

OLYMPIANS

VERSION 2.2

UPDATED 21/12/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

The Olympian list represents a range of mythic themes from ancient Greece and Rome including the adventures of heroes such as the Argonauts, of the journey and encounters of Odysseus, of stories of Theseus and tales of wild Amazons and Centaurs. Like the barbarian list it casts its theme widely and allows players to build a variety of forces derived from either pure myth or the tales of Homer and the heroes of the Trojan War. It also owes something to interpretations of those same sources in popular culture, in film and the pages of fiction.

The Greeks described in this list are humans that combine something of the appearance of warriors of the Classical period together with leaders and heroes of the legendary past. Warriors are described as Hoplites and Peltasts - heavy and light troops that have historical equivalents for which models are readily available. In the case of Hoplites these are armoured spear-armed fighters that fight best as a wall of shields bristling with spear points.

The Greeks of mythic times are represented by heroes - who can ride chariots in the style of Achilles and Agamemnon - powerful fighters who form the centrepiece of any warband of which they are a part. The warband's leader is a lord who can bear the favour of the gods in the form of the divine intervention rule - another nod to Homer whose heroes are aided - and sometimes hindered - by the actions of their divine patrons.

To the Greeks to be beloved of the gods was to enjoy their favour and what many might consider mere good fortune. It was only good sense to observe the rituals of sacrifice and show respect to the myriad deities of the world about them. None was more knowledgeable in such matters as the Seer, and we include this powerful wizard together with attendants and spirit Nymphs.

Although any members of your warband might be female should you wish, the Greeks themselves described the fierce and implacable Amazons: sometime allies or lovers and sometime bitter enemies of the Greek heroes. They have therefore been included as specific warriors as part of this list. Amazons are more lightly armoured than Hoplites and have a greater choice of weaponry, and their greatest skill lies in their expert archery. They also give us mounted troops whether bow-armed or otherwise. Any-

one who wishes to build an entire army of Amazons can do so by fielding the warband's leader, seers and heroes - and other troops - with female models in addition to the Amazon units described specifically as such.

The Olympians list also includes creatures of legend in the form of Centaurs and Harpies. The former are cavalry of a kind, swift and aggressive, with a choice of weaponry and armour. Harpies are faster still and if less potent in battle make up for any lack by their ability to fly. They can also be vengeful which makes them useful for polishing off weakened or exposed enemies.

ADDITIONAL NOTES

This updated version of the Olympians Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erewhon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

This list is inspired by the availability of models representing the creatures and warriors of Greek mythology, the Iliad and Odyssey, and historical models ranges covering the heroic age of Mycenae as well as the Classical period of Greek history. It is therefore very broadly constructed, and players who wish to do so can easily modify the list to represent a wholly Amazon force, for example.

Essential restrictions of choice are included to retain the army's character - but even these can be ignored, or new ones agreed, if players prefer. A large force of Centaurs would make an appealing warband, for example. Why not a force of Greek heroes in chariots - Achaeans against Trojan - with Achilles leading the Greek heroes against Hector and the warriors of Troy.

GREEK LORD

Warlord Warrior Unit

Points Value: 108

Special: You must include one of Greek Lord or Greek Lord in Chariot in your warband and one only.

Unit: Greek Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Greek Lord with sword, medium armour	5	5	5	5(7)	8	8	Tough, Command, Follow, 3x HtH, Wound
2 x Hoplite Bodyguard with sword, medium armour	5	5	5	5(7)	7	8	-

Options

- | | |
|---|--|
| <ul style="list-style-type: none"> •Give unit spears @Free per model •Give unit long spears @Free per model •Give unit Shieldwall rule @10pts •Upgrade Greek Lord to Tough 2 @10pts | <ul style="list-style-type: none"> •Upgrade Greek Lord to Wound 2 @14pts •Give unit Divine Intervention rule @10pts •Give unit Disciplined rule @10pts •Add up to 2 Hoplite Bodyguards @16pts each |
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GREEK LORD IN CHARIOT

Warlord Chariot Unit

Points Value: 160

Special: You must include one of Greek Lord or Greek Lord in Chariot in your warband and one only.

