

ATHENS

In early days, when mankind was young and Athens only a nameless but growing village, two gods competed for dominion over the mortals who dwelled there: Poseidon and Athena. Both desired the city, Athena for its towering Acropolis, the perfect site for a grand temple that would glorify her name for eternity, and Poseidon for the magnificent view the site possessed, overlooking the sea. To end the conflict, almighty Zeus decreed that there should be a competition, and the mortals who lived there would decide upon their patron.

They met upon the Acropolis, and there both gods made their offering. Poseidon's gift was first, and he dramatically struck the ground with his trident, and from the crack gushed a stream of seawater... undrinkable, but an omen that promised luck and power over the ocean, a worthy boon for a seafaring people. Athena's gift was second, and she struck the ground with her sword, and up sprouted the first olive tree, a symbol of prosperity. The mortals found that the olives could be eaten, their oil burned for light, and the wood from the tree used to build boats and homes. Though both gifts held great potential, the people judged the olive tree the more practical of the two, and the goddess of victory was proclaimed the winner. The city was named Athens, after the goddess, and she would thereafter watch over them as their divine patron.

Centuries have passed, and where the first olive tree grew now stands Athena's temple, magnificent and stately, and within is the colossal statue of the goddess herself, fashioned from ivory and gold by the greatest sculptors of the age. Under her watchful eye, the people of Athens have grown independent and prosperous. Standing in the shadow of her grand temple is a small shrine, dedicated to Poseidon and still tended by a few faithful priests, for though he lost the contest, once given his gift could not be revoked... now the navy of Athens has grown strong, and with this strength the city's influence has expanded to reach all the lands that harbor upon the Aegean Sea. Wealth from these allied states enriches the city, and the harbor of Athens is the center of a vast and growing naval power. Long walls connect the city's fortified Acropolis to the sea, a distance of over three miles, so that the city can never be separated from its harbor, a bridge that unites the gifts of two gods for the benefit of a single city.

HISTORY & SOCIETY

For a city that was founded on the principles of competition and individual merit, the rule of kings was an uncomfortable burden. For generations the people of Athens chafed under the yoke of a series of increasingly more oppressive monarchs, until they finally rose up in revolt and cast out their royal oppressors. Instead of replacing the ousted tyrant with another as they had so often before, they imagined a radical idea: that people could govern themselves.

They call their system democracy; rulership by the *demos*, the people, and it is the sacred duty of every native-born Athenian to participate.

Every month a group of six thousand citizens gather on a hill outside the city to discuss the important affairs of the day. This gathering is called the Assembly, and it is the right of every citizen to address the crowd, from the wealthiest landowner to the poorest fishermen—all have an equal voice in the proceedings. Speeches are made and opinions exchanged, with skilled orators seeking to persuade their fellow citizens with eloquent and passionate arguments. The Assembly is a lively affair, and though ruled by law and order, unpopular opinions are often shouted down with jeers and ridicule, while cheers of approval and applause encourage those ideas with popular appeal. Once all matters of the day have been presented and debated, a vote is called for and the simple majority decides the outcome. This is the way that Athenians decide all important matters: the establishment of laws, creation of public works, foreign alliances, even declarations of war.

Indeed, the Athenian people seem prone to war, for nearly every year the Assembly votes in favor of military action against some neighbor or rival city-state. The *demos* is easily swayed by their emotions; the industry of war always brings handsome profit for someone, and these parties skillfully manipulate the Assembly, exaggerating minor foreign offences into insufferable insults against Athenian pride, working the crowd into hot retaliatory anger... and thus the army of Athens marches to war. Most of these petty campaigns are resolved quickly, but they have sometimes proven reckless, leading to long and costly conflicts that cooler heads could have avoided. Though the Athenians are argumentative, they are also creative and energetic, and their democracy has given rise to a period of rapid expansion. One by one, Athens has subjugated or absorbed all the nearby states of Attica, and has established numerous colonies and subordinate states on distant shores. Overseeing them all is the powerful Athenian navy.

Above all else, Athens is a sea power. Whereas other city-states profess that military power rests on the backs of their hoplites, Athens' strong navy allows her to exert influence over distant islands and seaside states without ever stepping upon a battlefield... the entire Aegean sea is their field of battle, and at sea the Athenians have no equals.

