

Arkadia v1.0

By u/red5711

“With these men and women at my side, the enemies of Arkadia will break upon our shields and bleed upon our spears!”

– Strategos Tolos

WARBAND SPECIAL RULES

Arkadian Ferocity

This warrior gains the following benefits while they are engaged in close combat with one or more enemy warriors with lower Leadership:

- +1 modifier to the critical hit chart with hand weapons.
- +1 ‘to hit’ with spears in all rounds of combat.
- *Cannot* voluntarily leave close combat.

Phalanx (Hoplite)

As long as this warrior is using a shield (*including an Arkadian shield*) and is within 2” of one or more other warriors that have this rule and are also using a shield, this warrior gets a 6+ armor save. This armor save suffers from armor piercing effects as normal but does *not* suffer from sundering effects.

Heirloom: Arkadian Shield (Hoplite)

This warrior gains a free Arkadian shield when hired. This Arkadian shield *cannot* be swapped or sold, but it may be robbed or discarded as normal.

Unburdened (Scout)

This warrior gets +1 Movement as long as he is not wearing any armor (*except nets*).

Foresight (Oracle)

Enemy warriors have a -D3” modifier to their charge rolls when they charge this warrior. This cannot reduce a charge distance to less than 2”.

Battlemind (Strategos)

At the beginning of your turn, if this warrior is not *fleeing* or *hiding*, select another friendly warrior (*except Hired Swords*) within 2” that is not *fleeing* or *hiding*, then choose one of the following:

1. Until the beginning of your next turn, the Strategos gains one special rule of your choice that the chosen warrior has.
2. Until the beginning of your next turn, the chosen warrior gains one special rule of your choice that the Strategos has (*except Battlemind*).

Born from Battle (Arkadian Brave)

This warrior may take any one skill from the Arkadian skill list when hired.

Honor Arkadia

At the end of each battle, if this warrior was not taken *out of action*, roll a D6. On a result of 4+, he gains +1 XP.

Stubborn

This warrior may reroll failed *fear* and *panic* tests.

ARKADIAN SKILLS

Lead by Example

This warrior gains the Leader (6") rule if they don't already have it. Friendly warriors within this warrior's Leader range may use this warrior's Leadership characteristic when determining Arkadian Ferocity.

Braced for Impact

Whenever this warrior is successfully charged by an enemy warrior, he gets +1 Strength until the end of the turn. No effect if he was already engaged in close combat at the start of the turn or if he intercepted an enemy warrior this turn.

Shield Slam

As long as this warrior is fighting with a shield, his close combat attacks gain Concussive (D3).

Arkadian Synergy

This warrior gets +1 Initiative to strike order as long as this warrior is within 2" of a friendly warrior. Additionally, if that warrior also has this skill, this warrior's close combat attacks gain Armor Piercing (1).

Doubleteam

Whenever a friendly warrior successfully charges an enemy warrior within 1" of this warrior, this warrior gets +1 Strength until the end of the turn.

Expose Weakness

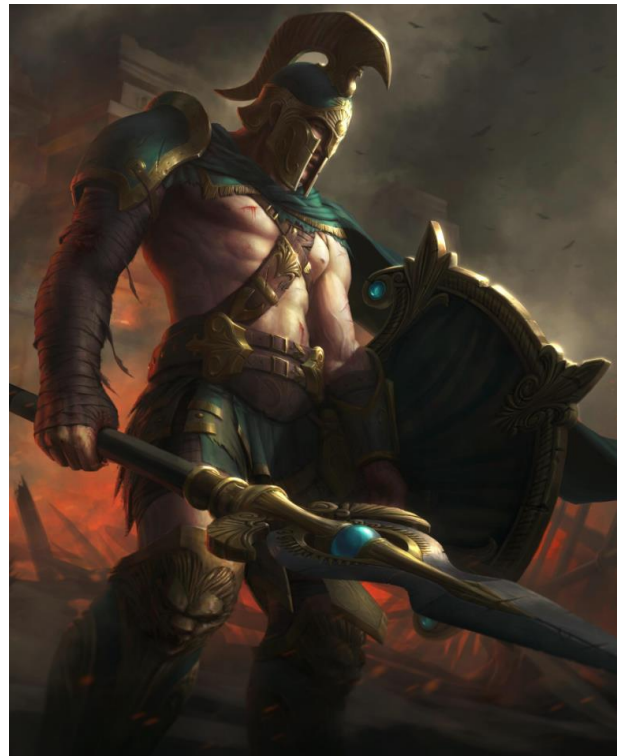
This warrior's attacks have a +1 modifier to the critical hit chart as long as his target is within 2" of a friendly warrior.

