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VIRES ET HONOS (STRENGTH & HONOR)

Trebia, 218 BC: In the foothills of the Alps, near the banks of the River Trebia, the army of consul Tiberius Sempronius Longus stamped their feet against the biting winter cold. Scouts reported the army of the Carthaginian general, Hannibal, had somehow crossed the Alps and was advancing into Italia. Sempronius blocked the only route south. Now the two armies stood face to face, separated only by the cold waters of the Trebia.

Sempronius ordered his first line to advance across the river, supported on the flanks by cavalry and Gallic *auxilia*. As the army reached the halfway point of the river, the waters bubbled and writhed. Strange shapes formed in the swirling depths, pulling at the heavily-armored legionaries and drowning them in the turgid Trebia...

Mare Nostrum, 72 *BC:* The men gasped for breath as word spread to cease rowing. On the deck, the legionaries waited, staring into the swirling sea mist. Gaius Julius Caesar, a young and promising leader, had raised the fleet to enact revenge on the Cilician pirates who had captured him years earlier.

Waves lapped gently against the creaking hulls of the galleys as the lookouts strained eyes and ears for signs of the Cilician fleet. A cry from a lookout echoed strangely through the mist, and all eyes turned to where he pointed. Breaking through the fog bank were a dozen galleys, their sails tattered and boards worm-eaten. Flags fluttered from their masts. They were Carthaginian flags, but the last Carthaginian fleet had been sunk over a century earlier...

Teutoburg Forest, 9 AD: The men of Legio XVII, Legio XVIII, and Legio XIX dragged their weary feet through the black, marshy ground of the Teutoburg Forest. The army marched through unknown territory, vainly searching for signs of a local uprising their commander had sworn to crush. The terrain made marching difficult, and the legions were extended over a dozen miles in a dangerously thin line.

The attack came without warning, a wall of Germanic warriors surging from the forest amid war cries and a rain of javelins. Those legionaries who did not fall panicked, running off the narrow path into the marsh where hard, blackened hands reached up from the murky waters to clutch at their sandal-clad feet...

Dacia, 105 AD: The moon was high in the night sky before the legion ended its march through the mountains. Emperor Marcus Ulpius Nerva Traianus, known to his men as Trajan, ordered the camp constructed. Concealed in the mists lay the legion's ultimate goal, the rich gold mines of Dacia. Sentries were posted as the tired soldiers set to work hammering their long stakes into the hard, stony soil. The thump of hammers echoed like thunder through the mountains, but it did not conceal the screams.

Elements of the IV Century of the II Cohort rushed toward the cries. Lying on the ground were the sentries, their faces ashen and contorted in a rictus of terror. The faint scrape of steel on wood drifted through the night as the legionaries drew their *gladii*. Crashing through the darkness came men who were not men, their sharp fangs and red eyes glimmering in the moonlight...

Germania, 180 AD: Legio IX Hispania stood silently, staring across the mist-shrouded muddy plain toward the dark, brooding forest beyond. The sun was almost on the horizon, the full

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CHAPTER I: STRENGTH ET HONOR

moon already high overhead. Centurions walked through the ranks, encouraging their men to fight well and stand firm. Behind the lines came the steady creak of ropes and pulleys and the hiss of flame—the *onagri* were being loaded with incendiary pitch.

As if on cue, Germanic warriors appeared at the edge of the forest. Swords clashed on shields and a fierce war cry echoed across the plain, unnerving even the hardiest veterans. Horns sounded, and as one the legion marched forward, shields raised, *gladii* held point forward. As the legion neared, the German line parted and bounding across the plain came a wall of snarling teeth and midnight fur...

WELCOME TO THE LEGION!

Far away in the marbled city of Rome, the Senate or Emperor has decided to bring order and civilization to the barbaric tribes that surround them. The legions are dispatched.

Rome needs soldiers, brave and loyal men willing to march into the dark forests, burning deserts, and towering mountains of the barbarian world, where horrors beyond description lurk.

Weird Wars Rome is a military horror setting for Pinnacle's *Savage Worlds* roleplaying game. In this book you'll find everything you need to create exciting roleplaying adventures during the Republic and Imperial ages of Rome.

This game looks at the Roman army over a span of almost 500 years. Depending on what era you play, the heroes can fight against Hannibal and his elephants, battle the savage Gauls alongside Julius Caesar, fight the blood-crazed druids of Briton, or gain victory over the wild Germanic tribes. They'll learn the dark secrets of bizarre pagan rituals and might even become part of the super-secret brotherhood created to combat them.

Game Masters (or War Masters as they're called in *Weird Wars*) will find a complete mission generator, campaign overviews, and two Plot Point Campaigns. From small unit actions to massive battles involving multiple legions, *Weird Wars Rome* covers all aspects of military adventure in this turbulent and bloody era.

You don't need to be a history professor to play the game. Inside is a quick rundown of the history of Rome to get you up to speed and descriptions of campaign eras in which to set your adventures. Use these to research your specific operations and your heroes can be on the march.

You might even rent a few movies or television series before starting the campaign to immerse everyone in the period. HBO's *Rome* is particularly good, as are *Spartacus* and *Gladiator*.

Hollywood also made several epics in the 1950s dedicated to Rome, such as *The Fall of the Roman Empire, Quo Vadis,* and *Cleopatra.* Most aren't entirely historically accurate, but they'll greatly help players who aren't acquainted with the period at all get at least a basic feel for the customs, costumes, and bloody barbarity of the ancient world.

There are thousands of books on the subject, of course, but one of our favorite series is by Stephen Dando-Collins who tracks the history, battles, and campaigns of specific legions, beginning with Caesar's own *Legio* X.



CREATIO MILITIS (THE MAKING OF A SOLDIER)

The symbol of Roman might was not the Senate or the Emperor, nor even the roads, aqueducts, or coliseum. It was the legionary; a disciplined, trained, and professional soldier equipped with excellent arms and armor.

By default, characters in *Weird Wars Rome* are members of a Roman legion. The War Master must make some adjustments if his campaign is centered around other groups—such as gladiators, rebellious slaves, or even "barbarian" tribes.

After Marius' reforms in 107 BC, soldiers enlisted for a period of 16 years. Under the Emperors, they could serve for 16 years or opt to extend their tour to 25 years. Recruits had to be male, Italian or Roman citizens (including those from Roman provinces), at least 17 years old, of a minimum height and build, and could not be convicts, slaves, or foreigners (though the latter could join the auxilia).

Assuming they passed these basic requirements, the recruits swore an oath of allegiance to their unit and were sent to a training camp where the Roman military way of life was (literally) beaten into them.

Roman soldiers trained constantly, both in drill formations and weapons practice (using wooden swords and throwing pila against dummies), turning them from rabble into an organized and disciplined fighting machine. Garrisoned legions drilled constantly and performed frequent patrols, both to keep the men fit and to remind the locals that the watchful eye of the Senate or Emperor was ever-present.

Soldiers received a small cash sum and parcel of land on completion of a full tour, the exact value depending on the duration of their term of service.

This reward served two main purposes for Rome. First, it greatly increased the number of small landowners, and thus enabled more crops to be grown to feed the growing population of the city. Second, it meant that these retired soldiers, whose lands were often in the distant provinces, could protect their estates and be remobilized if the area was invaded.

STRUCTURE OF A LEGION

The core of each legion was made up of full-time, highly disciplined, professional soldiers. Rome had a varying number of legions over the years, ranging from four to as many as 60. Numbers in parentheses are the typical number of legionaries within the individual formations during the late Republic and early Imperial eras (see the sidebar on page 8 for the early Republic).

In general, 10 contubernii make up a century, six centuries make up a cohort, and ten cohorts make up a legion.

- **Contubernium (8):** The smallest group within the legion was the "tent group," made up of eight soldiers. The name comes from the fact that each contubernium shared a single tent when on the march. Each unit also shared a millstone and cooking pot, carried by a mule assigned to the unit.
- **Century (80):** Despite the name, a century was usually formed of 80 actual soldiers and 20 noncombatant cooks and other servants. Led by a centurio (centurions), it was broken down into 8–10 contuberniums. Each century had a

signum, a standard which served as a rallying point and carried their battle honors.

- **Cohort (480):** Six centuries made a cohort, the largest formation within a legion. Each cohort was led by a *pilus prior*, a senior centurio. The first cohort is double strength (800–960 men depending on period), made up of six 160-man centuries.
- Legion (5280–6000): Ten cohorts made a legion. Each legion had a single standard, the *aquila*. This carried the legion's battle honors and was highly revered. Loss of the aquila could lead to the legion being disgraced and disbanded.

AUXILIARY TROOPS

As well as legionaries, each legion was supported by auxilia, comprising foreign soldiers and specialist troops. A typical legion was supported by auxilia equal in number to the legionaries.

Among the auxilia were Balearic slingers, Cretan, Nabatean, and Syrian archers, and Gallic, Germanic, and Numidian cavalry, as well as velites, skirmishers wearing little armor and armed with javelins. These were usually placed into cohorts of 500 or 1,000 men and commanded by a Roman officer.

Specialist troops included engineers, medics, priests, and speculatores. They were organized into smaller groups, from a single man or contubernium up to about a century.

Every legion also had an extensive mule train, with each contubernium having its own mule, on which was loaded the unit's tent, mill stone, cooking pot, and extra rations.

Artillery: A typical legion had one *onager* per cohort (six per legion) and one *scorpio* per century (60 per legion). These were carried on carts drawn by mules. Each artillery piece was manned by artillerists, and had a compliment of carpenters to enact repairs or construct new siege engines.

MILITARY RANKS

Like any army, the legions needed a command structure. The following were the common military ranks used within the legions. Numbers in parentheses after the title indicate how many served in a typical legion. As with ranks, we've adopted the standard early Imperial model.

- Miles Gregarius: Literally meaning "common soldier," this is the term for a legionary without any rank.
- **Decanus (480):** The lowest rank within the legions is the decanus, who led a contubernium. In a cavalry *ala*, a *decurio* commands 30 men

turma). This is the highest rank characters can begin the game.

- **Tesserarius (60):** Each century had a *tesserarius*, who served as a sergeant of the watch and assistant to the century's *optio*, taking his place if the optio fell in battle or was sick. They are third in command of a century.
- Optio (60): Second in command to a centurio, and thus the second highest officer within a century. As well as filling the centurio's sandals should he be incapable of command, they also relieved him of many mundane duties, such as training and administration.
- Centurio (45): Each century of a legion is commanded by a centurio, though select individuals held special titles (see below). Like modern day sergeants, they were the backbone of the army, handling the day-to-day running of the legion as well as commanding men in the field. Many were appointed through the ranks, meaning they were excellent soldiers who already had the loyalty of their men, but some were appointed to the post by a higher power, which did not always sit well with the men they commanded.

- **Primus Ordino (5):** The five centurios in charge of the second to sixth centuries of the first cohort held the title *primi ordines*.
- **Pilus Prior (9):** The centurio of the first century within each cohort was the *pilus prior*.
- **Primus Pilum (1):** The "First Spear" (more correctly, "first file") was the senior centurio of the legion, and the highest rank an enlisted man could achieve. He commanded the first cohort and was fourth in command of the legion.
- **Tribunus (5):** Tribunes served as adjutants to the *legatus*. In most cases they were staff officers, handling the running of the camp under the camp prefect, but some were given command of a cohort in battle. This is the rank given to those characters who choose the Rank (Officer) Edge during character generation.
- **Praefectus Castrorum (1):** Translated as "camp prefect," this post was usually held by a long-

REPUBLICAN STRUCTURE

Republic legions used a very simple organizational structure, but one which also lacked much flexibility.

The legion was broken down into three types of troops, the *hastati*, *principes*, and *triarii*. The *hastati* and *principes* were organized into ten maniples of 120 men, divided then into two centuries of 60 men apiece. The *triarii*, who were all veteran soldiers, were organized into ten maniples of just 60 men.

When organized in battle formation, the right hand century of a maniple was considered the superior, and their *centurio* held higher rank than his left hand equivalent, whom he appointed. The legion lined up with the *hastati* first, then the *principes*, and finally the *triarii* at the rear. To the flanks of the legion would be placed *auxilia*, and beyond them cavalry.

A standard Republican legion has 1200 hastati and principes, 600 triarii, plus 1200 auxilia and 300 cavalry.

Cavalry formations consisted of 10 *turma* (squadrons, plural *turnae*) of 30 men each. These were lead by *decurions*.

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serving career soldier, often a *primus pilum* who had served his time and had been promoted as reward. He was typically in charge of training or given tactical command, and was third in command of the legion itself.

- **Tribunus Laticlavius (1):** Senior tribune, and second in command of the legion. Literally, it means "Broad Band Tribune," due to the striped tunic typically worn by these men.
- Legatus Legionis (1): The highest rank within the legion and one appointed by the Emperor or Senate (depending on the era). Not all had military experience, so the camp prefect was often the true military commander. Many legati were provincial governors or consuls, commanding a single legion raised to protect that province.
- Legatus Augusti pro Praetore: An "Imperial Legate" appointed by the Senate or Emperor in charge of multiple legions. He was usually the governor of the legions' province as well.
- OTHER RANKS

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- **Signifer:** Standard bearer for a century. His rank put him slightly above that of a legionary, but he had little command authority.
- Aquilifer: Despite carrying the legion's standard, he ranked only slightly higher than a signifer (though he earned more).
- **Praefectus:** Commanded an auxilia ala or cohort. He held a rank similar in authority to that of a tribunus and was always a Roman. In a game where all the characters are auxilia, a character with Rank (Military Tribune) receives this rank.

NAVAL RANKS

The Roman navy used far fewer ranks than the legions.

- Miles Classicus: A common marine.
- Centurio Classicus: A centurio in command of a marine century.
- Navarchus: The captain of single warship.
- **Praefectus Classis:** The Roman equivalent of an admiral, this officer commanded a fleet.

MILITARY JUSTICE

Justice in the legions was harsh, ruthless, and dispensed for the most minor infractions. Below are a number of typical punishments.

Kind-hearted War Masters may wish to spare characters the worst of these punishments. After all, no one likes to see their character executed because a die roll in a Mass Battle says his unit routs. In practice, various commanders tended to find alternative punishments when they could. Let the character plead his case before his commander in such cases, perhaps using the Social Conflict rules in a small military tribunal or hearing if it feels appropriate.

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Even if the heroes don't suffer such punishments themselves, they should definitely witness them—or perhaps be required to enforce them.

The punishments below inflict physical or spiritual pain on the individual.

- **Beating:** Disobedience, failure to maintain kit in proper order, or causing trouble was punished by beatings or floggings. This inflicts Fatigue from Bumps and Bruises for 20 lashes and Exhaustion for up to 60 (see **Hazards** in *Savage Worlds*). Additional thrashing requires a Vigor roll every 20 lashes or the Legionary is Incapacitated and suffers a wound.
- Extra Duties: Offenders performed extra work tasks, such as pulling a double watch, or grave or latrine digging. A legionary punished with extra duties must make a Vigor roll or suffer Fatigue that cannot lead to Incapacitation. He automatically recovers one step after eight hours of rest.
- **Pecunaria Multa:** This is a reduction in pay or privileges. The character loses 1d4 Spoils each time the punishment is enacted (see page 31).
- Decimation: Although modern usage usually means "massacred" or "completely destroyed," the original term referred to the practice of executing one in ten men from a unit which failed in its duty, mutinied, or deserted. Those chosen were beaten to death in front of their shamed comrades, who were then forced to either live outside the protection of the camp for a defined period or renew their military vows of loyalty. One man in the unit's contubernium, determined randomly, is singled out and brutally executed by pummeling with cudgels or clubs.
- Fustuarium: Unlike decimation, which affects an entire unit, this punishment was reserved for individuals who deserted, fell asleep at their post, or otherwise risked the lives of other legionaries with their neglect. The unfortunate individual was hauled before the legion and beaten to death with cudgels by his fellow soldiers.
- **Reduced Rations:** Minor infractions of military law could be punished with reduced rations. See the rules for Hunger in *Savage Worlds*.

MILITARY LIFE

As with most armies through the ages, life in the legions consisted of long periods of boring garrison duty punctuated by short intervals of frantic and bloody chaos.

Garrison life may have been dull, but it was far from a relaxed life. Soldiers were kept busy with drill and weapons practice, foraging, latrine (and grave) digging, all day marches, guard duties, and frequent patrols, not to mention watch duty and mundane chores like doing the laundry and polishing their kit.



At a permanent *castrum* (camp), the legionaries had access to a bath house, possibly a temple or shrine at which they could observe religious practices, and possibly even an amphitheater, in which they could watch plays or gladiatorial bouts. These were usually located outside but close to the camp.

Such castra were surrounded by a defensive ditch and fence with watchtowers along their length. Typically rectangular, four gate houses, either wood or stone, provided access to the camp. Within were barrack blocks (divided internally to house several contubernii), granaries, workshops, stables, latrines, a hospital, a headquarters block for the commander and his senior staff, and a separate house for the commandant.

In peaceful areas there were also markets, taverns, and brothels where the legionaries could spend their wages.

