



**AEGEAN**

**WARFARE**



Warfare is a surging, chaotic situation, and both sides will field disparate forces. Exactly what enemy units the heroes face is in the lap of the gods, but their Nike score, tracked throughout the battle, will impact how hard and how bloody the conflict is likely to be. These rules expand on the PC options during the battle and should be used alongside the rules presented in the **AEGEAN** Core book.

AC: Warfare, 143

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Each Battle is split into three Clashes, representing hours of fighting interspersed with lulls as the generals seek victory. Each Clash begins with a Battle Roll to see what forces the heroes face, followed by a Fortune roll to see what other conditions are present. Opposed Military (Vigour) rolls should be made after every Clash and unit damage calculated. The GM or player commanding an army can *invoke the Fates* on a roll to increase the Nike score. They can also spend a point of Nike to add +1D to the Military roll. All of the available Nike can be spent in this way. If any of the heroes are in command of their army they can decide to retreat or continue after each Clash. At the start of the Clash, any heroes involved gain Risk equal to the Military characteristic of the opposing force.

**NIKE**

The heroes' Nike score is a measure of the success throughout the battle. The higher their score the more likely their victory. The starting Nike value depends on the relative strengths and morale of the opposing forces, as well as the circumstances of the conflict.

SITUATION	NIKE SCORE
Superior forces	+1
Favourable omens	+1
Advantageous position	+1
Ambush	+2
Vastly outnumber	+2

The same Nike adjustments can be used as penalties if, for example, the heroes' forces are outnumbered.

After each Clash the heroes participate in, add +1 to their Nike score. The more Clashes the heroes participate in, the better chance they have of claiming victory in the battle.

**AUGURY**

Before each Clash, the heroes may attempt to appease the Gods and gain valuable insight into the currents of battle. One hero can make an Insight (Lore: Augury) roll and, if successful, gains +1 to their next Fortune test per success.



WARFARE

RESTING

AC: Recovery, 147 |

After each of the first two Clashes, the heroes have a short opportunity to treat wounds, craft simple potions, or repair or replace broken equipment. Each hero can make a Recovery roll to reduce Risk and one other skill check, such as Medicine or Craft. Instead of resting, heroes may use this time to scavenge for fallen enemy gear and loot. A successful Cunning (Awareness) roll recovers loot with a value of 1 Drakhmae per success.

WITHDRAWING

After each Clash, the heroes may choose to withdraw, either to gain the benefits of another resting period, or to leave the Battle altogether. For each Clash the heroes do not fight in, they lose 1 Nike.

OUTCOME

After three Clashes are completed it is time to determine the victor. If one side surrendered after a Clash their opponents claim a decisive victory, no matter the Nike score, otherwise the final Nike score is used to determine who won.

NIKE	OUTCOME
< 0	Crushing Defeat
0-3	Marginal Defeat
4-5	Stalemate
6-9	Inconclusive Victory
10+	Decisive Victory

**Crushing Defeat:** The heroes are defeated in battle and will lose appropriate wealth or other resources, depending on the situation. Roll a D10 for any unit at zero Health. On an 8+ all of its soldiers were kill and the unit is destroyed. Any benefits it provided are lost.

**Marginal Defeat:** The heroes are defeated but it was close, it may go the other way if they fought again. The heroes and their polis lose some wealth or other resources.

**Stalemate:** There are gains and losses on both sides but at the end of the battle, no clear victor. The heroes and their polis gain nothing.

**Inconclusive Victory:** The heroes defeat their opponents, but the victory is marginal. If the battle were fought again it might go the other way, depending on the whim of the gods. The heroes gain some of the rewards available from the battle.

**Decisive Victory:** The heroes defeat their opponents and there is no doubt they would do the same if they faced them again. All possible rewards are available, the dead are looted and prisoners ransomed.