Fight in the Shade

This warrior gets a 6+ armor save against ranged attacks. Additionally, if a friendly warrior within 2" also has this skill, this warrior does not suffer critical hits from ranged attacks (*treat them as normal hits instead*).

Martial Student

Whenever another friendly Hero within 2" takes an enemy warrior *out of action*, roll a D6. On a result of 5+, this warrior gains +1 XP. No more than 2 XP can be gained this way per battle.



Artist: Stu Harrington

WARBAND SPECIAL EQUIPMENT

Arkadian Shield – 15gc

Shield: Counts as a shield for all purposes but is a separate proficiency from normal shields.

Armor Save: 6+

Ward Save (6+/5+): If the wielder is fighting with a hand weapon or spear in the other hand, he gains a 6+ ward save vs all types of attacks. This save is improved to a 5+ against close combat attacks.

Cumbersome: Warriors that are also armed with weapons that have the ‘Two-handed’ rule, or with missile weapons of any kind (*except javelins*), can only use their Arkadian Shield while engaged in close combat.

Requires one hand to use.

Sigiled Bronze Plate – 15gc

Light Armor: Counts as light armor for all purposes and can be worn by anyone proficient with light armor.

Armor Save: 6+

Arkadian Craftsmanship: The armor save for the this armor does *not* suffer from sundering effects.

Legend Charm – 10gc

Honored Dead: After each battle, you may purchase one Legend Charm for each Hero of yours that died during the Post-Battle Sequence.

Special Equipment: This warrior has +1 ‘to hit’ with hand weapons and spears as long as he is within 2” of a friendly Hero.

Robe of Stars – 20gc

Special Equipment: Oracles and Starseers only. Wearer has a 6+ ward save against all types of attacks and against the effects of hostile spells (*not prayers*).

Plea for Power: Once per battle, the wearer may choose to get +2 to a single spellcasting or prayercasting roll. If chosen to do so, this equipment loses its ward save effect for the remainder of the battle (*you may choose after you roll*).



Artist: Martin Klekner

ARKADIAN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Arkadian
Strategos	V	(+10gc)	V	V	(+10gc)	V
Champion	V	V	(+10gc)	V	V	V
Oracle		(+10gc)	V		V	(+10gc)
Starseer		V	V		(+10gc)	(+10gc)
Brave	V	(+10gc)	(+10gc)	V	V	V

ARKADIAN EQUIPMENT LIST

<p>Strategos, Champions, Braves</p> <p>Close Combat Hand Weapon Great Weapon Halberd Spear</p> <p>Shooting Bow Javelin</p> <p>Armor Light Armor Heavy Armor Shield Arkadian Shield</p>	<p>Peltasts and Scouts</p> <p>Close Combat Hand Weapon Spear</p> <p>Shooting Bow Javelin</p> <p>Armor Light Armor Shield Net</p>	<p>Hoplite</p> <p>Close Combat Hand Weapon Spear</p> <p>Shooting Javelin</p> <p>Armor Light Armor Heavy Armor Shield Arkadian Shield</p>
<p>Toxote</p> <p>Close Combat Hand Weapon Spear</p> <p>Shooting Bow Long Bow</p> <p>Armor Light Armor Net</p>	<p>Oracle and Starseer</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armor None</p>	

HEROES

0-1 Strategos

50gc to hire

Starting Experience: 21

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

SPECIAL RULES

Leader (6"), Arkadian Ferocity, Honor Arkadia, Battlemind, Stubborn

0-2 Arkadian Champion

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

SPECIAL RULES

Arkadian Ferocity, Honor Arkadia, Stubborn

0-1 Oracle

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	7

SPECIAL RULES

Priest (Prayers of Myrmidia): Starts with 1 prayer, Foresight

0-1 Starseer

30gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	3	3	1	6

SPECIAL RULES

Wizard (Metal, Light, Heavens): Starts with 1 spell

0-3 Arkadian Brave

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	6

SPECIAL RULES

Arkadian Ferocity, Born from Battle, Honor Arkadia

HENCHMEN

0+ Peltast

25gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

SPECIAL RULES

Arkadian Ferocity

0-3 Scout

25gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	4	1	6

SPECIAL RULES

Unburdened, Sprint (+2")

0-4 Toxote

25gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

SPECIAL RULES

0-4 Hoplite

50gc to hire

Starting Experience:

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Arkadian Ferocity, Phalanx, Stubborn, Heirloom: Arkadian Shield

0-3 Warhound

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	4	1	5

SPECIAL RULES

Animals (Cannot Climb; Cannot hide; Flees 3D6"); Cannot use Leader's Ld; Fight Unarmed; Cannot Capture Scenario Objectives; No Promotion)

Available Hired Swords:

Troll Slayer, Halfling Cook, Pit Fighter, Elven Ranger, Imperial Freelancer, Kislev Ranger