MARCHING CAMPS

When on the move, the legions constructed a marching camp each night. The camp was surrounded by a wooden fence constructed using the stakes each legionary carries. Internally, they followed the same basic layout as permanent camps, but with tents replacing buildings.

Building such a camp each night required most of the soldiers' and their servants' efforts, while others gathered water, grain, or firewood. All in all, it was an exhausting life.

Legionaries were known to bribe their superiors to let them off duties, especially the messy ones, such as grave digging or emptying latrines in a temporary camp, or tiring ones, like nighttime

patrols made after a long march and then camp building.

GAMES

The life of a soldier wasn't all work and no play. When off duty, legionaries relaxed with a game of dice (*tesserae*), chess (*latrunculi*), or *tabula*, the forerunner to backgammon.

Gambling was not forbidden in the army, and soldiers rolled dice not just for money, but also to divide spoils of war or to cast lots to see who would pull the extra guard shift the centurio just ordered.

SPOILS OF WAR

Legionaries supplemented their low income with spoils of war. After a major battle, they plundered coins, armor, jewelry, or even clothing. See page 31 for more on Spoils.

WATCHWORDS

Rome was rarely at peace. Even if the interior tribes were not rebelling, there were always dangers on the borders. As a security measure, legions used watchwords.

Each night, just before sunset, the legion's commander issued a watchword (a single word or phrase) for the next 24 hours. This was inscribed on a wax tablet and handed to the tribune of the watch, who in turn passed it to the *tesserarii*, who passed it to the men under their command.

All soldiers were expected to memorize the watchword, which was used by sentries and patrols, as well as in battle. The latter was especially important during civil wars, when it was impossible to tell friend from foe by appearance alone.

During Rome's frequent civil wars, as well as at other times of conflict, the watchword would be changed just before a battle to stop deserters revealing it to the enemy. Soldiers who forgot the password were hauled before their *tesserarius*,

> given a severe dressing down, and then punished appropriately. For most offenses this was a beating, extra duties, or reduced rations.

Forgetting the password in a battle could be fatal.

TACTICS

The Roman army was both solid and flexible. It was solid because of the training and discipline of its legionaries and flexible because the soldiers were trained to deal with a variety of enemies.

When a legion fought, the cohorts were drawn into long lines with four cohorts in the front line and three in the second and third, placed so they overlapped. Within each line, the men were organized by century, forming a block twenty men long and four deep.

Cavalry were placed on the flanks to provide protection against outflanking maneuvers and give the army its own flanking force, and to the rear, where they could be maneuvered to fill gaps or take advantage of enemy weaknesses. Auxilia missile troops were placed behind or intermingled between the infantry.

The battle typically began by showering the enemy with arrows, sling shot, and, if available, artillery weapons to soften up their formations.

The infantry then advanced at a march, stopping at about 20 yards to throw their pila. Drawing their swords and placing their shields to their front, the legionaries then advanced to engage in brutal hand-tohand combat, their flanks protected by auxilia.

MAKING CHARACTERS

The *Weird Wars Rome* character sheet can found at the back of this book or on our website, **www. peginc.com**. Print one for each player and follow the steps below to make your hero.

1) RACE

All characters receive a free Edge during character creation. They must meet the requirements for the Edge as usual.

Characters who do not take the Foreigner Hindrance are Roman citizens (either actual Romans, or Italians who gained citizenship on joining a legion, a practice introduced under the reforms of Marius in 107 BC).

2) OCCUPATION

Read ahead to page 12 and take a look at the available basic occupations. Most have minimum trait requirements. These are typically low, and represent basic training and competency required to fill the role. Certain occupations are only available during specific eras in Rome's long history.

Years of Service: Legionaries serve for either 16 (Republic) or 25 (Imperial) years. Roll a d6 to see how many years your hero has served when the campaign begins. When his tour is up, the hero must retire or reenlist for another full term.

3) TRAITS

Your soldier starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute. All the standard skills are available in Weird Wars Rome except Piloting. Certain skills, like Boating, Investigation, Lockpicking, and Repair, are not likely to be used very often by most characters, but may be taken.

LANGUAGES

All characters speak Latin. Some of the other languages found throughout the Republic and Imperial eras are Briton, Carthaginian, Dacian, Egyptian, Gallic, Germanic, Greek, Hebrew, Numidian, Parthian, Thracian.

Each new language is a different skill, so a warrior might have Knowledge (Hebrew) in addition to Latin.

Unless a character is Illiterate, he can also read and write any languages he speaks.

DERIVED STATISTICS

Charisma is a measure of your hero's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6" unless changed by Edges or Hindrances.

Parry is equal to 2 plus half the warrior's Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify Toughness.

Sanity: Sanity is a derived trait that monitors your character's mental health and wellbeing. A soldier's starting Sanity is 2 plus half his Spirit die type unless modified by Edges and Hindrances. If a character increases his Spirit after character generation, it increases Sanity by one point as well.

As a character faces the horrors of war and other strangeness, his Sanity may fluctuate. If current Sanity reaches 0, he suffers a Disorder. The War Master has the specific effects on page 51.

4) EDGES & HINDRANCES

Great heroes are far more than a collection of skills and attributes. It's their unique gifts, special powers, and tragic flaws that truly make them interesting characters.

You can take one Major Hindrance and two Minor Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

For 2 points you can:

- Raise an attribute one die type, or...
- Choose an Edge

For 1 point you can:

Gain another skill point

5) GEAR

Characters in *Weird Wars Rome* are all in the military, and receive a standard set of equipment depending on their occupation (see page 12).

6) BACKGROUND DETAILS

Finish your character by filling in any history or background you care to. Ask yourself why your warrior joined the legion and what his goals are. Or you can just start playing and fill in these details as they become important.

You should also decide where he's from. Since legions were historically raised in specific regions, most legionaries should be from the same general area—such as Spain, Transalpine Caul, Cisalpine Gaul, Britannia, or Italy itself.

ROMAN NAMES

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Roman names were broken down into three parts:

The first, the **praenomen**, served a similar function to modern Christian or first names. Praenomen's were often taken from a place or thing. Cicero, for example, means "chick pea."

The second, the **nomen**, was the name of the clan, or **gens**, to which the person belonged. Such clans shared a common ancestor at some distant point.

Finally, there was the **cognomen**, which differentiates families within the same clan.

Praenomen: Appius, Aulus, Gaius, Lucius, Mamercus, Manius, Marcus, Publius, Quintus, Servius, Sextus, Surious, Tiberius, Titus.

Nomen: Aelius, Annius, Antonious, Appuleius, Atilus, Aurelius, Caelius, Calpurnius, Cassius, Claudius, Cornelius, Decimus, Didius, Fabius, Flavius, Furius, Hortensius, Julius, Licinius, Lucilus, Magius, Manlius, Norbanius, Octavius, Oppius, Ovidius, Petronius, Plautius, Pompeius, Porcius, Publius, Rutilius, Sulpicius, Terrentius, Titius, Vettius.

Cognomen: Africanus, Albinus, Bestia, Brutus, Caesar, Caldus, Caprarius, Cato, Catulus, Cicero, Crassus, Damaticus, Dives, Drusus, Flaccus, Galba, Gracchus, Lentulus, Limentanus, Longius, Lucullus, Magnus, Maximus, Merula, Nasica, Nerva, Paulus, Ravilla, Reginus, Rufus, Scaurus, Scipio, Serranus, Strabo, Sulla, Varus

"DEOS FORTIORIBUS ADESSE." (THE GODS ARE ON THE SIDE OF THE STRONGER)

~TACITUS

OCCUPATIONS

All characters fulfill one of these roles. In addition to the equipment listed below, soldiers are issued (or purchase for themselves the following: studded sandals (*caligae*), marching pack (*sarcina*) holding two weeks hard tack (*bucellatum*), *pugio* (knife), waterskin, cooking equipment.

Standard campaigns assume the player characters are legionaries, but occupations for other warriors are included for War Masters who want to allow support characters such as *medici* or *exploratores*, or a game based around auxilia.

LEGIONARY

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During the early Republic, legionaries were placed in different categories. The first two ranks of a legion were known as *hastati* and *principes*, and formed the main fighting core. The third rank, the *triari*, were actually the veterans of the legion, used only as shock troops and to plug holes in the front ranks.

Velites were light infantry equipped with javelins used as skirmishers. Their job was to harass and break up infantry charges, then retreat behind the safety of the more heavily-armored main line.

In the Late Republic and Imperial period, legionaries were strictly well-trained, highlydisciplined heavy infantry.

Hastati & Principes Requirements: Strength d6+, Vigor d6+, Fighting d6+, Throwing d6+; Equipment: Lorica hamata, metal helmet, clipeus, gladius, two stakes, dolabra.

Triari Requirements: Strength d6+, Vigor d8+, Fighting d8+; **Equipment:** As Hastati.

Velite Requirements: Fighting d6+, Throwing d6+; **Equipment:** Leather cap, parma, leather greaves, three javelins, gladius.

Late Republic and Imperial Legionary Requirements: Strength d6+, Vigor d6+, Fighting d6+, Throwing d6+, Shield Wall; Equipment: Lorica hamata (Republic) or lorica segmentata (Imperial), legionary helmet, scutum, gladius, two pila, two stakes, dolabra.

DECANUS

Decani are the basic non-commissioned officers of the legions and are responsible for overseeing a contubernium of eight men (and a servant). Unlike military tribunes, decani have worked their way up the ranks through hard work and experience.

The equivalent in a cavalry unit is called a decurio.

Requirements: Strength d6+, Vigor d6+, Fighting d8+, Rank (Decanus)

Equipment: Lorica hamata (Republic) or lorica segmentata (Imperial), legionary helmet, scutum, gladius, two pila.

EQUITES

During the early Republic, Rome's cavalry alae (wings) were comprised of rich Roman citizens (equites). Three hundred were attached to each legion, divided into ten 30 man *turmae*. It was used to disperse the enemy's cavalry forces as well as to attack the flanks of an enemy force or chase down routed troops.

Note: At this point the stirrup, a crucial device for gaining leverage in mounted combat, had not yet been invented. For this reason, charging riders add only +2 to damage instead of +4 (see Mounted Combat in Savage Worlds).

Equites Cavalry Requirements: Riding d6+, Fighting d6+, Equestrian; **Equipment:** Lorica hamata, metal helmet, parma, hasta, spatha, riding horse.

TRIBUNE

Tribunes are nobles who have earned their status through their family. Some serve as commanders while others are aides or staff officers to the legion's commander.

Requirements: Rank (Military Tribune)

Equipment: Bronze breastplate, bronze greaves, legionary helmet, gladius.

AUXILIA

Foreign troops serve with the legions but don't have the status of legionaries and rarely mix with them socially. Most armies field roughly the same number of auxilia as they have legions.

AUXILIA INFANTRY

Ranged auxilia are used to harass, delay, or attack the flanks once the legions are engaged. *Cohortes* are very much like the legions themselves.

Archer Requirements: Foreigner, Shooting d6+; Equipment: Composite bow (short bow in some regions and eras), gladius.

Cohortes Requirements: Fighting d6+; **Equipment:** Lorica hamata, clipeus, hasta, gladius.

Skirmisher Requirements: Foreigner, Throwing d6+; **Equipment:** 3x javelins, gladius, parma.

Slinger Requirements: Foreigner, Throwing d6+; **Equipment:** Parma, sling.

AUXILIA CAVALRY

Rome eventually turned to foreign cavalry rather than the equites, taking advantage of peoples with a stronger tradition of horsemanship.

Heavy Cavalry Requirements: Foreigner, Riding d6+, Fighting d6+; **Equipment:** Scale mail, metal helmet, hasta and clipeus or contus, spatha, riding horse w/scale barding.

Missile Cavalry Requirements: Foreigner, Riding d6+, Fighting d4+; Shooting or Throwing d6+; **Equipment:** Leather armor, parma, composite bow (short bow in some regions and eras) or 3 javelins, spatha, riding horse.

OTHER OCCUPATIONS

Occasionally a War Master may allow nonlegionaries to join a party, particularly later in a campaign when the heroes are tasked with special missions. Here are a few of the most common. Other types of characters should be created normally without the need for occupation.

GLADIATOR

Gladiators held a special status among Romans. While still slaves, a gladiator could rise to great fame and held incredible respect, not only among their peers, but with the upper echelons of society as well. Some eventually earned their freedom and become citizens of the Roman Empire.

Gladiators sometimes traveled with Roman legions, serving as combat instructors or guards as well as entertainment. On rare occasions, they might supplement a small strike force ranks as ad hoc shock troops.

Requirements: Strength d6+, Vigor d6+, Fighting d8+

Equipment: As befits his role. See Equipment, page 18.

MEDICUS (IMPERIAL)

With the rise of the Roman Empire and the use of Grecian medicinal advances, combat "medics" became viable and field hospitals rose in the legions. *Medicii* enjoy relatively high status but are outside the usual rank structure, so have little power in most military situations.

Requirements: Smarts d8+, Healing d6+, Medicus. Augustus knighted the medici, so most have the Equestrian Edge in the Late Republican or Imperial period. Most were also Greek, and thus have the Foreigner (Minor), Hindrance, as well.

Equipment: Medicus tool kit (see page 22), pugio.

SPECULATORES/EXPLORATORES

Speculatores and exploratores were the scouts and reconnaissance units for the Roman army. Serving both in legions as well as praetorian camps, initially *speculatores* served as scouts, but quickly became bodyguards, couriers, law-enforcers, and even executioners. Exploratores were tasked to keep watch on enemy movements.

Both types were capable of infiltrating enemy ranks as spies and assassins. They were the original espionage units, and from them rose organizations such as the Roman Empire's feared internal police, the *frumentarii*.

Requirements: Smarts d6+, Fighting d6+, Notice d6+, Stealth d6+, Woodsman.

Equipment: Pugio, local clothing (for spying). Those serving as legionaries are equipped as appropriate for the time period.

HINDRANCES

The following Hindrances are only suitable with the War Master's consent: Elderly, Hard of Hearing (Major), Lame, One Arm, One Eye, One Leg, Outsider, Small (the army has a minimum height requirement), Wanted, and Young. In addition, the Outsider Hindrance is replaced by Foreigner (see below).

DOUBTING THOMAS (MAJOR)

Besides the description presented in *Savage Worlds*, Doubting Thomases are just not prepared to deal with the mind-twisting realization that these horrors could actually be real. Characters with this Hindrance suffer double Sanity loss. On the plus side, they start with a Sanity of +2.

FOREIGNER (MAJOR / MINOR)

The character comes from outside the Roman provinces and isn't a Roman citizen. He can't be a legionary, but he may serve as a medicus, auxilia, speculatore, or similar character type.

As a Minor Hindrance, the Foreigner is a Greek (the only other civilization Rome truly respected). He suffers –2 Charisma with "proper" Romans but begins the game with the ability to speak Latin and his native tongue.

As a Major Hindrance, the character is from outside Rome or its recognized and civilized) provinces. These foreigners have –4 Charisma with "true" Romans, and are often sacrificed by their commanders as diversions, distractions, or to cover the retreat of the legions. All auxilia are therefore Foreigners in a Romano-centric campaign.

Foreigners of either stripe can't own slaves or serve in the legions. Besides the disadvantages listed above, Foreigners may be called on to use their local knowledge to serve the Empire, perhaps betraying their own people.

REPLACEMENT (MINOR)

This soldier is fresh to service and still rough around the edges. Not every young man fresh off the farm has this Hindrance—only those who take a little longer to adjust to the realities of war.

The warrior is not dealt an Action Card on the first round of any combat (he's always "surprised"). In addition, he subtracts 2 from Notice rolls made to detect ambushes or booby traps, as well as most Common Knowledge rolls related to military operations.

The replacement is often assigned the worst duties—latrine detail, punishing slaves, carrying water, and so forth.

Of course, the soldier doesn't stay new forever. After each relatively active month of service, the hero makes a Smarts roll at -2. If the roll is successful, he drops one group of penaltieseither the Action Card penalty or the –2 to Notice and Common Knowledge rolls. He may roll again after another active month to rid himself of the other penalty, at which point he's no longer a replacement.

SHIRKER (MINOR)

This soldier procrastinates and actively tries to dodge any sort of work, or tries to get someone else to do it for him. When forced into doing something, he attempts to finish whatever he's doing as quickly as possible.

Shirkers suffer -2 to Promotion rolls. His reputation for being lazy may not sit well with his companions or superior officers, so he has a -2 to his Charisma with them.

SLOW (MAJOR)

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This soldier is a little slow on the uptake or freezes up when arrows start flying. He draws two cards in combat and acts on the worst. If he draws a Joker as his first card, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edges (but not during character creation). Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

EDGES

The following Edges are not available to player characters in this setting (though some may become available later on): Adept, Arcane Background (Any), Champion, Holy/Unholy Warrior, Martial Artist, Mr. Fix It, Rich, Rock and Roll. Edges which list any of the above as requirements are also off-limits.

A few other Edges have changed slightly to better fit the setting. These are described below and listed in parentheses if renamed.