## CLASH EVENTS

For each Clash the heroes choose to participate in, roll 2D10 and add their Nike score to find out what they will be facing. The chart shows a deliberate difficulty curve, with the easiest results being in the middle. This is because the leaders are only likely to be encountered towards the end of the battle when victory is close. The GM should determine the types of troops the heroes will encounter in each category, depending on the nature of the enemy army. Small groups should contain a Minion group of 2-4 per PC while a large group would contain 4-6 troops. A Minion group can be replaced with a leader for some variety. Some suggestions for troop types are provided.

**Less than 10: Swamped:** Things are going badly and you are facing multiple waves of enemies at once. Make two Battle Rolls with no modifier—you must fight both encounters one after the other without a break in order to win this Clash.

**10+: Skirmish Forces:** You are engaging the skirmish units around the flanks of the enemy army.

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Skirmish forces include archers, bandits, slingers, or a small group of peltasts. They could have a Bandit Leader or Peltast Captain as a leader. A pair of chariots with archers or slingers in one and a leader in another could also be used.

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**15+ Main Forces:** You are facing the troops that compose the main body of the enemy army.

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Main forces include peltasts or a small group of hoplitis but could also include larger groups of skirmish forces. If the enemy has cavalry this can be represented by amazons. They could have a Peltast Captain, Amazon Champion, or a Hoplitis Captain as a leader.

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**20+: Elite Forces:** You are facing the best soldiers the enemy has. A group defeating elite forces gains +1 Nike score.

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Elite forces could include larger groups of hoplitis, or even two Hoplitis Captains per PC. For cavalry units use a large group of amazons or two Amazon Champions per PC.

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**25+: Commander:** You are facing the enemy commander, along with their personal retinue of bodyguards. Although this will be a tough fight, it will be glorious and have a dramatic impact on the opposing forces. If the commander has already been dealt with then this result can't be rolled again. Defeating the commander grants +3 Nike and +1 Glory to each character who participates.

## FORTUNE ROLLS

Roll 1D10 and consult the following table to determine what twists and turns of Fate affect this Clash.

ROLL	RESULT
1	Roll once on the Maledictions and once on the Complications tables
2	Roll once on the Maledictions table
3	Roll once on the Maledictions and once on the Opportunities tables
4	Roll once on the Complications table
5-6	Roll once on the Complications and once on the Opportunities tables
7	Roll once on the Opportunities table
8	Roll once on the Boons and once on the Complications tables
9	Roll once on the Boons table
10	Roll once on the Boons and once on the Opportunities tables

## COMPLICATIONS

Things that make the situation more challenging for both sides.

ROLL	RESULT	OUTCOME
1-2	Bottleneck	This Clash rests on control of a narrow passage, wide enough for only a small number of warriors at a time. There is enough room for two warriors to fight side by side at the front line (although ranged weapons and long spears will be able to strike over the front line.)
3-4	Earthquake!	Perhaps the Gods themselves are also angered! The earth shudders and heaves beneath the warriors' feet. At the end of each round both sides may nominate one opposing character to move one range band and fall prone. The earthquakes can be stopped by a character spending an Action to make a Difficulty 3 Cool (Lore) roll to appease the gods.
5-6	Smoke	Fire is no stranger on the battlefield, and a cloud of smoke has drifted across your part of the battle. This reduces visibility to Short range and causes choking. At the start of the combat, all characters present must make a Difficulty 2 Might or Cool (Vigour) skill check. Any who fail are suffer a -1D penalty for the duration of this Clash. A successful Difficulty 2 Insight (Medicine) skill check can remove this penalty.
7-8	Thunderstorm!	Lightning flashes and thunder crashes across the heavens. Clearly the Gods are angered, and this display leaves frail mortals fearful and confused. All characters treat their Cool as 1 lower (to a minimum of 1) for this Clash.
9-10	Torrential Rain	The heavens weep and lashing rain batters the soldiers, turning the ground to thick mud. All characters treat their Reflexes as 1 lower (to a minimum of 1) for this Clash.

## MALEDICTIONS

These are disadvantages that the heroes will have to endure.