ALLIES & ADVERSARIES

The powerful navy of Athens has extended the reach of her influence to the farthest shores of the Hellenic world, and beyond. Overseeing these allied states and far-flung colonies is the Delian League, formed for the mutual protection of all members, but relying heavily upon its strongest member... Athens. Distant islands depend on the

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 growing military dominance. 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, for the two peoples could not be more different. Sparta is rigid, militaristic, and conservative, while Athens is expansionistic, inventive, and free-thinking. The very notion of democracy 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 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; the Amazons share no reverence for the men of Athens, for they lost both the war and their queen, and their descendants still seethe 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 complete, 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 some foreign menace, these men can be called back to active service at a moment's notice. In such times the ranks of the Athenian army swell with numbers... fishermen, cobblers, 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 of their father's generation, wealthy landowners beside poor farmhands, all united under the banner of the goddess of victory.



ATHENIAN WARBAND

To 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 forbears. 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 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 of men and ships, working together with deadly effectiveness.

DEMIGODS 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
 Peltasts
 Archers & Slingers
 Honor Guard
 War Altar
 Chariots
 Philosopher (Specialist)
 Thaumaturge (Specialist)
 Alcibiades (unique Hero)
 Theseus, King of Athens (son of Poseidon, replaces Demigod)

ALLIES:

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



ATHENIAN HOPLITES

Equally 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, for 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 warriors 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.



EQUIPMENT

All Athenian Hoplites come pre-equipped with a Spear and Shield, and the cost is already included in their profile. They may choose to purchase Light Armor, Medium Armor, and a Hand Weapon at additional cost. The unit may also purchase a Musician and Herald, but only one unit in the warband may be given a Herald.

Citizen Soldiers

Athens is 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.

CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS	
Hoplite	5	1	1	4	4	4	5	6	21	
Champion	5	2	1	5	5	5	5	7	40	
Hero	5	3	2	6	6	6	6	8	75	
Weapons: Spear (DM 1)			Armor: Shield (AR 2 hard)				Base Size: 20mm Square			

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 famous band of warriors who fought alongside 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 have banded 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 to 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 small 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 Pasiphae's monstrous get. He whose name they would now bear into battle like an escutcheon.

They would need the protection, they knew: a ravaging warband of Amazons had recently slain a regiment of the city-state's finest troops. The Chosen of Nike sang the victory-goddess's praises no longer, for their lips were stopped with earth. It was up to them now to turn the tide.

They looked around at each other, trying to paint over untested fear with manly valor. And yet over two thirds their number were new recruits, the sons, brothers, and nephews of the already-fallen. Would that the shade of Theseus himself, newly released from the Elysian Fields, could fight among them!

But no, they were alone, and would need to seek their courage elsewhere.

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?

"Stout hearts, men of Athens!" the Captain shouted, 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 keening that banished all fear. The veterans among the Companions were hooting like owls, invoking the familiar of flashing-eyed Athena.

Goddess protect us, thought the newcomers as one, and raised their voices to join the chorus. As it rose to a scream, they raised their spears and charged the foe.

THAUMATURGE

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 wise and by countless experiments to test his own discoveries, the Thaumaturge has uncovered the secrets of the elements. Every common man knows of the four elements: Earth, Air, Fire, and Water, and how each element is essential for life. The Thaumaturge has discovered an additional element, a mysterious substance known as Aether. Unlike the four terrestrial elements, Aether cannot be easily harnessed or even detected... it is as insubstantial as it is essential, and it defies classification: it is neither cold nor hot,



and it is neither wet nor dry. It is the unseen substance that allows common elements to be tied together, and properly harnessed and manipulated, these elements can be used to work wonders.

Of course, like all new ideas and discoveries, many discount the existence of Aether and proclaim the Thaumaturges to be either fools or charlatans. The inventions of the Thaumaturges are often one-time affairs, with the creations being ruined with the first test. This, say the Thaumaturges, is the nature of the elements, for when they are combined they resist the unnatural manipulation at the hands of man, and when their energies are released the results can be unpredictable. Even if the experiment is a success, the resulting display of elemental power often results in the destruction of the Thaumaturge's invention... a unique creation that was meticulously built by hand, sometimes the result of years of toil.