BACKGROUND EDGES

CAMPAIGN VETERAN

Requirements: Novice, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d8+, Throwing d6+

This old veteran has been in the military for a while and fought in at least one campaign. As a Background Edge, it may only be taken at character creation, and you must have your War Master's permission to take it. Your warrior begins play at Seasoned Rank to represent his years of military service. Start with a standard Novice character, then give him four Advances.

The price for this experience is that the advancements must be repaid. The next 20 Experience Points your hero earns are forfeited to "pay back" the debt.

FELIX (LUCK)

Requirements: Novice

Felix means "fortunate," and is the *Weird Wars Rome* name for the Luck Edge. Greater Luck is known as Felix Magnus ("great luck").

MILITARY FAMILY

Requirements: Novice

The hero's father was a career soldier who rose to the ranks of centurio (or higher with the War Master's permission) or legatus (for parents with the Equestrian or Military Family Edge). He begins the game with a d4 in Fighting, Knowledge (Battle), Riding, or Throwing (player's choice).

In addition, he has +1 Charisma when dealing with officers of centurio rank and above and to promotion rolls because of his father's reputation. Should he fail to live up to his father's deeds (War Master's discretion), he suffers a -2 penalty to Charisma until he makes amends.

EQUESTRIAN/PATRICIAN (NOBLE) Requirements: Novice

Rome's social elites were Patricians (Senatorials) and Equestrians (knights). (Commoners were called *plebians*, or *plebs*). Such individuals have +2 Charisma.

Most nobles have small estates that provide income (in game terms, the character wants for nothing reasonable) and somewhere to go when not on active service. Nobles may also find themselves subject to political maneuvers instigated both back in Rome or within the upper echelons of his legion.

COMBAT EDGES

BLOOD AND GUTS

Requirements: Veteran

The character has seen his share of battle and bathed himself in the blood of slain foes. He ignores Fear tests caused by gore, and adds +1 to damage in bloody hand-to-hand combat.

COMBAT SENSE

Requirements: Seasoned, Fighting d8+, Notice d8+

The soldier has the perception, skill, and agility to handle multiple foes. Opponents halve any Gang Up bonuses against him (round down).

-IMPROVED COMBAT SENSE

Requirements: Veteran, Combat Sense

Opponents now gain no Gang Up bonus against this warrior.

MIGHTY THROW

Requirements: Seasoned, Strength d8+, Throwing d10+

The hero has learned special throwing techniques. He increases the range brackets of thrown weapons by +1/+2/+4. He also causes an extra +1 damage when using thrown weapons at targets within short range.

SHIELD WALL

Requirements: Novice, Roman Legionnaire

The Roman legions defeated barbarian forces much larger than themselves through iron discipline and teamwork. Legionaries with the Shield Wall Edge and a shield add +1 to each adjacent man's Parry if that man has the Edge



(and a shield) as well. The maximum bonus for this Edge is +2 (if there is one man to the left and right), and stacks with any Parry bonuses for the shields or weapons they hold.

LEADERSHIP EDGES

A FEW GOOD MEN

Requirements: Heroic, Smarts d8+, Knowledge (Battle) d10+, Command, Inspire

The hero's men rarely quit despite their wounds.

When the War Master checks to see which of the commander's Extras are alive or dead after a fight, he may reroll any failures. This Edge affects up to 12 men and does not stack if multiple characters have the ability.

If the leader is the overall commander in a Mass Battle, roll a d6 whenever a token is lost. On a 6, the token isn't lost.

CRY HAVOC!

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Requirements: Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

The general has an uncanny knack for knowing when to press the attack.

FEMALE CHARACTERS

Female characters cannot be legionaries in a historical setting, but they may serve in certain roles such as *auxilia*, consorts, priestesses, or local spies and scouts.

The War Master might also fit the fairer sex into specific missions, such as escorting, a feisty senator's daughter to her betrothed or to make a speech on his behalf to some distant merchant or potentate. A cunning husband or father might even use his wife or daughter's feminine wiles to get close to a rival—and assassinate him (likely with poison).

Historically, female gladiators existed as well. A deadly fighter might find a way to attach herself—officially or otherwise—to a legion's command staff as a bodyguard, *speculatore*, or agent. Once per Mass Battle, during the Battle Roll Phase, the hero may "Cry Havoc" – perhaps by ordering a certain group of his troops to charge or simply inspiring them with his personal command. He must do this before he rolls his battle die. If he succeeds in his roll and beats his opponent, his enemy loses one extra token.

DEATH BEFORE DISHONOR

Requirements: Veteran, Spirit d6+, Command, Hold the Line

The character has led his army to many victories and the men have come to accept retreat as a stain on their honor. The leader adds +2 to Spirit rolls when rolling for Morale in a Mass Battle.

FANATICISM

Requirements: Seasoned, Command, Persuasion d8+

Some leaders can inspire their men to follow them into the depths of Tarterus itself. Troops under command of a character with this Edge add +2 to Fear checks.

PROFESSIONAL EDGES

AQUILIFER

Requirements: Seasoned, Spirit d10+, Fighting d10+

Every legion has a standard, or aquila (eagle). Comprised of a spear shaft with a gold eagle perched on top, the aquila lists the legion's name and title as well as displaying its battle honors. The aquilifer is a veteran soldier charged with carrying the standard and, more importantly, keeping it safe.

The character has *immunis* when making camp (see page 31), and when the aquila is carried the aquilifer gains the benefits of one Leadership Edge of his choice, though he must meet all the requirements. He may only choose and use one such Edge per session. His command radius is equal to 5" plus his Charisma modifier.

HARDENED

Requirements: Seasoned

This soldier has seen things that would make most men lose their minds. Somehow, he's hardened himself to it and soldiers on.

The warrior regains one extra point of Sanity during "down time." This is usually between missions, is entirely at the War Master's discretion, and is in addition to any he might gain for other reasons. The War Master should see page 51 for more information on recovering Sanity.

MEDICUS (MEDIC)

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers quickly up and fighting again.

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at –2. If the roll is successful, the victim is merely Shaken instead of wounded.

RANK (DECANUS OR TRIBUNE)

Requirements: Novice, Fighting d6+, Command

This Edge allows the character to lead others in combat, though of course they are responsible for those under their command as well.

Those who achieve rank through promotion do not automatically get the effects of the Edge, but may purchase it with an advance once promoted.

The Rank Edge doubles the character's command radius from 5" to 10" (or from 10" to 20" if he also has Command Presence).

A character created with this Edge begins as a decanus if he is to lead common legionaries. If the War Master allows, a character who also has the Equestrian/Patrician or Military Family Edge may be a tribune instead. Tribunes rank above centurions but are rarely given command of centuries or larger unless they have the skill to lead it (typically the Knowledge (Battle) skill at d6 or higher). This rank is usually only appropriate if the player characters are a command group either led by or composed of tribunes.

SIGNIFER

Requirements: Novice, Smarts d6+, Spirit d6+, Fighting d8+

Every century has a signum, a spear shaft decorated with the century's combat awards topped with an open hand, which signifies the oath of loyalty all soldiers take. The bearer of this signum is a signifer. In combat, the signum serves as a rallying point. A signifer has immunis when making camp (see page 31) and +1 Charisma among his century. When the signum is carried, the signifer gains the benefits of one Leadership Edge of his choice, though he must meet all the requirements. He may only choose and use one such Edge per game session.

The signifer typically also ran a "burial club," collecting regular payments from the men to ensure they had a decent burial.

STICKY FINGERS

Requirements: Novice

The legionary has an eye for valuables or is quick to pocket prizes before his companions.

The character adds +2 to Common Knowledge rolls made to look for Spoils.

Spoils of War are explained on page 31. The Game Master has additional information on page 50.

SOCIAL EDGES

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This group of soldiers has been to Tartarus and back together. That kind of bond hardens men, and makes them able to better withstand wounds that might otherwise have put them out of action.

Characters with this Edge gain +1 Toughness for each other "brother" with this ability within 6", to a maximum of +4. If four legionaries with the Band of Brothers Edge stand together, for instance, they each gain +3 Toughness.



ARMA (MILITARY EQUIPMENT)

Characters in *Weird Wars Rome* don't pay for their equipment. Their armor, weapons, tools, and rations are all provided for by the Empire, though the costs are deducted from the soldier's wages, along with burial fund donations and other "taxes" the quartermasters can think up.

Note: The charts use the following abbreviations: SBT = Small Burst Template; MBT = Medium Burst Template; LBT = Large Burst Template; HW = Heavy Weapon; AP =Armor Piercing.

ARMOR NOTES

Partial Armor: If a character wears only half the armor (such as one greave or a manica only on one arm), halve the weight as well.

Armor & Water: Armor is particularly dangerous in water. Its bonus is subtracted from all Swimming rolls. This is in addition to any penalties from its weight.

Donning Armor: Armor is relatively simple in this period. Donning any suit of armor typically takes 1d6 minutes to properly fit.

Discarding Armor: Taking armor off requires a number of rounds equal to twice the armor's bonus. Discarding lorica segmentata, for example, takes four full rounds. Removing armor in water requires a Swimming roll (separate from the round's usual roll if required).

GLADIATOR ARMS AND ARMOR

Gladiators were fairly uniform in their weapons and the kinds of armor they wore. Below is a brief description of the most common. The gladiator's owner decides if his manica and / or greaves are leather or metal.

- Cimachaerus: Two gladii, manica, and greaves.
- **Hoplomachus:** Hasta, gladius (as a backup), gladiator helmet, chain mail on his right arm and torso, and greaves on both legs.
- **Retiarius:** Net, trident (*fuscina*), chain sleeve on non-weapon arm, and greaves on leading leg.
- **Thracian:** Gladius (or similar blade), gladiator helmet, small shield (parma), manica on the weapon arm, and greaves on one or both legs.

ARMOR					
Туре	Armor	Weight			
Bronze Breastplate: Favored by senior Roman officers, as well as foes like the Greek and Carthaginians. Roman officers often have lavishly decorated breastplates. It covers only the torso.	+3	25			
Greave: Hardened leather or interlaced bronzed plates fitted to the warrior's shin. Gladiators frequently wear a single greave on the leg opposite their weapon arm (so that they may lead with that leg).	+1/+2	2/4			
Leather: Heavy furs or boiled leather that provides minimal protection for the arms, torso, and legs.	+1	10			
Lorica Hamata (Chain Mail): The standard armor of the Republican legionaries is a chain mail shirt and a leather skirt with studded strips at the front. It covers the arms and torso.	+2	22			
Lorica Segmentata: Worn by imperial legionaries, this is the armor most often portrayed in movies. The chain mail of the Republican troops has been replaced with a flexible shirt made of layered metal strips. It covers the arms and torso.	+2	18			
Manica: An arm and shoulder guard, made of hardened leather or flexible metal plates. Almost exclusively worn only on the weapon arm.	+1/+2	3/5			
Scale Mail: Various forms of armor composed of metal, horn, bronze, or exceptionally hard hide plates. Covers the arms, torso, and legs.	+2	25			
Head Gear					
Туре	Armor	Weight			
Gladiator Helmet: The gladiator helmet comes in several designs, but provides complete head protection. Some have only eye slits, whereas others have a metal grid protecting the face. The small eye slits in most designs subtract 2 from vision-based Notice rolls	+3	5			
Metal Helmet: Any of a number of various helms. They have a 50% chance to protect against head shots.	+3	5			
Leather Cap: A simple leather cap often adorned with bone or metal strips. It has a 50% chance to protect against head shots.	+1	1			
Legionary Helmet: A sturdy and relatively comfortable helm with cheek guards and openings for ears and eyes. It provides a 75% chance to protect against head shots. (Early legionary helmets weight 5 pounds and have only a 50% chance of protecing against head shots.)	+3	4			

Horse Armor			
Туре	Armor	We	eight
Scale Barding: Used by some auxilia.	+2	1	15
	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1		
SHIELDS			
Туре	А	rmor	Weight
Parma (Small Shield): +1 Parry.		—	8
Clipeus (Medium Shield): Medium shields add +1 Parry and +2 Arm ranged attacks.	nor vs.	-	12
Scutum (Large Shield): The standard shield of the Roman legions procover from knee to neck. It has a large boss on the front which protect hand holding the shield from penetrating thrusts, and can be used to base (Str+d4). It grants +2 Parry and +2 Armor vs. ranged attacks.	cts the	-	18

1.10	HAND WEAPONS		
ACC -		Damage	Weight
	Axe	Str+d6	2
	Battle Axe	Str+d8	10
	Club: Light clubs cause Str+d4; heavy clubs Str+d6	See Text	2/4
	Cestus: A heavy leather glove, often with metal bands across the knuckles. They can cause nonlethal damage if the wearer chooses.	Str+d4	2
	Contus (Lance): The <i>contus</i> (or <i>kontos</i> as the Parthians knew it) was essentially a 10 foot spear, used two-handed even on horseback, as a lance. Some Germanic tribes also used it as a pike. AP2 when charging from horseback, Reach 2, requires 2 hands.	Str+d8	10
	Falx: A longer version of the sica. Ignores one point of a shield's Parry bonus, requires 2 hands.	Str+d8	8
	Fuscina (Trident): Add +1 when used to disarm an opponent.	Str+d6	6
	Gladius (Short Sword): The ubiquitous Roman stabbing sword. It's equivalent to a short sword.	Str+d6	4
	Great Axe: Favored by the largest Germanic tribesmen. AP 1, Parry –1, 2 hands.	Str+d10	15
	Hasta (Spear): A long spear carried by troops in the early Republic period. Cavalry use it as a lance and as a stabbing weapon. Parry +1, Reach 1, requires 2 hands. Spears can be used one-handed when mounted or using shields, but lose the +1 Parry bonus.	Str+d6	10
	Pugio (Dagger): Any small blade, dagger, or knife.	Str+d4	1
	Spatha (Long Sword): Long blades were used primarily by Gallic cavalry, but in much later periods replaced the gladius in the legions.	Str+d8	3
State of the second sec	Retiarius (Net): This is the weighted net used by <i>retiarii</i> gladiators. It can be swung as a weapon, causing Str damage at -1 to the Fighting roll, or used to entangle foes. Treat entanglement as a grapple made at distance, except the attacker cannot choose to cause damage each round. The net has Toughness 6 (Slashing) for the purpose of cutting someone free.	Str	10
たいない	Sica: A curved short sword favored by gladiators and Dacians, meant to get around shields. It ignores one point of a shield's Parry bonus.	Str+d6	3
	Staff: Any long pole, primarily used for training or utility. Parry +1, Reach 1, Requires 2 hands.	Str+d4	8



"SI VIS PACEM, PARA BELLUM." (IF YOU WISH FOR PEACE, PREPARE FOR WAR) ~FLAVIUS VEGETIUS RENATUS

	RANC	SED W	EAPON	IS		
Туре			Damage	ROF	Min Str	Weight
Axe, thrown		3/6/12	Str+d6	1	_	2
Composite bow	Owner water and the second second second	5/30/60	2d6+1	1	d6	4
<i>Notes:</i> Used primarily b Outdoors, arrows and q indoors, the chance is rea	uarrels are rec	covered on a	d6 roll of 4-6	5 (50% cha	ance). Under	ground or
Iaculum (Javelin or Th Spear)	Ū	3/6/12	Str+d6	1	d6	3
<i>Notes:</i> A short javelin sir used in melee as a spear	(see Hasta) w	ithout the Re			listed below	. It call be
Pugio (Dagger), thrown		3/6/12	Str+d4	1	1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.	1
Pilum	i i i i i i i i i i i i i i i i i i i	3/6/12	Str+d6	1	d6	3
<i>Notes:</i> The pilum is a heavy javelin. The heavy metallic head bends on impact, preventing enemy forces from throwing it back. Its main use was to stick into an enemy's shield and render it useless. If a successful attack hits from a side guarded by a shield, roll a die. If the result is even, the pilum sticks in the shield. Until it's removed (a Str roll at –2), the victim cannot use it. Repairing the head of a thrown pilum takes 10 minutes, some basic tools, hot fire, and a Repair roll. Pilum are poor in melee—treat them as improvised weapons.						
Short bow	1	2/24/48	2d6	1	d6	3
Notes: See notes for Com	posite Bow, al	bove.		C. C. Star		
Sling		4/8/16	Str+d4	1	_	1
Notes: Most slingers carn and inflict a –1 penalty to minutes searching, depe	o the Throwing	g roll. 1d6 st	ones can be fo	ound with	a Notice rol	
	CIE	OF FNI	antes			
		GE EN				
Item Ran	ige Damag	e Siege Bonus	Crew 1	Reload	Note	es
Ballista 25/50	/100 3d8	+1	2	1	AP 4	
Notes: The ballista is a gia a character is Incapacitat to him, roll damage at -4	ed by the balli	ista bolt and	another chara			
Catapult 25/50	/100 4d6					d adjacent
	100 400	+3	6	2	AP 10, HW, I	
Notes: A standard heavy cause 2d10 damage in a	catapult flingi	ng a large st	6 one. Incendia	ry pitch n	ay also be us	MBT
Notes: A standard heavy	catapult flingi MBT and may	ng a large st	6 one. Incendia	ry pitch m Savage Wo	ay also be us	MBT sed. These
<i>Notes:</i> A standard heavy cause 2d10 damage in a	catapult flingi MBT and may 3/96 3d6	ng a large st catch target +2	6 one. Incendia s on fire (see 2	ry pitch m Savage Wo	nay also be us orlds).	MBT sed. These
Notes: A standard heavy cause 2d10 damage in a Onager 24/48	catapult flingi MBT and may 3/96 3d6	ng a large st catch target +2	6 one. Incendia s on fire (see 2	ry pitch m Savage Wc	nay also be us orlds).	MBT sed. These
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MUNDANE EQUIPMENT

