

Graecia v.1.2

By u/red5711

Warband Special Rules

Phalanx

As long as this warrior is using a shield (*or Graecian shield*) and is within 1" of a friendly warrior that has this rule and is also using a shield (*or Graecian shield*), this warrior gets a 6+ armor save. Phalanx suffers from armor piercing effects as normal, but does *not* suffer from armor splintering effects.

Graecian Ferocity

Warriors with this rule gain the following effects if they are engaged in close combat with one or more enemy warriors with a lower Leadership value than them:

- +1 to hit with spears.
- +1 modifier to the critical hit chart with hand weapons (*to a maximum result of 6*).
- Cannot voluntarily leave close combat.

Mythic Glory

If you win a scenario, warriors with this rule get an additional +1 XP if they took one or more enemy heroes *out of action*.

Oracle's Foresight

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".

Sprint

Warrior gets +2" to the maximum distance moved while running, to a maximum of 10". This has no effect on charge distances.

Stubborn

This warrior may re-roll failed fear and panic tests.

Warband Special Equipment

Legend Charm 10gc

Honored Dead: You may purchase one Legend Charm for each hero of yours that died during a scenario's post-battle sequence

Special Equipment: Warrior has +1 to hit with hand weapons and spears as long as he's within 3" of another friendly hero.

Graecian Shield 15gc

Shield: Is affected by anything that would normally affect a shield, but is a separate proficiency from normal shields.

Requires one hand to use.

Armour Save: 6+

Ward Save (6+/5+): If wearer is fighting with a hand weapon or spear in the other hand, he also 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 (*with the exception of javelins*), can only use their Graecian Shield while engaged in close combat.

Archaic Special Skills

Shield Slam

While this warrior is fighting with a shield (*including a Graecian shield*), all of his close combat attacks have Concussive (1).

Braced for Impact

Warrior gets +1 Strength during the turn in which he was successfully charged by an enemy warrior. 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.

Favor of the Gods

Warrior begins each battle (*and all Pit Fights*) with one free Power Dice. Can only be taken by Wizards or Priests.

Divine Aura

Enemy Wizards have a -1 modifier to any spellcasting rolls they attempt when they target this warrior.

Impaling Strikes

All of the warrior's attacks (*shooting and close combat*) with spears and javelins gain Armor Piercing (1).

Arcing Volley

Warrior's may shoot at targets that would cause them to draw line of sight through any allied warriors. This does not allow the warrior to shoot into close combat.

Graecia Skill Table

	Combat	Shooting	Academic	Strength	Speed	Archaic
Strategos	V	V	V	V	(+10gc)	V
Captain	V	(+10gc)	(+10gc)	V	V	V
Oracle	(+10gc)		V		V	V
Starseer	(+10gc)		V			V
Brave	V	(+10gc)	(+10gc)	V	V	(+10gc)

Graecia Equipment List

Strategoi, Captains, and Braves	Peltasts	Psiloi
<p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Bow Javelin</p> <p>Armor Light Armor Heavy Armor Shield Graecian Shield</p>	<p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Short Bow Javelin</p> <p>Armor Light Armor Shield</p>	<p>Close Combat Hand Weapon Fighting Claws Spear</p> <p>Shooting Sling Short Bow Javelin</p> <p>Armor Nets</p>
Toxotes	Hoplites	Oracles and Starseers
<p>Close Combat Hand Weapon</p> <p>Shooting Bow Javelin</p> <p>Armor Light Armor</p>	<p>Close Combat Hand Weapon Spear</p> <p>Shooting Javelin</p> <p>Armor Light Armor Heavy Armor Shield Graecian Shield</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armor None</p>

Heroes

0-1 Strategos

45gc to hire
Starting Experience: 22
Race: Human

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

SPECIAL RULES

Leader (6"), Graecian Ferocity, Mythic Glory, Divine Aura

0-2 Captain

35gc to hire
Starting Experience: 15
Race: Human

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

SPECIAL RULES

Graecian Ferocity, Mythic Glory, Stubborn

0-1 Oracle

30gc to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Priest (Prayers of Sigmar): Starts with 1 prayer, Oracle's Foresight

0-1 Starseer

30gc to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

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

0-3 Graecian Brave

25gc to hire
Starting Experience: 0
Race: Human

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

SPECIAL RULES

Graecian Ferocity, Mythic Glory

Henchmen

Peltast

25gc to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Phalanx

0-3 Psiloi

25gc to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

Stealth, Sprint

0-4 Toxotai

25gc to hire
Starting Experience: 6
Race: Human

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

SPECIAL RULES

Arcing Volley

0-3 Hoplite

40gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	3	3	3	1	8

SPECIAL RULES

Phalanx, Graecian Ferocity, Stubborn, Braced for Impact

0-3 War Dog

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

Version 1.2

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- Revamped and overhauled most of the warband.