Because of these uncertain results, the inventions of the Thaumaturge 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 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 levels and measuring scales to curious, carved contraptions of wood and bronze, filled with turning wheels, springs, and gears. All these items are essential to the work of the Thaumaturge, for each of his 'wonders' will require last-minute modifications in the field in order to deliver the optimal result, and his copious notes and tools will be needed. If the experiment is a success, the results must be recorded for later evaluation and improvement, and if the result is a failure, the attendants serve as easy scapegoats for the befuddled Thaumaturge.

RESTRICTIONS

A warband may include only a single Thaumaturge.

EQUIPMENT

The Thaumaturge comes equipped with a Hand Weapon, Light Armor, and a single *Wondrous Item*. The player may choose to purchase up to 2 additional *Wondrous Items* at a cost of 10 points apiece.

CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS	
Thaumaturge	5	2	1	5	5	5	7	7	60	
Weapons: Hand Weapon (DM 1)			Armor: Light Armor (AR 2)				Base Size: 20mm Square			

WONDROUS ITEMS

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, in the presence of the other 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.

The *Wondrous Items* may be used to equip the Thaumaturge or other members of the warband, but only a single item may be given to any character. The decisions must be made before the battle, with the *Wondrous Items* recorded on the appropriate profiles. If the wielder of the *Wondrous Item* is slain, the item is considered removed from the battle and cannot be picked up by another model.

1. Aethereal 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 Aethereal 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 Aethereal, the character cannot attack or be attacked in any way, and no model may gain line-of-sight to target the character with missile fire, 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 Aethereal, the character cannot cast spells or use powers of any kind. In all other ways, the character moves and maneuvers normally.

But using the Aethereal Dust is not without risk—the longer a character is Aethereal, 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 the character is Aethereal, the player rolls a d10 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 chance grows by 1, so on turn 2, it happens on a roll of 1 or 2; on turn 3 it happens on a roll of 1-3, and so on. Once dematerialization begins, the character must make an immediate Arcane Save, failure results in the character being removed from play and recorded as a casualty. If the Arcane Save is successful, the character can still remain Aethereal if the player chooses, but must make an automatic Arcane Save at the start of each of following Activation phase that he remains Aethereal. The character can choose to return to his material form only at the end of his Activation Phase.

2. Lodestone Shield

The Lodestone is a strange fragment of Earth element that has been imbued with inverted Aethereal 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 protection against missile fire: 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 hit the bearer of the Lodestone 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 or riding in a chariot the effect merely diverts the inbound missiles onto the character's hapless comrades, and the attack is resolved normally. In melee combat, it 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 imbiber. A character can drink the vial of water at any time immediately after receiving a wound, even one that would have otherwise 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 3 attacks, or all of the models in a single Pelstat 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 stake made of several unstable metals, bound together by bands of copper. When driven into the ground by the blows of a hammer, the impacts cause the stake 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 if he has been issued the *Hold* command, and the bearer may take no other action. The target must be a single character, unit, or terrain feature within 12" of the Earthshaker and in 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, To-Tanem or Shades.

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 automatically causes 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. The Earthshaker may be used only once, as it is destroyed by the elemental energies it releases.

6. The Astrokythera

By studying the motion of the cosmos and the wandering stars within it, the Thaumaturge has created a machine whose wheels and gears can accurately predict the motions of these celestial bodies... the Astrokythera. By carefully consulting the Astrokythera before making a sacrificial offering, priests can use the readings to better influence the dispositions of the gods. If a warband that includes the Astrokythera also includes a War Altar, the player may re-roll an unwanted Offering Roll a single time, if desired. The result of the second roll cannot be changed, even by the power of *Defy Fate*.

7. Bottled Boreas

The Thaumaturge has captured part of the blowing Boreas, the North Wind, and contained it 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 grows; when the seal is finally broken it is unleashed in a violent blast, capable of knocking men off of their feet, leveling trees, and capsizing ships. The Bottled Boreas targets either a single unit or character within 12" and in line-of sight. The bearer makes an Arcane Test against the target; if successful, the target is pushed back 1-10 inches (determined randomly), directly away from him. The target cannot be pushed through other models or hard terrain features such as columns or walls—they will stop when they come into contact. At the end of the push, the target must make a Discipline Save. If the target is a unit, a failed save means that the unit has been blown out of formation, losing its Command Counter, if any, and becoming *Disordered*. If the target is a character, a failed save means that the character is knocked down, losing its Command Counter, if any. The Bottled Boreas may be used only once per game.