Item	Weight
Candle: A candle provides clear light in a Medium Burst Template for two hours. A candle blows out in a strong wind or whenever the character holding it runs.	1/5
Cooking Gear: Small metal pot, plate, knife, and spoon. A large cooking pot is carried by each contubernium's mule.	2
Dolabra: A tool with a pick on one end and a small shovel or hoe on the other. They're unbalanced as weapons and so inflict the improvised weapon penalty of –1 on the user's Parry and Fighting scores. They cause Str+d6 damage.	5
Grappling Hook and Line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length). The user throws the hook just as if he were attacking a target. It has a range of 2/4/8. If it "hits," the hook has set and can hold up to 200 pounds of weight.	10
Marching Pack: A leather satchel on a stout wooden pole, used to carry rations and personal effects.	2
Medicus Kit: Includes bandaging material, a set of surgical instruments, and supplies like unguents, salves and medicines. It adds +2 to all Healing rolls and has five uses before it needs refilling.	10
Oil (1 pint): Besides providing light when used in lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight. Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes). The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5–6, causing 1d10 damage per round. The fire has a chance of growing each turn as described in <i>Savage Worlds</i> .	1
Pavilion: Pavilions are large tents used by officers. They vary greatly in size, from small ones housing just four to six people, to those of the Emperor, which can house over 30 people and have internal partitions.	40
Rations: Each soldier is required to carry two week's basic provisions, typically bread and a few meager vegetables.	15
Rope (20 yards): The rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.	15
Stake: Every soldier carries two sharpened stakes with him for the purposes of building temporary marching camps.	5 each
Tent: Tents provide much needed shelter for weary soldiers. Each tent houses eight men and is usually carried by a mule on campaign.	20
Torch: A torch provides clear light in a Large Burst Template. Properly prepared torches last for two hours. Temporary torches can be made with some wood, rags, and one pint of oil for every 10 torches. These last half as long, however.	2
Waterskin: Holds 2 quarts of liquid. Usually this is watered-down, vinegary wine.	1
Wicker Basket: Used to remove soil from entrenchment excavation as well as hold goods while on the march.	2



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"MURUM ARIES ATTIGIT" (THE RAM HAS TOUCHED THE WALL) NO MERCY OR QUARTER WILL BE GIVEN

~ROMAN SAYING

CHAPTER III: MILITARY EQUIPMENT

VEHICLES

CHARIOT, RACING

Chariots (*cisium*) consist of a wicker or hide covered wooden frame with two wheels, connected to a pair of horses via a yoke. Occupants receive Light Cover from the front and sides. These sorts of chariots are most often found in the arena.

Acc/Top Speed: Pace of animal; Toughness: 7 (1); Crew: 1+1 passenger

Notes: Drawn by 2–4 horses

CHARIOT, WAR

War chariots are sturdier than racing chariots and pulled by four horses rather than two. Crew and passengers receive Medium Cover from the front and sides.

War chariots were out of fashion by the days of the Republic and were found in small numbers only among the Britons and a few Gallic tribes.

Acc/Top Speed: Pace of animal; Toughness: 9 (2); Crew: 1+2 passengers

Notes: Drawn by four horses. Some chariots use blades on their wheels. To use it against infantry, the chariot driver makes a single Driving roll versus the Parry of every opponent in his path. Those on Hold may use their action to make an Agility roll versus the Driving total instead receiving the higher of the Agility or Parry.

If the driver is successful, the blades inflict 2d6+1 damage to the victim's legs.

GALLEY

Galleys are long, open ships used primarily in the calm waters of the Mediterranean, though they are capable of surviving the coastal waters of Northern Europe as well. Galleys have sails (most have one or two masts), but are propelled by oars when becalmed or when in combat.

Ballista or catapults were sometimes mounted on galleys, but the primary tactic is to use their rams to smash the enemy's hull or the corvus to land boarding parties of legionaries or marines.

Triremes have three banks of ores and are the mainstay of the Roman navy through the end of the Imperial era. Quadriremes have four rows of banks. Liburna galleys are smaller triremes built for increased speed and agility.

- Liburna Trireme: Acc/Top Speed: 2/8 (2/4 with sail); Toughness: 15(4); Crew: 120+30
- Trireme: Acc/Top Speed: 1/4 (1/2 with sail); Toughness: 18(4); Crew: 160+40
- Quadrireme: Acc/Top Speed: 1/6 (1/3 with sail); Toughness: 23(4); Crew: 200+60

Notes: All have Heavy Armor; Ram (Heavy Weapon, AP 4 and halves damage sustained when ramming). Roman galleys since the First Punic War have a *corvus* (a hinged board with a spike used in boarding enemy ships—see page 28).



VERBA (GLOSSARY)

Ala: A wing of cavalry or cohort of *auxilia* (pl. *alae*).

Aquila: Eagle, the golden standard carried by a legion (pl. *aquilae*).

Aquilifer: The legion's standard bearer (pl. *aquiliferi*).

Auxilium: Foreign troops used as auxiliary troops by the Romans (pl. *auxilia*).

Bestia: A beast or monster (pl. bestiae).

Castrum: A military camp or fortified area (pl. *castra*).

Centurio: Officer in charge of a century (pl. *centuriones*). Interchangeable with "centurion."

Centurio Classicus: A centurion of marines (pl. *centuriones classici*).

Cimachaerus: Type of gladiator armed with a *gladius* or *sica* in each hand (pl. *cimacherai*).

Clipeus: An oval or round shield, carried by phalangites, early infantry, and *auxilia* (pl. *clipei*).

Cohort: A unit of 480 fighting men (pl. cohortes).

Contubernium: A squad of eight legionaries, so named because they shared a tent when on the march (pl. *contubernii*).

Contus (Lance): A long lance used two-handed, even on horseback. Occasionally used as a pike by Germanic tribes.

Corona Civica: Crown awarded to a soldier whose actions save the lives of fellow soldiers (pl. *coronae civicae*).

Corona Graminea: Grass crown awarded to a soldier whose actions save an entire legion (pl. *coronae gramineae*).

Corona Muralis: Gold crown awarded to the first soldier to scale the walls of any enemy fortification (pl. *coronae murales*).

Corona Navalis: Gold crown awarded to the first legionary to board an enemy ship in combat (pl. *coronae navales*).

Corvus: "Raven." A hinged plank with a spike, used in naval boarding actions.

Decanus: Most senior legionary in a *contubernium* (pl. *decani*).

Decurio: Officer commanding a cavalry *ala* (pl. *decuriones*).

Dexter: Right, favorable (pl. dexteri).

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Dolabra: A mattock or pickaxe used for digging. The legions used them for digging fortifications, latrines, or graves (pl. *dolabrae*).

Druid: Gallic priest, mystic, and teacher, often accused of performing human sacrifices (pl. *Druidae*).

Equestrian or Eques: A member of the equestrian social order; a cavalryman (pl. *equites*).

Exploratores: Scouts and explorers.

Fuscina: A trident (pl. fuscinae).

Gladiator: Slave trained to fight in a variety of styles for the amusement of the Roman citizens (pl. *gladiatores*).

Gladius: Short stabbing sword carried by legionaries (pl. *gladii*).

Hoplomachus: A heavily armed and armored gladiator equpped with a short spear and gladius (pl. *hoplomachi*).

Iaculum: Javelin (pl. iaculae).

Immunis: A soldier with special privileges (pl. *immunes*).

Imperator: The Emperor (pl. imperatores).

Legatus Legionis: Also known as a legatus; the commander of a single legion (pl. *legati*).

Legio: A legion, a force of some 5000 legionaries (pl. *legiones*).

Legionarius: A legionary (pl. legionarii).

Lorica Hamata: A chain mail hauberk, worn in the Republic by all legionaries, and by officers and cavalry in the early Empire (pl. *loricae hamatae*).

Lorica Segmentata: A vest of banded metal plates, worn by legionaries in the late Republic and early Empire (pl. *loricae segmentata*).

Medicus: A doctor (pl. medici).

Miles: A soldier (pl. milites).

Miles Classicus: A marine (pl. militis classicus).

Miles Gregarius: A legionary of no rank (pl. *militis gregarii*).

Mithras: Persian deity of light and war worshipped by legionaries.

Morituri te salutamus: "Those who are about to die salute you!"; traditional salute by gladiators.

Navarchus: A ship's captain (pl. navarchii).

Optio: Second in command of a century (pl. *optiones*).

CHAPTER IV: GLOSSARY



Parma: A smaller shield carried by early Republican legionaries, *auxilia*, and cavalry (pl. *parmae*).

Pecunaria Multa: Literally "reduction in pay;" a punishment for soldiers (pl. *pecunariae multae*).

Pilum: A javelin designed to bend on impact, carried by legionaries (pl. *pila*).

Pilus Prior: Centurion in charge of the first century in a cohort (pl. *pilus priores*).

Praefectus: Commander of an *auxilia ala* (pl. *praefecti*).

Praefectus Castrorum: Camp commandant; third in command of a legion (pl. *praefecti castrorum*).

Praefectus Classis: Commander of a fleet (pl. *praefecti classis*).

Primus Ordino: Centurion in charge of a century in the first cohort (pl. *primi ordini*).

Primus Pilum: Centurion commander of the first century of the first cohort; fourth in command of a legion (pl. *primus pila*).

Pugio: A small dagger carried by legionaries, (pl. pugiones).

Quinquereme: A galley with five banks of oars (pl. *quinqueremes*).

Retiarius: Net; also a type of gladiator who used a trident and net (pl. *retiarii*).

Roma: Rome.

Romanus: A Roman (pl. Romanii).

Rubico: The Rubicon, a stream marking the division between Gaul and Rome, over which no general may cross unless invited by the Senate or Emperor.

Scorpio: A light ballista (pl. scorpiones).

Scutum: Large rectangular shield carried by legionaries (pl. *scuta*).

Sica: A long, curved dagger (pl. sicae).

Signum: The standard carried by every century (pl. *signa*).

Signifer: Standard bearer for a century (pl. *signiferi*).

Sinister: Left, also unfavorable or perverse (pl. *sinistri*).

Spatha: A broad sword, used by cavalry during the Republic and early Empire, and legionaries in the late Empire (pl. *spathae*).

Speculator: A spy or military scout (pl. *speculatorii*).

Tessera: Military watchword; also a die or cube (pl. *tesserae*).

Tesserarius: A watch sergeant, third in command of a century (pl. *tesserarii*).

Testudo: A military formation where the soldiers place their shields to provide near total cover (pl. *testudines*).

Thraex: A gladiator armed with a *sica* and shield; also known as a Thracian (pl. *thracis*).

Tribunus: Military tribune; often a staff officer (pl. *tribuni*).

Tribunus Laticlavius: The senior tribune in a legion and second in command (pl. *tribuni laticlavi*).

Trireme: A galley with three banks of oars (pl. *triremis*).

Triumph: A parade through Rome to honor a victorious general (pl. *triumphi*).

Turma: A cavalry squadron of the earlier Republican period. It consisted of 30 men. (pl. *turmae*).

Veles: A lightly armed skirmisher; also a type of gladiator armed with a javelin tied to his wrist (pl. *velites*).



PRAESCRIPTA MUNDI (SETTING RULES)

AWARDS AND PROMOTIONS

Fortunate, brave, loyal, and hard working soldiers could earn a few extra rewards and privileges during their military career.

AWARDS AND HONORS

The following individual battle honors are available in *Weird Wars Rome*. No die roll is required to earn these decorations—the War Master assigns them based on their descriptions. When any of the awards listed below is first granted, the character receives five Experience Points. When worn, he adds +2 to his Charisma (+4 for the corona graminea).

- **Corona Muralis:** Despite its name, the Mural Crown was made of gold shaped to resemble battlements. It was awarded to the first soldier to scale the walls of a besieged enemy fortification.
- **Corona Navalis:** The Naval Crown was bestowed upon the first soldier to board an enemy ship during combat.
- **Corona Civica:** The Civic Crown was awarded to soldiers who saved the lives of their fellow soldiers (a minimum of a contubernium) in the face of the enemy. Recipients are required to wear it at all civic functions.
- Corona Graminea: The Grass Crown was woven from the grass of the battlefield, and is awarded to soldiers (usually of centurio rank or higher) whose actions saved an entire legion. In addition to the bonuses listed for all awards above, recipients of a corona graminea draw one additional Benny per session (this stacks with Luck).
- **Triumph:** The greatest honor Rome could bestow on a soldier was a triumph (parade) through the streets of Rome. To qualify for this honor, the soldier had to be a legatus (which rules out most characters), have scored a victory over a significant foreign power, and be

an elected magistrate. He also had to bring the army back to Rome, indicating the campaign was over and the legion was no longer required in the engagement. Should a character be awarded a triumph, he gains a permanent +2 bonus to Charisma, gains +5 Experience Points, draws an additional Benny per session, and makes many powerful friends and enemies. Characters who march in their commander's triumph draw an additional Benny per session for the next three sessions and gain +2 Charisma for the next month.

ADDITIONAL AWARDS

Besides the singular honors above, minor awards and honors can be gained for distinguishing oneself in combat. These typically take the form of *armillae* (armbands), *phalerae* (sculpted discs worn on armor during parades), golden cups, silver flags, and other small items. Regardless of the specific form, each of these items counts as a Spoil the legionary can use one time. The legionary doesn't necessarily lose his award once spent, he just can't gain any additional benefit from it.

After a Wild Card engages in an authorized conflict under the command of a superior officer, roll a d20. On a result of 20+, the character's actions earned distinction and he gains a minor award as above. Apply the modifiers listed below.

AWARD MODIFIERS Mod Event +1 Saved the life of a non-citizen ally +1 Saved the life of a fellow soldier +1 Saved the life of a superior officer +1 Defeated 3+ Extra foes without aid +2 Defeated a Wild Card foe without aid +4 Defeated a Wild Card opposing leader without aid +2 Exemplary actions viewed by more than one superior (per superior)



PROMOTION

When a character receives an award, roll a d20 and add +2 for each Leadership Edge he possesses and a bonus equal to the Charisma modifier his combined awards grant him (such as that granted by the corona muralis, for example). He may also add +1 for each Spoil he cares to "share" to ensure he's noticed by his superiors or those around him. On a roll of 20 or higher, the character has distinguished himself. If there's an opening and the War Master allows it, he's promoted a rank with all the responsibility that entails. He doesn't get the Rank Edge for free, but may choose it as an advance, ignoring the Command Edge requirement. If a spot isn't available or an advance in rank isn't appropriate for the campaign, the character instead receives 1d4+1 Spoils as a reward for his exemplary service.

Typically, a hero who starts as a legionary cannot rise above primi ordino rank without enlisting for a second tour and most will likely never rise above optio.

NAVAL ACTIONS

Rome often had a powerful navy, and players who want to enforce the Empire's might on the high seas should note the following rules.

NEW VEHICLE MANEUVER

Shearing (–2): Shearing occurs when one vessel attempts to break the oars of another by sailing quickly by its side, before the rowers have time to pull them in. The attacking captain must maneuver his ship into parallel contact with the enemy ship and make a successful Boating roll. (In the Chase rules, the attacking ship must also have Advantage.)

With success, the target ship suffers 3d6 damage applied against its base Toughness (no Armor). If the damage results in a wound, most of the oars are sheared. The vessel suffers no actual wound but its Top Speed is halved, or 1 if both sides are sheared as a few oars are likely left).

BOARDING

Roman naval tactics, like those of other navies of the time, involve either ramming or boarding an opponent's vessel.

When using the Chase rules, the attacker must have Advantage and a face card (Jack or higher). On the table-top, the captain of the attacking vessel must bring his ship parallel with the target and then bring it into contact. The ships do not have to be heading in the same direction so long as their courses are parallel (this doesn't cause a collision).

In either system, the crews now make opposed group Strength rolls (assuming the defenders *want* to repel boarders). The attackers add or subtract any modifiers from the table below:

If joined, both vessels stop. They remain this way until the ropes are severed or corvus is lifted (see below). The ensuing battle is fought using the standard combat or Mass Battle rules.

Corvus: A *corvus*, or "crow," is a hinged bridge lowered from the front of a boarding ship to their target. On the bottom of the bridge is a heavy spike (like a bird's beak—hence the name "crow") that ensures the prey cannot escape.

