

CYCLOPES

In ancient times, when the gods went to war against the Titans for supremacy over the earth, they found allies in a race of powerful, one-eyed giants known as the Cyclopes. These creatures dwelled in the deepest caverns where they had been imprisoned for countless years, and in these dark places they discovered the secrets of turning stone to metal, and shaping this new substance into weapons of great power. In return for their freedom, the Cyclopes agreed to forge the signature weapons of the gods: the deafening thunderbolts of Zeus, Poseidon's deadly trident, and Athena's invincible Aegis. Armed with these mighty weapons, the balance of power was tipped in the favor of the Olympians, and the Titans were at last overthrown.

Since then, the Cyclopes have become the trusted allies of the smith-god Hephaestus, lord of metal-melting flame. Though stubborn and slow-witted, the Cyclopes are good assistants, for they are gifted with immense strength, easily lifting immense stones and crushing them for the smelting pot. They are hardy as well, well suited to working long hours beside their master in the stifling heat of the forge, tending the volcanic fires required to craft the weapons of the gods.

Occasionally, Hephaestus will send a Cyclops to assist one of his more promising children, to serve him as a guardian and enforcer. A Cyclops is an imposing creature, standing over three times the height of a man, with a broad back thick with muscles, and staring balefully at all with a unblinking eye. With such a guardian in his warband, few dare to cross the Demigod of Hephaestus.

RESTRICTIONS

A warband that is lead by a Demigod of Hephaestus may include up to 2 Cyclopes.

STRUCTURAL DAMAGE

The hands of a Cyclops are huge and strong, and with their impressive strength they can easily rip stones from their foundations and topple fortress walls. Attacks from a Cyclops cause Structural Damage to buildings and terrain features.

COLOSSAL

Because a Cyclops towers over man-sized opponents, it is considered a Colossal creature. A Colossal creature in melee combat with a man-sized model can still be targeted by missile fire, because of their difference in size. A Colossal creature can also be targeted even if there is a man-sized unit in the way that would normally block line-of-sight. Man-sized models are those that are mounted on 20 or 25mm bases. If the Colossal model is not the nearest target, the missile unit is still required to use Strategic Fire in order to target it.

FEARSOME

All units and characters must make a Discipline Test against the Cyclops in order to engage it in melee combat. Demigods, undead creatures such as Shades, and magical constructions such as the Automaton are immune to this effect.

HURL ROCKS

If the Cyclops begins his Activation within 1" of a boulder, battlefield debris, building, or rocky outcropping, it may pick up a rock and use it as an improvised missile weapon. The attack may be conducted as a Fire-of-Opportunity, or the player may use the *Fire Command Counter* to attack without penalty. The rock has a range of 4"/8"/12" and a Damage Modifier of 2. The rock causes Structural Damage against buildings.

If the target is a unit, more than one model may be hit. Roll a d10 and consult the table below to determine the number of hits upon the unit:

1	1 model struck
2-5	2 models struck
6-9	3 models struck
10	4 models struck



Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Cyclops	4	4	2	7	7	5	6	7	125
Notes: Causes Structural Damage, Colossal, Fearsome, Hurl Rocks Damage Modifier 3, Armor Rating 4, Base Size: 50mm Square									