ROLL	RESULT	OUTCOME
1-2	Flanked!	The enemy has achieved an advantageous position, and can press their attack from multiple directions, making it harder for the heroes to respond. At the end of each round, one enemy may move one range band of their choice.
3-4	Divine Intervention (Hostile)	A deity has decided to intervene to assist the enemy forces. The GM should choose one deity to intervene. Choose one skill sacred to that deity—all opponents gain +1D on rolls for that skill for the duration of this Clash. The heroes can choose to negate this bonus, but only if they all accept 1 Hubris each.
5-6	Enemy Reinforcements	The enemies have more soldiers waiting to crowd in. At the end of each round <i>invoke the Fates</i> to have another enemy join the fray unless all other enemies are dead.
7-8	Routing Allies	A nearby unit is beginning to be routed, and if it does, then the heroes will become surrounded. Each round one hero may make a Cool or Might (Diplomacy: Command) skill check. Each success they achieve will stop the unit routing for one round. If the unit is routed, make a second Battle Roll and add that unit to the enemy side.
9-10	Siege Weapon Fire	Enemy forces are directing siege-weapon fire at the heroes. At the end of each round a random hero must make a Difficulty 5 Reflexes (Athletics) skill check or gain 6 Risk.

## BOONS

These are events that make the heroes' lives easier

ROLL	RESULT	OUTCOME
1-2	Allied Reinforcements	Nearby allies send reinforcements to help the heroes. At the end of each round the PCs gain control of an appropriate skirmish troop. These last until the end of this Clash.
3-4	Divine Intervention (Benevolent)	A deity has decided to assist your forces. The GM should choose one deity to intervene. Choose one skill sacred to that deity—all heroes gain +1D on rolls for that skill for this Clash.
5-6	Flanking Manoeuvre	Your side has an advantageous position, and can press their attack from multiple directions, making it harder for your enemies to respond. At the end of each round, you may move one enemy one range band of your choice.
7-8	Support Fire	Friendly forces are directing siege-weapon fire onto your enemies. At the end of each round one hero may <i>invoke the Fates</i> to force a random enemy to make a Difficulty 5 Reflexes (Athletics) skill check or gain 6 Risk.
9-10	Wavering Enemies	These forces don't want to face the heroes and it won't take much to make them break and flee. If the heroes dispatch the leader, then one of troop will flee at the end of every round.

## OPPORTUNITIES

These are situations which offer the heroes a potential advantage—if they choose to seize it!

ROLL	RESULT	OUTCOME
1-2	Champion Challenge	A notable champion of the enemy calls for worthy challengers. Any hero that agrees to a one-on-one battle with them will not be attacked by any other enemies until the matter is concluded. Fighting the challenge honourably is worth 1 Glory. Winning gives +1 to your next Battle Roll, while losing gives -1.
3-4	Enemy General	A high-ranking enemy commander is visible behind the line you are opposing. If you manage to defeat this encounter, you may choose Enemy Commander as your next Clash.
5-6	Fallen Ally	An allied leader or champion is being captured by the enemy. The GM assigns one enemy as the captor and moves them one range band away each turn. If they escape, the ally is lost (-1 Nike), but if the heroes can rescue them they will gain great acclaim (+1 Glory, +1 reputation with one polis on their side.)
7-8	Fallen Foe	An enemy leader or champion lies helpless; either unconscious, pinned or too wounded to move. Killing them will cause a great loss of confidence in enemy forces, but is hardly brave or glorious (+1 Nike score, +1 Hubris.) Taking them prisoner gives +1 Glory and +1 to your next Battle Roll. Returning them to their own ranks unharmed gives +2 Glory.
9-10	Religious Challenge	Opposing priests are offering sacrifices to the gods. Each round one character can use their Action to assist by making a Difficulty 2 Insight (Lore) roll. They can remove an amount of Risk equal to the amount they won by. If they fail, the enemy gets to remove an amount of Risk equal to the number of successes they failed to get.