Once secure, the boarding party could run across the bridge and engage the enemy crew.

Ships equipped with a corvus add +2 to their attempts to board, as shown on the Boarding Modifiers Table below.

BOARDING MODIFIERS Mod Event

+4 Enemy ship is stationary

- -1 Per 1" difference in current relative Speed on the table-top. Subtract the lower speed from the higher speed if the ships are traveling in the same direction. Add the speeds if the vessels are sailing toward each other.
- +2 Boarders have a corvus

+2 Boarders have at least half again as many crew as the defenders

- -2 Boarders have a smaller Crew
- -2 Rough weather (wind and/or rain)
- -4 Storm

AWARDS

If using the Mass Battle system to handle a boarding action, a hero who scores at least two raises on the first round of combat (or the highest roll if two or more score two raises) is awarded a corona navalis. On the table-top it should be clear which hero wins the corona navalis.

SIEGES

Many of Rome's enemies had fortified towns and hill forts. Below are some additional rules War Masters can use when players are forced to siege or assault an enemy fortification, or survive within a besieged town enclosure themselves.

Note: Additional options and a discussion of common tactics are found in the *Savage Worlds Fantasy Companion*.

TIME

Sieges last weeks, months, even years, depending on the strength of the defenders and the amount of provisions they have stocked. To keep things simple, assume each round of battle lasts one week. After each roll, reduce the Supplies of the fortification by 1. The typical number of Supplies is listed on page 30.

BATTLE MODIFIERS

The defending general adds the Siege Bonus of his fortification to his Knowledge (Battle) rolls rather than subtracting it from the attacker's roll. This represents not only the strength of the walls but also the general's knowledge of his fortification's strengths and weaknesses.

The attacking general adds a Siege Bonus based on the type of siege engines he has (see the Siege Weapons Table). These bonuses aren't cumulative; the attacker uses the best. Given the abstract nature of the mass battle rules, the attacker is presumed to have enough of the siege engines to field based on his forces.

An attacker must have at least a number of tokens equal to twice the bonus granted by a siege engine. If not, they cannot be fielded or have been lost in the battle. An attacker with catapults (+3), for example, requires at least six tokens to use them. If reduced to five or fewer, he has lost his catapults in the battle and loses his siege bonus for the weapon entirely. It is beneficial to the attacker to have multiple siege engines of different bonuses.

BREACHES AND ASSAULTS

If the besieger beats his opponent's total with a raise during a Mass Battle, he's caused a breach large enough for a significant force to attack through it, somewhere along the fortification's perimeter.

The attackers can simply continue the siege if they want. The fortification's Siege Bonus is reduced by 1. If the defenders win the next round, they repair the damage (and regain the lost point). Otherwise, it remains.

Attackers who score a breach may also decide to assault, pressing the fight through the shattered defenses to take the city or fortress in bloody hand-to-hand combat.

The fight now speeds up to more traditional Mass Battle rounds, likely of about 20-60 minutes each depending on the number of troops involved, and continues.

The defender's Siege Bonus is reduced by one during the assault (or more if multiple breaches were scored and not repaired). If the defenders ultimately lose the Mass Battle, the attackers take the fortification. The defenders may be spared or butchered as the commander wishes.

If the attacker loses, his remaining forces simply retreat to their encampments and continue the siege. Of course the defender can choose to sally forth and shatter the attackers in a new Mass Battle if he chooses.

MORALE MODIFIERS

The principal aim of a siege is to capture the fortification, not reduce it to rubble. The easiest way to do this is simply to sit and wait for the defenders to run out of supplies. The following Morale modifiers should be added to the Mass Battle Modifier Table for sieges.

SIEGE MORALE MODIFIERS Mod Event

- -1 Supplies reduced to 50% of starting
- -2 Supplies exhausted
- +X The defenders gain a bonus equal to the current Siege Bonus of their fortification (this replaces the usual +2)

CHAPTER V: SETTING RULES

CHARACTERS IN SIEGES

Characters have two courses of action during a siege—they can sit by and wait, or they can join in the action. If the characters are besieged, use the standard Character Result Table to determine their actions. If they are the besiegers, however, they have the opportunity to partake in the storming of the walls. Use the following results in place of the regular Character Result table from the main rules.

Failure: The hero is beaten back by determined defenders and bad fortune. He suffers 4d6 damage.

Success: The hero fights well and adds +1 to his side's Battle Roll, though he suffers 3d6 damage for this action.

Raise: The hero manages to lead a party into the enemy fortification, destroying important assets before being driven back. He suffers 2d6 damage, but adds +1 to his side's Battle Roll.

Two Raises: If this occurs during the first round of a siege, the hero (or the highest roll should multiple heroes get one or more raises) is awarded a corona muralis (assuming he survives). If it makes sense in the context of the engagement, the warrior and his companions manage to capture part of the enemy fortification! His efforts add +2 to his side's Battle Roll and he emerges from the fight unscathed. If the attacker's Battle Roll is a success and exceeds that of the enemy commander's Battle roll this round, the legionaries have gained a strong foothold—reduce the Siege Bonus of the fortification by 1 (minimum of zero).

FORTIFICATIONS

Below is a list of common fortifications encountered in the Roman era. Each is described by the following statistics:

Gate Toughness: The Toughness of the main gate with Armor in parentheses. A single wound destroys the gate. This allows entry and reduces the Siege Bonus by 2. The gate is the most fortified position in any fortification, and attackers are likely to encounter stiff resistance.

Wall Toughness: The strength of the outer defenses. On the table-top, a wound creates a 3" breach.

Siege Bonus: This modifier is added to the defending general's Battle Rolls and acts as a Morale modifier for the defenders. It includes defensive fortifications, like ditches, and accounts for a typical number of missile troops.

Defenders: The usual number of guards on duty at any one time. It takes far fewer men to protect a fortification than to capture it.

Supplies: The number of weeks of provisions stored in the fortification. If the defenders have time (and ability) to prepare, double this number.

HILL FORT

Hill forts were built primarily as a refuge for the locals in times of war, not as permanent fortifications manned all year round. Hill forts lacked stone defensive walls but instead were constructed of concentric ditches and high earth banks topped with a wooden palisade. The main entrance was blocked by a single gate and protected by a small maze of earthworks designed to break up the enemy advance.

The high wall Armor represents the difficulty of destroying earthen banks with onagri, not the inherent Toughness of the material it is constructed from.

• Gate Toughness: 22(4); Wall Toughness: 35(20); Siege Bonus: +2; Defenders: 200; Supplies: 4

LEGIONARY CASTRUM, TEMPORARY

Temporary "marching" camps were constructed each night by legions on the march. They were surrounded by a wooden wall and a shallow ditch.

• Gate Toughness: 12(2); Wall Toughness: 14(4); Siege Bonus: +1; Defenders: 100; Supplies: 1

LEGIONARY CASTRUM,

PERMANENT

Permanent camps were rare during the Republic, coming into their own during the Imperial era as Rome sought to safeguard its expanded borders from invaders. Their walls were quite tough, being made of stone backed by earthen banks.

• Gate Toughness: 20(4); Wall Toughness: 30(8); Siege Bonus: +2; Defenders: 200; Supplies: 3

WALLED TOWN, LARGE

Large walled towns were rare in Roman times, and most often found in Carthage, Aegyptus, or the Middle East.

 Gate Toughness: 20(4); Wall Toughness: 24(8); Siege Bonus: +3; Defenders: 250; Supplies: 9

WALLED TOWN, SMALL

Virtually every town of any importance was walled. Some had impressive stone walls, others just ditches and wooden palisades. These stats assume the former. Wooden walls are Toughness 14(4).

• Gate Toughness: 20(4); Wall Toughness: 24(8); Siege Bonus: +3; Defenders: 75; Supplies: 6

LADDERS

Troops use ladders to climb walls and get inside fortifications. Defenders can try to push them away by making a Strength roll at -1 for each enemy climber on the ladder. Subtract the Size modifier of a climber from the roll as well. Only three characters may usually assist in a cooperative roll to push over a ladder as there is no room to get any additional people around it.

SPOILS

Spoils are treasures legionaries collect beyond their normal pay, and are a somewhat random assortment of coins, jewelry, objects of art, or even money from captives sold to bands of slavers who always followed the legions on campaign. The War Master has information on page 50, and is encouraged to give players tokens to keep track of their Spoils.

Each Spoil weighs two pounds and must be carried and watched after like all other gear. It may be spent on any of the actions below when appropriate and with the War Master's permission.

Each action costs one Spoil, does not stack with itself, and generally cannot be repeated for at least a month of game time.

- **Blessing:** The character makes a donation to the local temple or priest of his chosen deity. He adds +1 to Spirit and all Spirit-based rolls for the next game month.
- **Carousing:** While on leave, the soldier parties like Bacchus himself. He gains a Benny that may be saved between sessions until used.
- Experience: Occasionally a legionary might find a veteran willing to share his tales and tactics—for a price. The legionary gains an Experience Point.
- **Immunis:** The soldier pays a superior to grant him immunity from camp work for a week if on the march, or a month if in camp (see **Making Camp**, page 31).
- Indulgence: The hero spends a Spoil on something meaningful—helping someone less fortunate or a personal interest. This strengthens his mental resolve and recovers one lost point of Sanity.
- **Rest and Recuperation:** If the soldier has been stricken with a disease, illness, or Fatigue, he may spend a spoil to get the best medical care, unguents, and medicines. With a successful Vigor roll, all Fatigue and illness is removed. No refund is due if the roll is failed.

TESTUDO

The famous *testudo* (tortoise) formation was employed primarily in sieges, but might also be employed against swarms of barbarians or other disorganized foes. At the centurion's command, soldiers maneuvered their shields to provide a wall of wood, while those inside the ranks raised their shields over their heads to form a roof.

A testudo requires at least eight legionaries. While in this formation, troops inside receive the benefits of Heavy Cover and +2 Toughness from the shields themselves. The formation is slow (half Pace and cannot run) as the soldiers must remain in cohesion.

Men inside can make Fighting attacks at adjacent foes, but at -2.

TRAVEL

Legions marched far and wide across Europe, Asia, and Africa, exploring, conquering, and expanding the known world.

Weird Wars Rome uses the rules for Travel found in *Savage Worlds*, with most troops marching about eight hours a day. Roman soldiers typically spend another two hours building their marching camp (see below).

FORCE MARCHES

Troops can travel further by force marching, making a group Vigor roll every two hours after a full eight spent marching. The War Master can decide if he wants to make these rolls per legion, cohort, etc, based on the size of the force.

Failed rolls cause Fatigue, which can lead to Incapacitation. Only in rare circumstances extreme heat or cold, multiple days spent force marching, etc.—should the War Master allow force marches to cause death.

Fatigue gained from force marches fades at the rate of one level every eight hours of complete rest.

MAKING CAMP

When on the march, legionaries constructed a temporary castrum each night they stopped. After a long day's march carrying a full pack, possibly in adverse weather conditions, this could be exhausting.

All legionaries must make a Vigor roll at the end of each day's march after the camp is constructed, on top of any Forced March rolls made during the march. Those who fail gain a level of Fatigue. A critical failure causes two levels of Fatigue. This can lead to Incapacitation, but not Death. Four hour's rest recovers one level of this Fatigue.

As well as lowering Notice rolls (and other traits), soldiers also suffer these penalties to avoid falling asleep—an offense which can lead to execution for dereliction of duty (see **Sleep** in *Savage Worlds*).

A soldier may avoid duty by bribing his superior with one Spoil (see **Immunis**, under **Spoils**).

VOLLEY FIRE

On the table-top, a hail of arrows fired in a "volley" at a particular area counts as **Suppressive Fire** (see Automatic Fire in *Savage Worlds*).

Volley fire by at least five archers (a cooperative roll) covers an area the size a Medium Burst Template. A volley fired by seven archers, for example, creates one template, while a volley fired by ten creates two.

HISTORIA ROMANA (HISTORY OF ROME)

Weird Wars Rome focuses on the mid and late Republic prior to the rise of Caesar around 60 BC, and the early Imperial Period up through Emperor Commodus in 180 AD.

BIRTH OF ROME (C. 753 BC)

The story of Rome begins in ancient Greece. According to legend, Aeneas, a Trojan hero, escaped the destruction of Troy and fled with his followers, seeking a new home across the sea. Aeneas landed in Italy, where his son, Ascanius, founded Alba Longa close to the site of Rome.

Centuries later, King Numitor (a descendant of Ascanius), was deposed by his brother, Amulius. Amulius' sons were killed, though the king was spared so he could watch their execution. Rhea, his daughter, was forced to take a vow of chastity so she could not bear any children to threaten her uncle's reign. Despite her vow, Rhea bore two children, Romulus and Remus, through Ares, the Greek god of war. Amulius ordered the children drowned in the Tiber, placing them in a wicker basket to let the river finish the foul deed. Whether by fate or the hands of the gods, the basket did not sink and was washed downstream.

A she-wolf sent by Mars suckled the children, ensuring they would survive. Rome later adopted the symbol of the wolf as its emblem, though it would replace it with the eagle in later years.

Romulus and Remus grew to adulthood, slew their uncle, rescued their mother, and placed their father back on the throne. Yet the story was not to have a happy ending. The twins looked to found their own settlement, and chose the site where their basket had landed. The twins argued over the name of their new settlement, even consulting the auguries, but could not agree. Eventually, Remus tried to leap the walls of the new city to prove his prowess and right to name the city, but Romulus slew him, threatening death to any who tried to invade it. Romulus became king, and on April 21, 753 BC, he gave the city its name—Rome.

Romulus vanished mysteriously during a storm several decades later. His followers claimed he ascended to heaven and worshipped him as the god Quirinus.

THE MONARCHY (753–510 BC)

In truth, Rome began as a small farming community sometime in the 8th century BC. Like many settlements, it grew naturally, eventually becoming the largest town in the region.

Early Rome was ruled by a series of elected kings. Despite being placed in power by the people, the kings were tyrants, true autocratic rulers. Through their influence, Rome expanded her borders, conquering neighboring settlements and enslaving entire populations. Civic reforms during this age structured Rome's citizens into the social classes that would remain throughout the Republic and the Empire.

The last king was Tarquinius Superbus, a true tyrant, who used terror and assassination to crush his rivals. In 510 BC, the Senate (at that time a council of elders, no different to those in other cities), organized a rebellion and the last king was ousted. The Etruscans tried to retake Rome by force, but the fledgling Roman state held strong and won its freedom.

EARLY REPUBLIC (510–104 BC)

Rome changed from a kingdom to a republic, led by the Senate. To all intents and purposes Rome was a plutocracy ruled by the wealthy, and citizens' votes were weighted on their wealth. Eager for more power and wealth, the Senate looked beyond the city walls, to the lands of the Etruscans, Italian Gauls, and Samnites. For two centuries they warred against their neighbors, eventually expanding to control the whole of northern Italy.

However, Rome came close to defeat before it started its expansion. In 390 BC the city was sacked by a horde of Gauls, and it was only through paying a large ransom that it escaped total destruction. Until the end of her days, Rome and her citizens would fear the barbarians and the legions would be brutal in stamping out potential threats.

Rome's nearest civilized neighbors were the Greeks, whose lands lay to the east. Greek power had been on the decline for centuries, its last true show of strength being Alexander the Great's now fragmented empire.

Rome marched on Tarentum, a Greek colony in southern Italy. The Greeks called on Pyrrhus of Epirus, a renowned general, to aid them. Pyrrhus won several battles, but was unable to defeat Rome itself. At the Battle of Asculum, Pyrrhus defeated a large Roman force but in doing so shattered his own forces. It is this battle which gave rise to the phrase "Pyrrhic victory," a victory which comes at great price to the victor. With no opposition of any note, Rome completed her conquest of Italy. Now considered a superpower in her own right, Rome turned her eyes south.

CARTHAGE (264–146 BC)

Rome grew rich through her political and mercantile influence over allied states, but she was not alone in the Mediterranean. Far to the south, on the shores on North Africa, lay Carthage, a former Phoenician trading city and the greatest naval and mercantile power in the region.

FIRST PUNIC WAR (264–241 BC)

The island of Sicily was to be the starting place for the conflict known as the Punic Wars. Two rival cities, Syracuse and Messina, one seeking aid from Carthage, the other from Rome, dragged the two superpowers into conflict. Although it began on an island, Carthage's mercenaries were no match for the Roman legions and they took the battle to the sea.



Carthage's experienced navy had several early successes against Rome, but the Romans learned fast. Within months of defeat, they had rebuilt their fleet and developed the corvus (raven), a spiked boarding plank which allowed Rome to use her legions in boarding actions, tipping the balance in her favor. A string of Carthaginian defeats led to a peace treaty in which Rome gained control of Sicily. The First Punic War was over.

SECOND PUNIC WAR (218–202 BC)

A little under two generations later, the two superpowers collided again in the Second Punic War. Unable to expand north past Rome, the Carthaginians expanded into Hispania. Rome also had desires on the realm and allied herself with several cities. Hannibal, the great Carthaginian general, made the first move by attacking Sargentum, a Roman ally. As the

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Romans prepared their shore defenses and fleets to thwart the suspected Carthaginian invasion, Hannibal led his army through southern Gaul and across the Alps. Roman legions in Hispania were kept busy by Hannibal's brother, Hasdrubal, and the city had to look to her home legions to win the day.