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 unexpected 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 Wrecking

By infusing a boxer's leathern glove with powerful but unstable Earth elements, the Thaumaturge has created the Gauntlet of Wrecking. When it strikes a solid object, a devastating force is unleashed. It is a Hand Weapon, but against stone or metal creatures, or models wearing Heavy Armor, it has a Damage Modifier of 3 instead of 1, and a successful hit causes 2 wounds that must each be saved separately. The Gauntlet of Wecking causes Structural Damage to buildings and terrain features.

10. Icarus Wings

The Thaumaturge has crafted a set of magnificent wings made of wicker, wax, and feathers, based upon the design that the famous inventor Daedalus crafted for his son, Icarus. Using these wings, a character can fly high above the battlefield, avoiding obstacles and enemies that stand in his way. A character equipped with Icarus Wings can fly at Soaring Level up to a maximum of 20" per turn. The wings cannot lift heavy loads, so the character may not wear more than Medium Armor. Both of the character's arms are required to operate the mechanisms of the wings so he cannot make attacks while flying, though he may attack at the end of a flight by ending his movement in base-contact with an enemy model. The Icarus Wings are delicate, and if the character suffers a wound they are considered damaged and inoperable for the remainder of the game. If the Icarus Wings are destroyed while the character is flying, the player must roll a Save of 5 or less to avoid 1 wound of falling damage.



"This had better work," the demigoddess had said.
"If it doesn't," Empemedes replied, "my own life will be forfeit before you can come to punish me for my failure."

She had smiled then. "Old fool. Old friend. We are counting on you."

And so it was he found himself crouched deep in the trireme's hold, cradling the heavy clay jug between his withered arms. His old knees hurt him through his thin robe, and his old eyes could barely make out the damp timbers that enclosed him. His ears, though, were just fine; they picked out the sounds of battle, as Spartan hoplites leaped, shouting, from their own war galleys to those of his fellow Athenians.

The Spartans fought as brutally shipboard as they did on land. He could hear their war cries on the deck above him, hear the strangled screams of Athenian citizen-soldiers as they fell. So few to guard the ship. She wanted the Spartans to think we were defenseless. Still, his old heart ached to imagine the young Athenians, selling their lives for a gambit he still wasn't sure would succeed.

"Check the hold!" came a voice from above.

Heavily-armored hoplites burst in upon his hiding place, flooding the hold with sudden light. At first they didn't see him, but then one cried, "Sir! Down here!" Powerful footfalls, and then the Spartan champion stood before him. He wore magnificent bronze armor, thick and well-wrought.

"What have you got there, old man?" he barked at Empemedes.

"This? Why, it is nothing. An experiment, no more."

The champion scowled, then grinned wolfishly. "You mean it is a weapon."

"I wouldn't—" began Empemedes, praying they wouldn't listen. Two Spartans seized the amphora.

"Open it," commanded the champion. "Let us see what the Athenian dogs are hiding."

One swift rap, and the jug burst into flinders of clay. Boreas, the North Wind, had been bound within too long, and sought now its freedom. A horrible rushing sound, and then the ship itself flew asunder. Empemedes felt himself lifted, flung violently into the air as by a giant's hand. He glimpsed the Spartan champion flying past him, tossed even farther out to sea. Around the champion, his hoplites flailed, trying vainly to remove their armor before drowning.

Poor souls, Empemedes thought as his old bones hit the water. Even an old fool can swim if he wears but a robe.



PHILOSOPHER

The city of Athens is famous for the Academy, a public place of learning that attracts the greatest thinkers of Hellas. To the surprise of most who travel there, the Academy is a humble place, adjoining a sacred grove of olive trees is a simple plaza surrounded by small buildings of brick and wood. There, students gather on shaded porticos to learn from the greatest thinkers of the age. The Academy is not funded by the state, instead each teacher is supported by his devoted students and their families, and those whose ideas catch on found schools of thought that endure long after they have passed away. These learned men are known as Philosophers, and their new methods of thought have revolutionized Athens.

