

Graecia

an

Unofficial WyrdWars Warband

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Graecia v.1.1

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 on the critical hit chart with hand weapons (*to a maximum of 6*).
- Cannot voluntarily leave close combat.

Victor's Glory

If you win a scenario, warriors with this rule get +1 XP if they took one or more enemy heroes *out of action* (*in addition to normal XP gains*).

Stubborn

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

Warband Special Equipment

Graecian Shield 15g

Armor: 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+): 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+ ward save 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, can only use their Graecian Shield while engaged in close combat.

Oracle's Beads 5g

Special Equipment: +2 to any one prayercasting roll (*declare that you are using this item before rolling any dice*). One use only. Can only be carried by Priests.

Archaic Special Skills

Shield Slam

While this warrior is fighting with a shield (*including a Graecian shield*), all of his close combat attacks are Concussive (1). This ability stacks with any other concussive effects he may have.

Braced for Impact

Warrior gets +1 Strength during the turn in which it was successfully charged by an enemy warrior, unless this warrior was already engaged in combat.

Gods' Favor

Once per battle, this warrior may re-roll any failed spellcasting or prayercasting roll. Can only be taken by Wizards or Priests.

Impaling Strike

This warrior may re-roll the first natural 1 To Wound with attacks made with spears or javelins each turn.

Arcing Volley

Warrior suffers no -1 To Hit for shooting at enemies in cover and can shoot through allied warriors.

Aura of the Gods

Enemy Wizards suffer a -1 penalty to any spellcasting roll that targets this warrior.

Graecia Skill Table

	Combat	Shooting	Academic	Strength	Speed	Archaic
Strategos	V	V	V	V	V	V
Captain	V	(+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

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Bow
Javelin

Armour

Light Armour
Heavy Armour
Shield

Peltasts

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling
Javelin

Armour

Light Armour
Shield
Graecian Shield

Psiloi

Close Combat

Hand Weapon
Combat Whip
Fighting Claws

Shooting

Sling
Javelin
Net

Armour

None

Toxotes

Close Combat

Hand Weapon

Shooting

Bow
Long Bow
Javelin

Armour

Light Armour

Hoplites

Close Combat

Hand Weapon
Spear

Shooting

Javelin

Armour

Light Armour
Heavy Armour
Shield
Graecian Shield

Oracles and Starseers

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Heroes

0-1 Strategos

45gc to hire

Starting Experience: 18

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, Victor's Glory

0-2 Captain

40gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Graecian Ferocity, Victor's Glory, Stubborn

0-1 Oracle

25gc 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

Aura of the Gods, Priest (Prayers of Sigmar): Start with 1 spell

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): Start with 1 spell

0-3 Graecian Brave

20gc 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, Victor's 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

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Stealth

0-5 Toxotoi

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

45gc 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, Braced for Impact, Stubborn

0-3 Wardog

30gc to hire

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

SPECIAL RULES

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