Hannibal proved too much for these legions and won several major battles (including the most crushing for Rome—Cannae). For 15 years his army rampaged through Italy, the Romans being content to avoid pitched battles and weaken his forces in small pieces with guerrilla tactics and attacks on the Carthaginian's overstretched supply lines.

Hannibal's plan to turn Rome's Italian allies against her failed, and while he won minor victories, his army was too weak to attack Rome itself. The situation rapidly became a stalemate.

The tide turned in Rome's favor when Publius Cornelius Scipio drove Hasdrubal out of Hispania. No longer fighting on two fronts, Rome sent Scipio and his legions to attack Carthage. Hasdrubal's plans to reinforce his brother were smashed by the Romans, and with Carthage under threat, Hannibal pulled out of Italy. In 202 BC the two great armies met at Zama, where Rome scored a crushing victory.

Rome was not magnanimous in victory, forcing Carthage to give up her foreign territories and pay huge war reparations. To make matters worse, Rome forbade her from building an army or navy. Hannibal rebelled against the yoke of Roman oppression, but Carthage (who feared further Roman reprisals) and Rome were not about to let him regain the upper hand. In 183 BC, with two armies pressing on him, Hannibal committed suicide.

While Rome invaded Macedonia in the east, which had supported Hannibal and now threatened Rome's eastward expansion, the city of Carthage, a ghost of her former glory, suffered attacks from its Numidian neighbors. Under the terms of peace at the end of the Second Punic War, Carthage had to settle her border disputes through Rome. Unfortunately, Numidia was a staunch ally of Rome, and Carthage stood no chance at receiving a fair hearing.

THIRD PUNIC WAR (149-146 BC)

Within 50 years, Carthage had achieved the impossible and repaid her war reparations to Rome. Carthage considered herself free of the yoke of Roman tyranny and immediately set out to crush Numidia. Rome objected, but her demands fell on deaf ears. In 149 BC, the Third Punic War began as Roman legions besieged Carthage, determined to finally remove the upstarts from the political and economic map. Three years later, the city was sacked, its walls torn down, and the land around it salted to prevent the soil being used for crops. Once-mighty Carthage, the greatest naval and economic power in the ancient world, was obliterated.

LATE REPUBLIC (104~70 BC)

Rome's borders quickly expanded. Macedonia fell in a series of four wars lasting over 60 years (215–148 BC), the city of Pergamon and its territories were left to Rome in the will of King Attatlus III (though Rome had to crush a minor rebellion there to secure its new holdings), and even Egypt, ruled by the Ptolemaic Dynasty, descendants of one of Alexander the Great's generals, was an ally.

Yet all was not well in the Republic. Civic unrest in Rome and the collapse of many small holdings led to rising debt and unemployment. In these early days, only the rich could afford to do military service, but the long wars in Macedonia and Carthage destroyed the middle class landowners. Citizens crowded into Rome and grain supplies dwindled. Two factions arose, the *optimates* and *populares*. The two factions fought for control of Rome through political manipulation and outright murder of rivals. Rome spiraled toward civil war.

For all her strength, Rome could not control events beyond her narrow borders. Although she had conquered southern Gaul, Germanic tribes flooded into northern Gaul seeking new living space, the Numidians descended into civil war, which Rome had to end by military means, King Mithridates of Pontus raided Rome's eastern provinces, piracy was on the rise, the slaves revolted three times (the last uprising in 73 BC being the famous uprising led by the gladiator, Spartacus), and Rome's Italian allies pressed for social reforms.

Rome was fighting too many fires.

In 107 BC, Rome restructured her legions in a series of reforms led by Gaius Marius. For the first time in her history, Rome had a citizens' army, open to all, regardless of wealth. Organizational reforms led to a better trained, more flexible military. One by one, Rome doused the fires of discontent with its new legions.

The only fire Rome could not quench was the home fire. Marius, who had become a famous general, sought control of the armies of his rival, Sulla, through manipulating the Senate. Enraged, Sulla marched on Rome. Although he captured the city, Marius escaped. When Sulla withdrew his legions to face the threat of King Mithridates in the east, Marius returned to Rome with an army, retook the city, and began executing Sulla's supporters. His reign of terror was short lived, for Marius died suddenly a few weeks later.

Sulla returned home with his legions in 83 BC only to be confronted by legions loyal to Marius' followers. Rome's first civil war ended with Sulla's victory and was followed by brutal purges of the Roman aristocracy and sweeping social reforms.

Despite Sulla's best efforts, the Romans developed a taste for civil war. Marcus Aemilius Lepidus, a consul, failed in his political agenda, and set out to march on Rome to take her by force. His army was crushed by Pompey, who in turn marched on Rome, demanding the Senate give him the authority to crush a rebellion in Hispania.

Pompey's star ascended rapidly. His main rival at the time was a senator named Marcus Licinius Crassus. Though it was Crassus who crushed Spartacus' bloody revolt, Pompey claimed the victory, causing tension between the two generals.

Pompey marched on Rome once more, camping his legions outside the walls and demanding to be made consul. Crassus' legions followed close behind, but in a shock move did not try to stop Pompey, but actually joined him, demanding to be made co-consul, and leaving his legions outside the walls for good measure. Faced with two veteran armies, the Senate agreed to their terms.

CAESAR (70–27 BC)

Pompey and Crassus ruled jointly, though rarely agreeably, until a third party entered the scene, a young Senator by the name of Gaius Julius Caesar. Together the three men formed the First Triumvirate.

Caesar was appointed governor of Cisalpine Gaul and Illyricum. By 58 BC, he was also governor of Transalpine Gaul. Although a governor had the right to raise an army, Caesar's legions, like others in their day, were paid from his own pocket and swore loyalty to him, not the Republic. Backed by the VII, VIII, IX, and X Legions, Caesar invaded Gaul in a series of campaigns.

Caesar began his campaign against the Helvetii, a Gallic tribe who were attempting to migrate across southern Europe to avoid hostile German tribes, who were expanding into their lands. Caesar's army engaged and crushed the Helvetii, despite their pleas to be allowed safe passage through Roman territory.

Shortly afterward, he was asked by a confederation of Gallic tribes to come to their aid. Germanic tribes had invaded their lands and captured several nobles' children as hostages. At the Battle of Vosges, Caesar defeated the Germanic forces and pushed them back over the Rhine.

In 57 BC, the Belgae (a Gallic tribe) raided one of Rome's Gallic allies, allowing Caesar to march his army northward through Gaul. Although his army was ambushed and nearly defeated, Roman discipline and Caesar's presence on the battlefield won the day.

A year later, Caesar marched against the Veneti in Amorica, who had assembled a confederacy of

anti-Roman tribes. In a campaign which saw both land and sea battles, Caesar subdued his enemies. Turning east, he then mounted operations against the Germanic tribes, though this was a short campaign which resulted in little gain other than stymieing Germanic expansion into Gaul.

> Caesar then launched two campaigns against Britannia, though neither accomplished much. The first was hampered by poor weather and storms. which wrecked much of his fleet. The second, a year later, did secure territory, but Caesar withdrew after securing a promise of tribute from the local king.

> > Crassus died a few years later, defeated in battle by the Parthians. According to legend, they executed Crassus by pouring molten gold into his ears and throat. With Crassus gone, Pompey became paranoid, viewing Caesar as a major threat to his authority as the senior figure of the pair.

Caesar's final victory in Gaul came in 50 BC, when the forces of Vercingetorix were defeated at the Battle of Alesia. Gaul had been conquered, and two-thirds of its male population killed in battle or sold into slavery.
CHAPTER VI: HISTORY OF ROME

CIVIL WAR & CAESAR'S END (49–45 BC)

In 49 BC, Pompey made a fatal mistake. He arranged for the Senate to have Caesar branded an enemy of Rome and ordered the general to return home and face prosecution. Caesar moved his forces south and crossed the Rubicon, effectively declaring war on Rome.

Although Pompey fled Rome, Caesar hounded him and the two forces met at Pharsalus. Defeated, Pompey fled next to Egypt, where he was executed at the orders of the pharaoh Ptolemy XIII.

Ptolemy was engaged in a civil war with his sister, Cleopatra VII. Caesar sided against Ptolemy XIII and, after a brutal city-battle, prevailed, placing Cleopatra and her younger brother, Ptolemy XIV, on the throne as co-regents. After a brief affair with Cleopatra which resulted in the birth of a son, Caesarian, Caesar set off once more, first shattering the Pontian invasion in the east, then destroying forces loyal to Pompey in North Africa and Hispania.

In 45 BC, Caesar had himself declared dictator for ten years. A year later, he had become dictator for life. Alas for Caesar, that was to prove a fatal judgment. Within a few months, Gaius Julius Caesar was brutally assassinated.

AN EMPIRE IS BORN (45-27 BC)

Caesar's murderers were quickly hounded out of Rome by the mob. In place of a dictator, Rome gained a Second Triumvirate, comprising Marcus Antonius (Mark Anthony), Caesar's grandnephew, Octavius, and Marcus Aemilius Lepidus.

The union lasted barely four years before personal rivalries and power plays wracked the Republic again. Lepidus, always the junior partner, was maneuvered out of the picture, receiving governorship of Africa (an area of land covering most of what is now known as Tunisia). Seizing his chance when Anthony gave away a large percentage of his part of the Republic to his children by Cleopatra, Octavius had him declared an enemy of Rome, claiming he had betrayed Rome's trust in him to foreigners.

In 31 BC, the navies of Octavius and Anthony met at Actium. Anthony's forces were smashed and he fled to Egypt. While he hid from assassins, Octavius set about securing the loyalty of those governors who had sided with the rebels. A year later, Octavius entered Egypt only to find both Mark Anthony and Cleopatra had committed suicide.

On his return to Rome, Octavius weakened the power of the Senate, something the citizens were only too happy to accept, for they blamed the weakness of the Senate for the recent bloody civil wars. Octavius was named Rome's first Emperor in 27 BC, taking the name Augustus ("revered one"). For the first time since the end of Tarquinius's rule, a single man controlled the destiny of Rome.

Augustus immediately named his step-son, Tiberius, as heir, thus dispelling any hopes that the Republic would reemerge from the miasma of civil war.

THE GOOD, BAD, AND MAD (27 BC-68 AD)

AUGUSTUS (27 BC-14 AD)

Augustus was not actually an emperor—he was the *princeps senatus*—the "first man" of the senate." He proved a capable ruler and laid the foundations that would ensure the survival of the Empire long after his death. He greatly expanded Rome herself, cleaned up the bureaucracy (which had grown corrupt), stabilized the borders, expanded the reaches of Rome to all of Hispania as well as Judea and Syria, and added Thracia and Moesia to the list of provinces. Augustus also founded the Praetorian Guard, the Emperor's elite bodyguard, and the urban cohorts, Rome's first police force.

The one blight on his record took place in Germania. Lured into an ambush by a Romaneducated Germanic leader, three entire legions were destroyed at the Battle of the Teutoburg Forest in 9 AD.

TIBERIUS (14-37 AD)

Tiberius, Augustus' successor, was a competent soldier and further secured Rome's borders, thus promoting a time of peace and stability. Unfortunately, Tiberius suffered paranoia and saw assassins and plots everywhere. In a bid to escape the knives, he moved to the island of Capri. In a bizarre twist of fate, it was this very act that led to several assassination attempts.

With communications being limited to the speed of ships and horses, the Senate began to lose patience with Tiberius, whose rulings took days or weeks to reach Rome. After the assassination attempts, Tiberius began a reign of terror in Rome, hunting down and destroying his enemies, both real and imagined.

Tiberius died of old age in 37 AD, and into the power vacuum stepped his great nephew, Gaius Julius Caesar Augustus Germanicus, better known as Caligula ("little boots"), a nickname given him in his youth.

CALIGULA (37–41 AD)

Caligula's reign began reasonably well, but after a bout of serious illness he emerged a changed man. Gone was the generous and caring young man, and in his place stood a depraved, malicious, decadent, and incestuous monster. In 41 AD, Caligula's reign was ended by the blades of his own Praetorian Guard.

CLAUDIUS (41-54 AD)

Claudius, a nephew of Tiberius, was placed on the throne by the Praetorian Guard, the first, but not last, emperor to be appointed by the military. Despite his stammer and reputation among the court for being a simpleton, Claudius proved a very effective ruler.

Under his rule, Britannia was added to the empire, as were more parts of ancient Greece. Claudius' social reforms, while further stabilizing and enriching the empire, also made him enemies. Unlike his predecessors, however, Claudius only ordered a handful of Senators executed.

Perhaps Claudius' biggest flaw was his taste in women. His fourth wife, Agrippina, was power hungry, and in 54 AD she poisoned her husband, enabling her 17 year old son by a previous marriage, Nero, to become emperor.

NERO (54-68 AD)

Nero's mother had no intention of taking a back seat during his rule, but the young man had other ideas and his mother's hold over him rapidly declined. Agrippina turned her sights to Claudius' son, Britannicus, who was still a child, and began grooming him to replace Nero. On the eve of his 15th birthday, the age when he would become a man, Nero had his step-brother poisoned. In 59 AD, Nero assassinated his mother for good measure.

Whereas his predecessors were men of action, Nero was a dreamer. He loved poetry, music, and acting, and fancied himself a master performer.

Parthia once again warred on Rome, this time over Armenia, but Nero arranged for a truce between the nations, one which would last 50 years. Nero's legions also secured a firmer hold over Britannia, eradicating the druids and crushing Boudicca's revolt, which had come close to removing Roman influence over the island.

In 64 AD, Rome was ravaged by fire. By some accounts, Nero sang poetry while Rome burned, though others claim the Emperor actively helped the citizens by ensuring extra food supplies were delivered in a timely fashion, and even opening his palace so citizens made homeless would have a roof over their heads. What is certain is that Nero began a series of bloody reprisals against the Christians, who he blamed for starting the fire.

Toward the end of his reign, several governors openly rebelled against the Emperor, claiming his financial mismanagement, evidenced by his huge, extravagant building projects, was bankrupting Rome. Although Nero's armies defeated the rebels, his enemies at home conspired against him, and Nero was declared an enemy of Rome. He committed suicide shortly afterward.

THE FLAVIAN DYNASTY (69–96 AD)

Nero left no clear line of succession. In 66 AD, Rome underwent another brief civil war, as the generals Galba, Otho, Vitellius, and finally Titus Flavius Vespasianus Augustus (Vespasian) took the imperial throne.

Judea, always a rebellious province, tried to throw off the imperial yoke, but Vespasian regained control, ending the revolt by capturing the fortress of Masada. Vespasian was succeeded by his son, Titus, who in turn was followed by his brother, Domitian.

Little territory was added to Rome in their reigns, though the borders were more secure. After the madness of the Julio-Claudians (Augustus to Nero), Rome once again enjoyed a stable period. Only toward the end of Domitian's reign did the madness which had haunted the Emperor return. He turned on patrician and equestrian families, executing any whom he thought were plotting against him, and stripped the Senate of its power. Domitian was murdered by the Praetorian Guard in 96 AD.

FIVE GOOD MEN (96-180)

Nerva was the next emperor, appointed directly by the Senate. He instigated sweeping changes to the ascension process, declaring that future emperors should appoint heirs based on ability, not bloodlines.

Under the Five Good Emperors (Nerva, Trajan, Hadrian, Antonius Pius, and Marcus Aurelius) Rome prospered like never before. Internal disputes were minimal, and aside from Trajan's conquest of Dacia and capture of Parthian and Hadrian's expansion into Caledonia (Scotland), all of which went in Rome's favor, there were no border disturbances—at least, not until the end of Marcus Aurelius' reign.

The Germanic tribes, which had been threatening to spill into Gaul since Caesar's time, were on the march again. Marcus Aurelius, who co-ruled for part of his reign with Hadrian's adopted son, Verus (Aurelius ruled the West and Verus the East) summoned his legions, and marched northward to the Danube. In a military campaign lasting 15 years, Aurelius engaged and destroyed the tribes, securing Rome's northern border.

DECLINE (180-305 AD)

On his death bed, Aurelius nominated his son, Commodus, as his heir, breaking the ruling of Nerva. It proved to be a bad choice and marked the beginning of the end for Rome. Successive emperors became more autocratic, weakening the empire from within. From the end of Commodus' reign until the start of the fourth century, many of Rome's emperors died at the hands of rivals, were murdered by their own men, or died in battle. A few managed reigns over a decade, but most died within a few years, if not months, of gaining the throne. Rome even had rival emperors claiming territory for their own, ruling "jointly" with their rivals elsewhere in the Empire. In the space of just 110 years, Rome had over 60 emperors.

Most of the emperors during this period were soldiers, who ruled not by political skill or public approval but through the power of their legions. The legions also underwent a major change at this time. Everyone within the Empire was declared a Roman citizen, which allowed soldiers from any part of the Empire into the ranks without distinction. The once proud Roman legions were soon run by non-Romans (in the traditional sense).