Each philosopher teaches a unique school of thought. Some are practical, seeking to understand both the natural world and the divine, the nature of the earth and the stars in the heavens. Others are less so, their studies involving the very nature of thought itself. Though the value of their teachings are often lost on common man, preoccupied with practical concerns like planting fields or selling their wares, the most promising youth of the city are inspired by his new ideas. Indeed, the teachings of the Philosophers have given rise to the greatest men of Athens, taught to understand that greatness demands not only bravery and strength of arms, but also the ability to think beyond the shortsighted horizons of the *hoi polloi*. The former students of the Philosophers have risen to positions of power and influence... statesmen, generals, and orators. These leaders are Athens' greatest assets, the minds behind many of her most impressive achievements.

Many of the Philosophers are radical thinkers, some even teaching the youth to question the gods; if not their existence, then their rightful role in the lives of free-thinking men. While Athens is a place where free thought is ostensibly encouraged, in truth, if a teacher's ideas should rattle the pillars of Athenian society too much the *demos* may turn against him out of fear or anger. It is not unheard of for such a Philosopher to cross this line, and if he does he could be ostracized by a majority vote of the Assembly, exiled from the city-state for a period of ten years. To any Athenian

this is a terrible punishment – more so for a Philosopher, for Athens is the center of learning in Hellas, and no other city-state sponsors the learned for their thoughts alone.

Such is the case for this Philosopher, a brilliant but controversial teacher whose lessons were deemed 'too dangerous' to be allowed for the stability of the state. Exiled from the city he loves, the Philosopher was not abandoned by his students, among them a singular fellow, a bright, rising figure, said to be the child of a god. The Demigod has taken his teacher into his protection, and the Philosopher travels with his warband on dangerous quests, acting as the Demigod's trusted advisor.

WARBAND RESTRICTIONS

A warband may include only 1 Philosopher.

EQUIPMENT

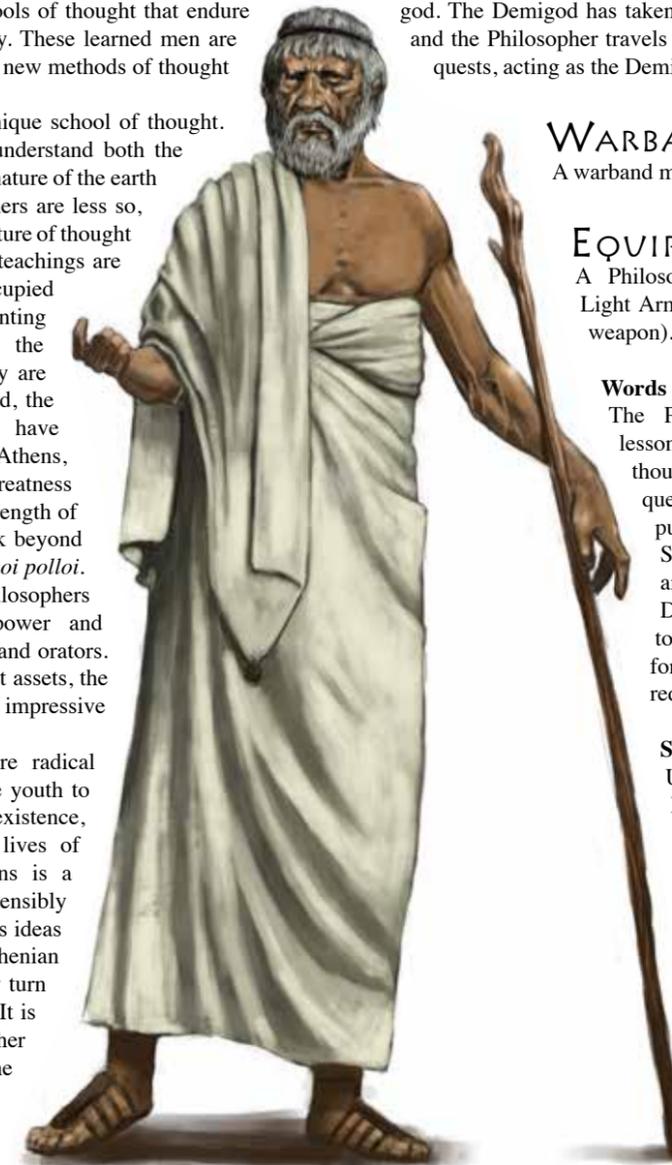
A Philosopher is equipped with only Light Armor and a staff (Double-handed weapon).

