband as a character option.

**Equipment**

Medium Armor, Large Shield, Sword.

**Cunning Stratagem**

Alcibiades acts a military advisor to the Demigod, and has devised an audacious plan to achieve victory. If successful, the warband will seize the momentum on the battlefield at a decisive moment, but failure could result in a humiliating defeat. The Cunning Stratagem must be declared during the Command Phase before the Edge is rolled. Alcibiades’ Demigod rolls 2 dice instead of one, using the highest result. If both dice roll the same number, the player rolls again and adds them to the sum of the first 2 dice, and this continues so long as doubles are rolled. If the Edge is won, any of the player’s units that are activated during the Edge Bonus gain a bonus of +1 on all Tests and Saves for the duration of the turn. However, if the Edge is lost, the plan has backfired and any of his opponent’s units that are activated during the Edge Bonus gain a bonus of +1 on their Tests and Saves for the duration of the turn.

**Curse of Nemesis**

The vicissitudes of fate would lead Alcibiades to change banners several more times... from Sparta to Persia, and back to Athens again, each time betraying his previous allegiance for his own gain.

**King Theseus**

Theseus is a Demigod of Poseidon with a Fate Rating of 5, with the following Demigod Powers: Defy Fate, Fearless, Aura of Command, Divine Potence, Voice of Thunder, Majestic Bearing, Leader of Men, Gift of the Gods: Cleave of Fate.

**Gift of the Gods: Cleave of Fate**

When he faced the Minotaur in the land of Knossos, Theseus was given a powerful gift: the Cleave of Fate. It seems a simple ball of thread, but it is in reality a thread from the boon of the Fates, used to weave the destiny of men. It has aided him on many of his adventures, its length gradually growing shorter and shorter with each use; now, only a few arm-spans of thread remain. The Cleave of Fate has 3 uses remaining, and each is effectively a Defy Fate attempt. In campaign games the uses of the Cleave are recorded, and it does not replenish at the end of each battle. Once all 3 Defy Fate are used, the Cleave is gone forever.