In 285, Emperor Diocletian divided the empire into West and East, each ruled by an emperor. He ruled that each emperor would reign for no longer than 20 years, though there was no way to enforce it. Both he and his co-ruler, Augustus Maximilian, survived their reign, and duly retired from office in 305 AD.

RISE OF THE EASTERN EMPIRE (306–496 AD)

In 306 AD, Constantine emerged as the winner of a five-way civil war. Although he had begun life as a follower of Mithras, the soldier's god, he switched to Christianity later in life. Christianity, once hated by the early emperors, had become the state religion, and its ascendancy was confirmed in 325, when Constantine presided over the Council of Nicea, an ecclesiastical gathering which would set the pattern of the Catholic Church for centuries to come.

During his reign, the capital of the Eastern Empire moved to Constantinople, which was constructed on the ruins of Byzantium. Although Constantine could not know it, the city was to remain Roman for a millennium longer than Rome herself.

Constantine succeeded in reuniting a shattered empire but it did not last long. He divided the empire among his four sons, thinking, perhaps with parental blindness, they would rule jointly. The result was yet another civil war.

Rome's terminal decline was evident on her borders. In the north, the Picts crossed Hadrian's Wall to harass the British legions. The African provinces, now far from the seat of imperial power, were in open rebellion. Sassanid Persians harangued the eastern legions, and the Germanic tribes were forced into Italy by Goth invasions from the steppes of Russia. But this was just the beginning of a series of barbarian invasions.

By this stage, the city of Rome lost her prestige and the capital of the Western Empire was the city-port of Ravenna, which was easier to defend.

BARBARIAN HORDES (401–496 AD)

In 401 AD, the Eastern Emperor, Arcadius, persuaded a vast horde of Visigoths to migrate west, where their leader, Alaric, was made Master of Soldiers in the province of Illyricum. Though Alaric was, in name at least, a Roman general, he gathered his forces and headed west toward Rome. His stay was brief, but he returned in 408, capturing Rome in 410 AD.

Earlier, in 406, an army of Vandals, Sueves, and Alans crossed the Rhine into Gaul. Roman legions were withdrawn from Britannia in 410 AD, which left the island undefended against attacks by Angles, Saxons, and Jutes.

The Vandals tore through Gaul, moving into Hispania around 408. In 429 they dealt Rome a fatal blow, conquering her North African provinces. Rome's breadbasket was now in the hands of so-called barbarians.

In 450 AD, the Emperor refused to continue payments to the Huns, who subsequently invaded Gaul under the command of Attila. As the western armies would find later against the Mongols, the mounted Huns were a highly mobile and vastly superior force. Attila's reign of terror would have spelled the end for Rome were it not for an alliance of Franks and Visigoths who allied themselves with the Romans to defeat him. Turning south, Attila set his sights on Italy, driving the Emperor from his capital at Ravenna back to Rome in 452 AD. Attila died in 453 and Rome breathed a sigh of relief that would not last long.

The Franks consolidated their holdings in Gaul under the reign of Clovis I, first of the Merovingian Dynasty. The Western Empire ended in 493 AD. After the death of Augustulus in 476, the Western Empire was ruled by Odoacer, a German. During his reign, the Ostrogoths moved into the land vacated by the Huns, who had dispersed on Attila's death. Though they first turned to Constantinople, Emperor Zeno bribed them to harass Italy.

On the banks of the River Adda, the Ostrogoth armies, under Theodoric, defeated those of Odoacer. A three year siege of Ravenna ensued, which ended only when Odoacer gave himself up to his foes. Odoacer was executed. Theodoric then set up an Ostrogothic kingdom in Italy.

Rome's death rattle, which vibrated throughout Western Europe for almost a century, was finally silent.

LOCI (GAZETTEER)

Rome was not built in a day. It grew from humble beginnings as a small collection of huts, but at its height it dominated Europe and North Africa, as well as parts of the Near East. This chapter provides a brief historical overview of the major countries and regions that formed the Republic and Empire.

The inhabitants entry gives a very brief idea of the sorts of tribes living in the province. The terms Barbarian and Civilized refer to the stats the War Master should use when the heroes encounter the local defenders (see page 83 for details).

After most entries, in parentheses, is the area's modern-day name.

AEGYPTUS

Inhabitants: Egyptians (Civilized)

By the time Rome rose from a collection of huts on the banks of the Tiber, Egypt was already an ancient civilization, and one long in decline. Numerous invasions had witnessed dynasties of foreign pharaohs, and by the time Rome expressed any interest in the land, it was controlled by the Greek Ptolemaic Dynasty, descendants of Ptolemy, one of Alexander the Great's generals.

Caesar's legions defeated those of Ptolemy XIII in a vicious battle in the streets of Alexandria, and he placed Cleopatra VII on the throne. After Caesar's death, Cleopatra sided with Mark Anthony, a decision which would cost her life. After her suicide, the Egyptians tried to have her son by Julius Caesar proclaimed pharaoh, but Octavius had him executed and claimed Aegyptus as a Roman province.

Once the Roman legion under Claudius secured the entirety of Aegyptus, it enjoyed a period of peace and prosperity, recognized as Rome's breadbasket. Only in 139 did the province suffer any major strife, when the citizens rebelled in protest at Marcus Aurelius' excessive taxation. The legions crushed the rebels, but only after several years of brutal fighting.

The Great Library of Alexandria was renowned across the Roman world for its extensive collection of books and scrolls, and Roman tourists visited the pyramids. The library suffered fire damage in 48 BC when Caesar was fighting the forces of Ptolemy XIII, but fortunately it survived.







AFRICA

Inhabitants: Carthaginians (Civilized), Numidians (Barbarians), many other tribes (Barbarians)

Africa covers North Africa, excluding Egypt (which has its own entry), as far south as the borders of the vast and inhospitable Sahara Desert, which the Romans never crossed (though they traded with nomads from the south and secured black slaves).

Much of the region is hot and barren, with cities existing along the coast or the few rivers that flow through the region.

Carthage (Tunis): Rome's first footsteps on African soil came during the Punic Wars when they warred against mighty Carthage. Carthage was a mighty Semitic power and the other major superpower of the era, but lost in a long series of wars with Rome and Greece that resulted in its salting in the Third Punic War (see page 34). After its defeat in 146 BC the region becomes *Africa Proconsularis*.

Cyrenaica (Eastern Libya): Alexander the Great took Cyrenaica from the Persians, and it eventually became part of the Ptolemaic Dynasty, then later willed to Rome under Ptoleym Apion.

An extremely arid region of salt depressions and desert, Cyrenaica contains one treasure the Oracle of Amun, located at the Siwa Oasis where Alexander the Great was proclaimed a god by the oracle. Under Roman rule, the remote oasis became a colony of banished citizens. Numidia (Libya / Tunisia): During the Second Punic War, the eastern Numidians wisely sided with Rome, and were rewarded for their help by becoming an allied state under Rome's protection and receiving the lands of the western Numidians, who had supported Carthage. The province stretched from the borders of Mauretania along the coast to Cyrenaica, completely surrounding Carthage.

After the death of the rebellious King Jugurtha in 106 BC, the western province was given to Mauretania. Although it briefly fell back into a single province, known as Africa Nova (New Africa), during Caesar's war with Pompey, Augustus finally divided the province into the boundaries that would last throughout the empire, with western Numidia becoming part of Mauretania, and the eastern portion becoming Africa Nova.

The Numidians were renowned as light cavalry, wielding javelins and mounted on small, swift horses. They were frequently used by Carthage and Rome alike.

Mauretania (Libya, West of Numidia): For a long while Mauretania was a Roman ally. It became a client kingdom under Augustus, but was still ruled by local kings. Caligula executed the last native king, and in 42 AD it became a Roman province.

Claudius divided the large province into two, forming Mauretania Tingitana in the west and Mauretania Caesariensis in the east.

ALPINE PROVINCES

Inhabitants: Gallic and other similar tribes (Barbarians)

Northern Italia borders with the Alps, western Europe's largest mountain range. Although Rome had territories beyond the mountains, it was only during the reign of Augustus that it looked to conquering the mountain tribes, who had posed no major threat to the Republic, and turning them into provinces.

The entire region was rugged and in places heavily forested, and considered dangerous throughout the Imperial Age because of the large number of bandits and wolves inhabiting it.

Alpes Cottiae, Maritimae, & Poeninae (Northern Italy): These three regions were added to the Empire by Augustus. Alpes Poeninae was, according to Roman history, where Hannibal crossed into Italy.

Noricum (Austria–Slovenia): With its northern border marked by the Danube, Noricum was vital to stemming the tide of Germanic expansion, which had been halted in Gaul. The native tribes were defeated in 16 BC after they made the mistake of raiding a Roman territory. Though a province by name, it was not until the reign of Caligula that it became a full province with its own governor.

Raetia (Eastern Switzerland): Although Augustus created three provinces in the western Alps, it was Tiberius who brought Raetia under Rome's protection (and in doing so expanded Roman influence north to the Danube).

ASIA MINOR

Inhabitants: Various kingdoms (Civilized) and tribes (Barbarians)

Asia Minor is a term encompassing the lands east of the Bosphorus as far the lands of the Parthian Empire. Much of the region is now known as Turkey. Wild and mountainous in the northern and central regions, the southern district comprised large swathes of forest and rich farmlands.

Much of the region had at one time or another belonged to the Greeks (under Alexander) or the Persians, and the Romans considered much of the population civilized, though there were barbarian hill tribes still inhabiting the landscape.

By the 1st century AD, Christianity spread to Asia Minor, a result of the missionary work of St. Paul. Many of the great churches of the region are mentioned in the Bible in Paul's various letters. Even during the Christian persecutions in Rome, the Asiatic Christians suffered very little, being too far from Rome to be of much interest.

Pergamum (Aeolis, Greece): Once part of the mighty Persian and Alexandrian empires, the city of Pergamum dominated Asia in Rome's early

history. The king, Attalus III, had no heirs, and rather than see his lands torn apart by civil war, he bequeathed his realm to the Roman Republic. The natives rebelled against heavy Roman taxation during the late Republic (84–88 BC), but prospered under Imperial rule, when the tax burden was lifted.

Pergamum's library was second only to that of the Great Library at Alexandria, and drew many scholars from the civilized world.

Bithynia et Pontus (Northwestern Turkey): This double province was once two lands, Bithynia and Pontus. Bithynia survived the conquests of Alexander the Great with its monarchy intact, but later fell to the kings of Pontus. Roman came to Bithynia's aid, and as thanks, the last king willed his lands to the Republic. A decade later, Pompey's forces defeated Mithridates IV of Pontus, who had instigated the revolt in Asia, adding his realm to the Republic. The legendary Amazons were rumored to reside in Pontus.

Cappadocia (Central Anatolia, Turkey): Once the homeland of the powerful Hittite Empire, Cappadocia had been reduced to rival kingdoms by the time the Persians claimed it as part of their realm.

The Cappadocians sided with Rome in their war with Pontus, then played both sides during the civil war between Caesar and Pompey. Somehow the kingdom survived this internecine struggle, retaining its independence until 17 AD, when Tiberius claimed the land as a province on the death of the king.

Cilicia (Southeastern Turkey): Once part of the Ptolemaic and Seleucid kingdoms, Cilicia had become a haven for pirates by the late Republic. Caesar was kidnapped by Cilician pirates and held for ransom as a youth, enacting revenge once his freedom was secured. The Cilicians continued to be a threat until Pompey destroyed their fleet in 67 BC, claiming the eastern region as a province of Rome, while the western portion remained in the hands of native kings. Vespasian ended the reign of the independent Cilician kingdom in 74 AD.

Cyprus: The island of Cyprus became a Roman province in 57 BC, when Rome annexed it from the Ptolemaic pharaohs of Aegyptus.

Galatia (Anatolia, Turkey): The tribes of Galatia were subdued by Rome in 189 BC, but then left to their own devices. The weakened tribes became unwilling subjects of the kings of Pontus, but broke free during the Mithridatic Wars, when they rose up in support of Rome.

When the wars ended, Galatia and Rome became allies, though with Rome as the dominant partner. Divided into three tribes, the Galatians underwent a brief civil war, which ended up with a united kingdom. When the third king died, Octavius seized his chance and brought Galatia into the empire as a province.

Lycia et Pamphylia (Turkey): Records of the Lycians reach back far into history, recording them as allies of the Hittites and the city of Troy. After the Hittite collapse, Lycia remained independent until it was conquered by the Persians, then the Greeks, then the Persians again, and finally by Alexander the Great. On his death, it became part of the Seleucid Empire, finally passing to Rome around 189 BC after the legions defeated the Seleucid king, Antiochus III. Claudius united the small kingdom with neighboring Pamphylia in 43 AD.

Pamphylia, a one time ally of the Cilician pirates, was a vassal state of Galatia at the time the Galatian state was brought under Roman command, and followed its masters into Roman dominion.

Mesopotamia (Iraq): Mesopotamia, one of the cradles of civilization, gave rise to the ancient Babylonian and Assyrian Empires. When Alexander the Great marched his armies into the land, it was the center of the Persian Empire. After Alexander's generals tore his empire apart, it become the dominion of Seleucus, as did much of eastern Asia Minor. Following the destruction of the Seleucids, Mesopotamia was conquered by the Parthians, who would become one of Rome's perpetual enemies until their downfall in 224 AD.

The Romans mounted several campaigns against the Parthians. Crassus, one of Rome's great generals, was executed by them after the Battle of Carrhae in 53 BC. Nero eventually brokered a peace deal, but the Parthians reneged on this in 110 AD. Emperor Trajan led his legions to battle, dealing the Parthians a crippling blow and in 116 AD, eastern Mesopotamia became a Roman province.

THE BALKANS

Inhabitants: Dacians (Civilized), Dalmatae, Illyricans, and Pannonians (Barbarians), Mosei (Barbarians)

The hilly, mountainous lands to the east of Rome now occupy the area known as the Balkans. The area was divided into several provinces.

Dacia (Romania–Transylvania): Dacia lay in what is now Transylvania, and consisted of two fertile plains broken by the curving Carpathian Alps. Rome had known the Dacians for many centuries, and Caesar had planned a campaign against them before his murder. Rome's first attempt to secure Dacia occurred in 85 AD, but was unsuccessful. Trajan would bring the Dacians under Rome's control two decades later, with two military campaigns.

Eastern Dacia beyond the mountains was never Romanized. Trajan wanted only the rich gold and silver mines of the Transylvanian portion of the country, not the relatively worthless lands of the east.

Dalmatia & Pannonia (Croatia): Formerly Illyricum. During the early Republic, Illyrian pirates plagued the Adriatic Sea and the Romans responded with force. Although Illyria was defeated, it remained a separate kingdom, a client state of Rome, who used Illyrian mercenaries in her legions. The province of Illyria was formally brought into the dying Republic by Octavius around 35 BC.

Toward the end of Octavius' reign (6 AD), the natives rebelled. They were defeated and Illyricum was divided into the provinces of Dalmatia and Pannonia.

Moesia, Lower & Upper (Southern Serbia): Moesia was conquered in 75 BC, but remained a fringe region until the reign of Augustus, who formally granted it provincial status. Under Domitian, the province was divided in two by the river Ciabrus.

Augustus' legions constructed a line of defenses along the Danube in response to the potential threat of the Dacians, though these became superfluous after Dacia was conquered.

BRITANNIA

Inhabitants: Britons, Picts of Caledonia, Irish tribes of Hibernia (Barbarians)

Britannia was the northern-most province of Rome and a source of coal and gold, as well as grain. Although Caesar invaded twice, he never managed to make any great inroads. Britannia remained relatively free of Roman influence (save for traders) until the reign of Claudius.



Early Roman rule was threatened by two major factions. First were the druids, whose teachings and human sacrifices were despised by Rome. Second was the warrior-queen, Boudicca, whose rebellion led to the sacking of Londinium (London) and Camulodunum (Colchester), and threatened to unseat the Romans. After crushing both threats, Britannia was heavily Romanized, though the threat of rebellion and Pictish invasion meant it remained heavily garrisoned.

The Roman capital was not Londinium, but Camulodunum. Before the Roman invasion, it was a major Celtic fortification, dedicated to the war god Camulos.

Caledonia (Scotland): Caledonia was never conquered by the Romans. The wild and rugged landscape was home to the Picts, fierce barbarians who fought naked covered in woad (a natural blue dye). The word Pict is Roman for "painted people," and the name they gave themselves has been lost to history.

In the reign of Hadrian the legions constructed a major fortification, Hadrian's Wall, along the border between Britannia and Caledonia, with a stone wall and numerous forts stretching from coast to coast in an unbroken line.

Under Emperor Antoninus Pius, the legions pushed further north, constructing the Antonine Wall. This proved difficult to hold, and was abandoned not long after its erection.