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 within 6" of the Demigod, 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.



CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS	
Philosopher	5	2	1	4	4	4	6	8	40	
Weapons: Staff (DM 2)			Armor: Light (AR 2)				Base Size: 20mm Square			

ALCIBIADES

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 donning 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 triumph against their longtime enemies was inevitable.

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 knew that the impending trial was fixed and so fled into the service of the enemy: Sparta. To gain acceptance among them he shed his flamboyant style, living as modestly as any true Spartan. In their service he betrayed his former homeland, orchestrating a crippling defeat for the Athenian army that he once commanded. Yet Alcibiades possessed that one trait shared by so many men who seek power: the insatiable lust for women; he seduced the wife of the Spartan king, and in the ensuing scandal was forced to flee that country as well.

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.



He finally came to an ignominious end, murdered in distant Thrace, far from his homeland of Athens where he was both mourned as a hero who brought the state glorious victories, and reviled as villain for his contemptible betrayals.

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

There is no mortal alive as gifted as Alcibiades, and his increasing fame causes his rivals to seethe with envy, plotting against him as his successes mount. If a warband includes Alcibiades, each time it wins a battle with 1 or more Victory Points the player must roll a Discipline Save for him, failure means that he has made too many enemies, and he must leave the warband in fear of his life, 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.

In an Epic Campaign or tournament play, if Alcibiades is forced to leave his warband he will then offer his services to one of the warband's enemies. Each other warband in play is offered the choice to include him, starting with the warband with the most defeats at his hands, then the others if that warband refuses. If he is taken, the player may simply replace one of his current models of an equal or greater point value with his model. There are no warband restrictions that apply to Alcibiades in this case—Spartans, Egyptians, Titans, it does not matter—he will quickly adapt to his new allegiance and find a place of power and influence in their command.

CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS	
Alcibiades	5	3	2	6	6	6	6	9	100	
Weapons: Hand Weapon (DM 1)			Armor: Medium (AR 4)				Base Size: 20mm Square			

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 never knowing either, 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 Cretans, 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 to him a gift... a clew, 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. But in his youthful haste he forgot to change the black sails, as he had promised. Waiting 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. His reckless act of passion infuriated the Amazon tribes, uniting them in their anger for the first and only time. Every Amazon that could carry a spear took up their arms, and they marched to Athens to reclaim their queen by force. The war between Athens and the Amazons was long and costly, and though Theseus was victorious

in the end, the battles left many dead, including Antiope. Following the war, Theseus was haunted by the death of Antiope and his spirit began to fade. The Athenians blamed him for the terrible losses of the war, and he was exiled. Theseus was killed in a foreign kingdom, pushed from a cliff and falling into the same sea that claimed his mortal father and was the domain of his divine father.

WARBAND RESTRICTIONS

Theseus may be used in an Athenian warband in place of a Demigod of Poseidon.

EQUIPMENT

Medium Armor, Large Shield, Sword, *Clew of Fate*, Honor Guard (optional, +30 pts each.)

SPECIAL POWERS

King 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*: *Clew of Fate*.

Gift of the Gods: Clew of Fate

When he faced the Minotaur in the land of Knossos, Theseus was given a powerful gift: the *Clew of Fate*. It seems a simple ball of thread, but it is in reality a thread from the loom 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 *Clew of Fate* has 3 uses remaining, and each is effectively a *Defy Fate* attempt. In campaign games the uses of the Clew are recorded, and it does not replenish at the end of each battle. Once all 3 *Defy Fates* are used, the Clew is gone forever.



CLASS	MV	WND	#ATT	ATT	DEF	MIS	ARC	DISC	PTS	
King Theseus	5	4	3	8	9	7	7	9	239	
Weapons: Hand Weapon (DM 1)			Armor: Medium & Large Shield (AR 6, Hard 2)				Base Size: 25mm Square			