Unit: Greek Lord in Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Hero and crew, pulled by two horses	3	-	-	10	-	-	Large, Tough, Fast 8, Irresistible Charge
1 x Greek Lord with sword, [medium armour]	[5]	5	5	[5(7)]	8	8	[Tough,] Command, Follow, 3x HtH, [Wound]
1 x Greek crew with sword	-	5	5	-	-	-	-
2 x Horse	-	-	-	-	-	-	-

Options

- | | |
|--|--|
| <ul style="list-style-type: none"> •Give Greek Lord and crew spear @Free •Give Greek Lord and crew long spear @Free •Give Greek Lord and crew bow @2pts per model •Give chariot Scythes @25pts with D6 SV1 impact hits on charge | <ul style="list-style-type: none"> •Give unit Divine Intervention rule @10pts •Upgrade Greek Lord to [Tough 2] @10pts on foot only •Upgrade Greek Lord to [Wound 2] @14pts on foot only |
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GREEK SEER

Warrior Unit

Points Value: 57

Special: You can include a maximum of one Greek Seer in your warband.

Unit: Greek Seer	Ag	Acc	Str	Res	Init	Co	Special
1 x Greek Seer with sword	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Attendants with sword	5	5	5	5	7	7	-
0 x Nymphs	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- | | |
|---|---|
| <ul style="list-style-type: none"> •Upgrade Seer to Magic Level 2 @25pts •Upgrade Seer to Magic Level 3 @50pts •Upgrade Seer to Tough 2 @10pts | <ul style="list-style-type: none"> •Give unit Divine Intervention rule @10pts •Add up to 4 Attendants @10pts each OR Add up to 4 Nymphs @18pts each |
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GREEK HERO

Warrior Unit

Points Value: 85

Special: You can include a maximum of one Greek Hero in your warband, either a Greek Hero or Greek Hero Charioteer

Unit: Greek Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Greek Hero with sword, medium armour	5	5	6	6(8)	9	9	Tough 2, Hero, 3x HtH, Wound

Options

- Give Hero spear @Free
- Give Hero long spear @Free
- Give Hero bow @2pts
- Give unit Disciplined rule @10pts
- Give Hero Divine Intervention rule @10pts
- Upgrade Hero to Tough 3 @10pts
- Upgrade Hero to Wound 2 @16pts
- Upgrade Hero to Wound 3 @32pts

GREEK HERO CHARIOTEER

Chariot Unit

Points Value: 160

Special: You can include a maximum of one Greek Hero in your warband, either a Greek Hero or Greek Hero Charioteer

Unit: Greek Hero Charioteer	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Hero and crew, pulled by two horses	3	-	-	10	-	-	Large, Tough 2, Fast 8, Irresistible Charge
1 x Greek Hero with sword, [medium armour]	[5]	5	6	[6(8)]	9	9	[Tough 2,] Hero, 3x HtH, [Wound]
1 x Greek crew with sword	-	5	5	-	-	-	-
2 x Horse	-	-	-	-	-	-	-

Options

- Give Hero and crew spear @Free
- Give Hero and crew long spear @Free
- Give Hero and crew bow @2pts per model
- Give Hero Divine Intervention rule @10pts
- Give unit Disciplined rule @10pts
- Upgrade Hero to [Tough 3] @10pts on foot only
- Upgrade Hero to [Wound 2] @16pts on foot only
- Upgrade Hero to [Wound 3] @32pts on foot only
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

HOPLITE GUARD

Warrior Unit

Points Value: 102

Special: You can include a maximum of one unit of Hoplite Guard in your warband.

Unit: Hoplite Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Hoplite Leader with spear, medium armour	5	5	5	5(7)	7	8	Tough, Shieldwall, Disciplined
4 x Hoplite with spear, medium armour	5	5	5	5(7)	7	7	Shieldwall, Disciplined

Options

- Give unit long spears @Free per model
- Add up to 5 Hoplite Guard @16pts each
- Give unit Divine Intervention rule @10pts

HOPLITES

Warrior Unit

Points Value: 92

Unit: Hoplite Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Hoplite Leader with long spear, medium armour	5	5	5	5(7)	7	8	Tough, Shieldwall
4 x Hoplite with long spear, medium armour	5	5	5	5(7)	7	7	Shieldwall

Options

- Give unit Divine Intervention rule @10pts
- Add up to 5 Hoplites @16pts each

PELTASTS

Warrior Unit

Points Value: 67

Unit: Peltasts	Ag	Acc	Str	Res	Init	Co	Special
1 x Peltast Leader with dagger, javelin	5	5	5	5	7	8	Tough
4 x Peltast with dagger, javelin	5	5	5	5	7	7	-

