

Thracians

Essentially what I did with the Thracian was give them a close to regular human stat line. Where they are different is that they can take a Rhompahia. My thought with the Thracians is that they would be an add-on force to another Greek warband. However right at the moment the Thracians are the one Greek force that we have developed enough to be a stand-alone unit.

Unit Name	Mv	Wnds	NoAtt	Att	Def	Mis	Arc	Disc	Cost
Thracian Hero	6	3	2	6	6	6	6	8	64
Thracian Champion	6	2	1	5	5	5	6	7	32
Thracian	6	1	1	4	4	4	6	6	14
Thracians get access to the Rhompahia; Rhompahia is a devastating weapon only used by Thracians. Essentially this is a hand weapon with a DM of 2 and Costs 4 points									

Thracian Chariot Hunter

Unit Name	Mv	Wnds	NoAtt	Att	Def	Mis	Arc	Disc	Cost
Thracian Chariot Hunter	6	3	2	6	6	6	6	8	100
The Chariot hunter has the following equipment included with his cost: Rhompahia, Light Armor, Large Shield, and Javelins									

Special Rules:

Chariot Hunter: Every unsaved wound from ranged and close combat attacks inflicts 2 wounds on Chariot.

Master of the Javelin: no penalty for fire of opportunity.

Uncommon Agility: Takes an unmodified save of 5 for all ranged attack and 4 for melee attacks.

Loner: The chariot hunter can not join any units or be a passenger on a chariot.

Thracian Special Rules

Light infantry: Thracians are by nature nomads and lack the resources that Olympus city-states have. The typical Thracian will have armor consisting of hides and Shields. Regular Line Thracians can only have light armor. In a campaign setting Thracians can upgrade their armor from pieces scavenged from the field at the end of the battle. At the end of a battle that the Thracians control the field they may attempt to scavenge from the dead and wounded. One a dice roll of 1-8 they find nothing on a roll of 9 they find enough armor to upgrade all members of their unit by 1 armor point on a roll of 10 it is two armor points.

Raiders: A Thracian champion or hero can take 2-4 similarly armed Thracians and form a special raiding unit. These small units are called Raiding Parties. Raiding Parties are organized with 'gaps' just like Skirmish Formation. They follow the movement rules of characters (i.e. able to Fast Advance, able to turn quickly) but they do not have the Evade ability or Missile Fire penalty.

Each Raiding Party is considered a separate and autonomous unit. The Champion or Hero may not detach from the raiding party. Also, each Raiding Party counts against the Harbinger's Command Value.