Options

- Give unit bows @Free per model
- Give unit swords @1pt per model
- Give unit slings @1pts per model
- Add up to 5 Peltasts @11pts each
- Give unit light armour @2pts per model increasing Res to 5(6)

AMAZON WARRIOR

Warrior Unit

Points Value: 77

Unit: Amazon Warrior	Ag	Acc	Str	Res	Init	Co	Special
1 x Amazon Leader with sword, light armour	5	6	5	5(6)	7	8	Tough
4 x Amazon with sword, light armour	5	6	5	5(6)	7	7	-

Options

- Give unit spears @Free per model
- Give unit medium armour @2pts per model increasing Res to 5(7)
- Give unit long spears @Free per model
- Add up to 5 Amazon Warriors @13pts each

AMAZON ARCHERS

Warrior Unit

Points Value: 72

Unit: Amazon Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Amazon Archer Leader with dagger, bow	5	6	5	5	7	8	Tough
4 x Amazon Archer with dagger, bow	5	6	5	5	7	7	-

Options

- Give unit swords @1pt per model
- Give unit slings (instead of bows) @1pt per model
- Give unit Dead Eye Shot rule @10pts
- Give unit light armour @2pts per model increasing Res to 5(6)
- Add up to 5 Amazon Archers @12pts each

AMAZON CAVALRY

Mounted Unit

Points Value: 75

Unit: Amazon Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Amazon Leader with sword, light armour	5	6	5	6(7)	7	8	Tough, Fast 8
2 x Amazon Cavalry with sword, light armour	5	6	5	6(7)	7	7	Fast 8

Options

- Give unit spears @Free per model
- Give unit bows @2pts per model
- Give unit Dead Eye Shot rule @10pts
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 2 Amazon Cavalry @21pts each

CENTAURS

Monster Unit

Points Value: 108

Special: You can include a maximum of one unit of Centaurs in your warband.

Unit: Centaurs	Ag	Acc	Str	Res	Init	Co	Special
1 x Centaur Champion with club	7	6	6	6	8	8	Tough, Large, Fast 8, 2x HtH
2 x Centaur with club	7	6	6	6	8	7	Large, Fast 8, 2x HtH

Options

- Give unit swords and/or axes @2pts per model
- Give unit spears @2pts per model
- Give unit lances @3pts per model
- Give unit bows @2pts per model
- Give unit Dead Eye Shot @10pts
- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit medium armour @4pts per model increasing Res to 6(8)
- Add up to 2 Centaurs to unit @32pts each

HARPIES

Beast Unit

Points Value: 150

Special: You can include a maximum of one unit of Harpies in your warband.

Unit: Harpies	Ag	Acc	Str	Res	Init	Co	Special
3 x Harpies with rocks	10	5	5	5	9	9	Flies, Fast 10, 2x HtH SV1, 1x Drop SV1

Options

- Give unit Dead Eye Shot rule @10pts
- Give unit Vengeful rule @1pt per model
- Add up to 2 Harpies @50pts each

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Sling	0-10"	10-20"	-	0	2x Ranged attacks on fire order
Javelin	0-10"	-	-	1	
Rocks	0-10"	-	-	1	Can also be used hand-to-hand
Club	Hand-to-Hand Combat			0	
Dagger	Hand-to-Hand Combat			1	
Sword	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Long Spear	Hand-to-Hand Combat			1	Cancels charge bonus
Rocks	Hand-to-Hand Combat			0	Can also be thrown as ranged weapon
Lance	Hand-to-Hand Combat			1/3	SV3 on charge

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead-Eye Shot. Can re-roll one miss.

Disciplined. Lose all pins when pass a Rally test.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. Maximum of one attempt in any turn

Fast/Slow. Move at the basic rate indicated.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly, or if flyers are down.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only).

Shieldwall. In shieldwall formation cannot sprint and suffer -1 Ag and Init. -1 to hit ranged and hand-to-hand. Must form at start of move.

Spirit. Can be sacrificed in exchange for re-roll. Destroyed if wizard slain.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Vengeful. Must follow-on combat, double attacks in follow-on combats.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.