Hibernia (Modern Ireland): Across the sea from Britannia lay the island of Hibernia. Although the Romans never invaded, the Hibernian tribes sometimes raided western Britannia and northern Lugdunensis, and the Romans and Hibernians traded commodities. That said, the locals had a bad reputation among the Romans for their supposed acts of cannibalism and incest.

The northern tribe of Hibernia was the Scotti, who would later invade Caledonia and give it its modern name.

GAUL

Inhabitants: Gauls (Barbarians)

In modern terms, Gaul comprised northern Italy, France, Belgium, southern Holland, and parts of Switzerland and western Germany, though it was never a single territory. The Gallic inhabitants comprised numerous tribes, whom the Romans had clashed with during the early Republic. Although the Gauls initially had the upper hand, going as far as to capture Rome in 390 BC, Rome's legions quickly stifled any future threat, and soon turned the tables.

Many Gallic tribes were already allied to Rome long before Caesar's invasion, and these loyal tribes escaped with comparatively few losses during the Gallic Wars. Gallic cavalry was in use by Rome before the invasion, but afterward larger numbers were employed, though rarely ever in Gaul.

The druids were a powerful force in Gaul before Caesar, though never to the same extent as in Britannia. Those druids not killed by the legions fled to the relative safety of Britannia.

Aquitania (Southwestern France): Aquitania was a major wine producing region for the Romans, and was considered a fairly civilized region.



Belgica (Belgium through Luxembourg and the German Rhine): Controlled by Belgae tribe before the Romans invaded Gaul, Belgica was a wild province, frequently invaded by marauding Germans and rebellious Gallic tribes.

Lugdunensis (Central France): Once the largest Gallic province, Augustus reduced its size to prevent the governor from gaining too much power.

Narbonensis (Southern France): An area of southern Gaul, known during Caesar's time as Transalpine Gaul because it lay on the far side of the Alps. It became a Roman province in 121 BC.

GERMANIA

Inhabitants: Germans (Barbarians)

Germania itself was never conquered by the Romans, who treated the Rhine and Danube rivers as natural barriers. Throughout Rome's history, the legions made several attempts to pacify the Germanic tribes, but achieved no lasting conquests beyond the rivers, and devoted much of their effort to stemming Germanic expansion.

Much of Germania is covered in dense forest and was home to many different tribes—some friendly to Rome, others most definitely hostile. Because of this, the Roman side of the Rhine remained heavily fortified,

Germania Inferior (Eastern Belgium to Germany northwest of the Rhine): In 57 BC, Caesar defeated several Germanic tribes in northern Europe, in what is now the southern Netherlands and western Germany. It became part of the province of Belgica in 50 BC, gaining its own status only around 90 AD. The name *inferior*, or lower, refers to its position on the Rhine.

Germania Superior (Western Switzerland, northern France, southwestern Germany): Germania Superior lies upstream along the Rhine. Originally belonging to the Celtic Belgae tribe, Caesar conquered the region in 58 BC. The Republican province was fairly small, only expanding in 90 AD, when parts of Lugdunensis were assimilated into it.

Heavily fortified during the late Republic, the region's defenses, called the Limes, were ravaged during the civil war of the Year of Four Emperors and by Germanic invasions.Once the empire had settled down, the fortifications were rebuilt far stronger.

GREECE

Inhabitants: Greeks (Civilized except Thrace)

Romans considered the ancient Greeks as their equals, and in many respects their betters. To the Romans, only their own people and the Greeks were truly civilized—everyone else was a barbarian. Greek culture and art had flourished long before the founding of Rome, and their empire under Alexander the Great had conquered the Persians while Rome was still struggling to control Italia.

Watching Rome grow as a superpower and fearing what might happen if she was allowed to reach maturity, Philip V of Macedonia sided with Carthage during the Second Punic War, diverting legions away from Hannibal's advance through Italia. Although Rome lost the first war, once Hispania had fallen to Scipio she could afford to return to Macedonia in greater strength.

However, it was not until the Third Macedonian War that Roman defeated the Macedonians, and 20 years later Greece was consumed by the Republic.

Achaea (Western Greece): Achaea covers the former homeland of the Greeks, the Peloponnesian peninsula. It became a separate province during the reign of Augustus (around 22 BC).

Crete: Once home to the great Minoan culture, Crete was a patchwork of rival city-states and pirate kingdoms when Mithridates of Pontus declared war on Rome in 88 BC. Eager to strip Mithridates of any naval support, Rome invaded Crete, though the first attack was repulsed. Crete became a province in 69 BC, and was first ruled by a native governor.

The Cretans were famous archers, and Rome hired a great many to serve as auxilia with the legions.

Epirus (Greece–Albania): Like Achaea, Epirus was part of Macedonia until Augustus rearranged the Macedonian province. A region of rugged mountains, narrow valleys, and woodland, it was home to a great many witches.

Macedonia (Northeastern Greece): Rome effectively ended Hellenistic Macedonia in the Third Macedonian War of 171—168 BC. Alexander the Great had ruled here 150 years earlier and many Macedonians balked at the thought of his homeland being under foreign rule. Though they never openly rebelled, bandit activity was high, especially in the rugged uplands.

Thrace (Southeastern Bulgaria, northeastern Greece, European Turkey): Thracia, conquered by Philip II of Macedonia, Alexander's father, was a client state of Macedonia during the Macedonian Wars with Rome. The Thracians fought hard against the Romans, but their lands were claimed after Macedonia became a province. Of course, claiming a land is not the same as conquering it, and the Thracians remained just a client state for centuries.

Following several royal assassinations, probably ordered by Rome, Thrace became a province in 46 AD.

The most famous Thracian was probably Spartacus. Some sources claim he was a deserter,



having served Rome as a Thracian auxiliary, others that he joined a revolt against Rome and was captured. Alternately, he may have become a Thracian simply because of the gladiatorial style in which he trained.

Whatever his origins, in 73 BC he escaped his gladiatorial imprisonment at Capua. For three years, he led a ragtag army of escaped slaves across Italia, defeating legion after legion. Only in 71 BC did his reign of terror come to an end, crushed by the legions of Crassus, and to a lesser extent, Pompey.

HISPANIA

Inhabitants: Iberians (Civilized)

Although Hispania already contained Greek and Phoenician trading posts, the first superpower to make a grab for power in Hispania was Carthage. With the rich island of Sicily lost to the Romans at the end of the First Punic War, they expanded across the Mare Nostrum. Several cities, however, swore loyalty to Rome, and it was Carthaginian aggression toward these distant outposts that, in part, provoked the Second Punic War.

Rome conquered parts of Hispania during the Second Punic War, with Caesar adding Lusitania early in his career. The last remaining areas were captured during Augustus' reign.

Hispania was originally two provinces, Hispania Citerior and Hispania Ulterior. Under the emperors, it was further divided to create new provinces. Hispania Ulterior became Lusitania and Baetica, while Hispania Citerior was renamed to Tarraconensis (after the city of Tarraco).

Although the natives were similar to the Gauls, they built cities, and the Romans considered them a more civilized people. Romanization quickly spread throughout the peninsula.

Baetica (Southern Spain): Baetica, originally Carthaginian, became a very stable and rich province under the Romans. It was the most Romanized province, a factor which led to Emperor Vespasian granting all free inhabitants of the province the same rights as Roman citizens.

Baleares: The Balearic isles were conquered in 123 BC, and became part of the province of Tarraconensis. The Balears were renowned slingers and served with the auxilia.

Lusitania (Western Spain): The Lusitani, the largest native tribe, were thorns in Rome's side from the Punic Wars until their final defeat under Augustus. Although several Roman generals (including Marius and Caesar) had invaded the realm in the centuries between and claimed great victories, the natives were never truly crushed.

Tarraconensis (North and Central Spain): Early Roman influence extended only along the coast of Tarraconensis, in the former Carthaginian lands. The province's city-ports were quickly put to use supplying the empire.

Through their contacts with the Phoenicians and Carthaginians, the natives knew of many gods long before the Romans brought their pantheon to the region, and many citizens were followers of the Egyptian pantheon (particularly Isis, goddess of magic) and Osiris (the god of agriculture). Much to Rome's disgust, they also followed the Carthaginian's chief deity, Ba'al Hammon.

ITALIA

Inhabitants: Italians (Romans), Latins, Etruscans, Gauls, Greeks

The distinctive boot-shaped peninsula in southern Europe was to give rise to one of humanity's greatest empires. Rising from humble beginnings on the banks of the River Tiber, Rome would stretch her authority across much of Western Europe, North Africa, and the Middle East, her legacy becoming the Roman Catholic Church, the Holy Roman Empire, and even the Byzantine Empire.

Although Rome had to conquer the local tribes in order to stamp her authority over Italia, by 88 BC, every Italian was considered a Roman citizen. This greatly increased the tax base and the number of men eligible to enlist in the legions.

Cisalpine Gaul (Italy South and East of the Alps): Cisalpine Gaul meant "Gaul on our side of the Alps," and was geographically part of Italia, rather than Gaul.

By the end of the early Republic, Rome had extended her influence to the Alps, and the territory of Cisalpine Gaul was formed. The southern border with Italia, the River Rubicon, marked the boundary between Italia (and thus Rome) and the barbarian world beyond.

In 42 BC, shortly after Caesar's death, the province, from which Caesar began his great Gallic Wars, ceased to exist, becoming part of the province of Italia.

Corsica et Sardinia: Formerly Carthaginian territories, Rome gained possession of them after the First Punic War as part of the peace deal with Carthage.

Mare Nostrum (Our Sea): The Roman name for the Mediterranean Sea, adopted after the First Punic War.

Sicilia (Sicily): The rivalry between Sicilian citystates loyal to Greece and Carthage was to spark the First Punic War. When the war ended, Sicily became Rome's first non-Italian province. The cities formerly loyal to Carthage revolted during the Second Punic War, which led to all citizens with Carthaginian loyalties being executed.

The fertile farmlands of Sicily were divided among rich senators and worked by thousands of slaves, turning the island into a breadbasket for Rome.

THE MIDDLE EAST

Inhabitants: (Barbarians in Arabia and Syria, Civilized in Judea)

The Middle East, a dry and arid region, had been ruled by many great empires, from the Hittites to the Egyptians, the Persians to the Greeks (under Alexander). The Romans were not the first or last people to rule this territory as part of an empire. Arabia (Sinai Peninsula and Jordan): This vast area was a link and a buffer between Aegyptus and Judea. Extremely arid and rugged in places, Arabia was little more than a frontier province through which the trade in exotic spices and unguents flowed on the ports of the Mare Nostrum.

Judea (Israel–Palestine): Conquered by Pompey in 63 BC, Judea would prove to be a troublesome province and a hotbed of anti-Roman rebellion. It is, of course, during the Roman rule of Judea that the events of the New Testament take place, and Christianity spread from here with the teaching of St. Paul. At first, Rome was content to let the province remain under local rule, with the Herodian Dynasty as vassal kings. In 6 AD, Augustus, frustrated with the incompetency of the kings, deposed the last ruler and claimed Judea as a full province. The Zealots, a fanatical sect, violently opposed Roman taxation, and remained an enemy of Rome for another 60 years.

In 44 AD, in a bid to stop talk of the Messiah, a prophesied Jewish military and spiritual leader, Claudius re-appointed a member of the Herodians to the throne, calling him "King of the Jews." The renewed kings would remain in power, under direct Roman control, until 100 AD.

In 66 AD the Jews, led by Zealots, rebelled against their Roman overlords. Vespasian's forces landed in the north and brutally pacified the uprising. Four years later, the Second Temple of Jerusalem was destroyed and the rebellion was all but over. The survivors fled to the mountain fortress of Masada, committing suicide rather than accept capture by the Romans.

In 132 AD, after hearing of Hadrian's plan to build a temple of Jupiter on the site of the Second Temple, the Jews rebelled again. This time, however, they took the Romans by surprise and the legion at Jerusalem was quickly surrounded and besieged. The Roman response was swift and brutal, though it forced Hadrian to withdraw legions from along the Danube and left Rome susceptible to Germanic raids. According to sources at the time, the Roman suppression of Judea led to over half a million deaths and Roman losses were heavy. As revenge, Hadrian banned the practice of Judaism, burning the sacred Torahs and executing rabbis. As his final act, he renamed the province as Palestine, erasing the name of Judea.

Syria: The dry and hot lands of Syria were, in antiquity, the homeland of the Phoenicians, the founders of Carthage and a mighty trading nation. Syria became a province during the Second Triumvirate, and was eventually merged with Judea to form Syria-Palestina.

WAR MASTER'S SECTION



ARCANA (SECRETS)

THE SONS OF SOLOMON

The horror and bloodshed of war has given rise to malignant creatures since the dawn of man—perhaps longer. Eventually, warriors who encountered these horrors and survived banded together to fight them. But fear gives the monsters power, so the warriors kept this hard-won knowledge to themselves. Under King Solomon in 960 BC, they formed a secret organization to battle the darkness called, appropriately enough, the "Sons of Solomon."

The Sons are so secret they set up *other* secret organizations to battle local evils, keeping the larger knowledge of the Sons and their long history to themselves. In the time of Rome, two such organizations exist—the Twilight Legion and the Cult of Mithras.

THE TWILIGHT LEGION

Members of the Twilight Legion are typically soldiers who have survived contact with the supernatural and shown some promise in defeating it. They have no central leadership, but are instead formed purely in local bands and contacted when necessary by a network of more senior members. Their symbol is a half-set sun with a horizon line across the bottom.

THE CULT OF MITHRAS

The Cult of Mithras is a secret body of worshippers who believe supernatural evil exists and pray to Mithras to fight it. Most followers are believers who have no talent for performing miracles. They carry out basic tasks for the order such as passing messages, reporting on strange events, or constructing and maintaining their hidden underground temples, the *Mithraeum*.

Priests of Mithras have the Arcane Background (Cult of Mithras) Edge and can channel miracles.

Some warriors of the Twilight Legion feel the call of Mithras and become priests as well. They continue to serve in the unit as soldiers and quietly practice their prayers and rituals in private.

NEW EDGES

Once the Twilight Legion and Cult of Mithras are revealed to the player characters, they may take the Champion or Holy/Unholy Warrior Edges, and the Arcane Background (Cult of Mithras) Edge described below. Replacement characters may also have occupations other than legionaries, such as priests or auxilia as the cults gather any experienced fighters for their grim tasks.

ARCANE BACKGROUND (CULT OF MITHRAS)

Requirements: Seasoned, Faith d4+, Spirit d6+, Fighting d6+

Arcane Skill: Faith (Spirit)

Power Points: 10

Starting Powers: 2

Backlash: When a priest of Mithras rolls a 1 on his Faith die, he's automatically Shaken.

Trappings: Mithraic powers rarely have any visible effect beyond a slight yellowish glow.

Powers List: Armor, banish, boost/lower trait, confusion, deflection, detect/conceal arcana, dispel, divination, drain Power Points, environmental protection, farsight, fear, healing, light, pummel, quickness, smite, speak language, speed, stun, succor.

CHAPTER VIII: SECRETS

SPECIAL RULES:

• Sins: Priests of Mithras are subject to the usual rules for sinning described in *Savage Worlds*. In their case, minor sins are retreating from battle unless it's absolutely clear it's suicide. A major sin is shirking battle—particularly with a deserving foe or creature of darkness. Actually working with evil is a mortal sin.

HISTORY

Mithras was a Persian deity of battle and light from the second century and is one of the few powers that seem to answer the pleas of his worshippers. Members are secretive and typically known only to their local cell. Their primary task is to gather information on strange events and pass it on to their priests. The priests, in turn, work with external networks to find other cultists or Twilight Legionaries capable of dealing with whatever horror was detected.

CAMPAIGN INTERLUDES

Sometimes a War Master might want to pass time during a long campaign. The Interlude rules from *Savage Worlds* work well for traveling, but some adjustments are required to cover several seasons (or even years) of actual campaigning.

Use the normal rules for Interludes with two exceptions. First, each player draws a card and narrates a tale (instead of just one character per Interlude). Second, use the Table below rather than the usual Interlude Table.

CAMPAIGN INTERLUDE

- Clubs—Tragedy: The hero covered himself in glory during the intervening period but suffers a great loss during his service. He must take a physical Hindrance of some sort, or roll on the Disorders Table, his choice. (The soldier is allowed to continue serving because of his otherwise fearsome prowess). He loses 1d6 Spoils but receives the corona civica award for his sacrifice (see page 27).
- **Spades**—**Victory:** The soldier helped win a great victory. He wins the corona graminea (page 27) award for his actions and gains 1d4 Spoils.
- Hearts—Love: Somewhere in the region, the soldier planted roots. He has a lover (or wife, even though legionaries were forbidden to do so in various periods) and children that he loves dearly. If playing the Legatum Plot Point Campaign, he draws an additional card when determining his legacy (see page 67).
- Diamonds—Device: Somewhere during the hero's adventures, he came into possession of an extremely well-made or blessed piece of equipment. The War Master should choose or roll randomly one of the following treasures to grant the warrior.

TREASURES TABLE

d6 Treasure

- **1 Medallion:** When worn, this amulet of the legionary's chosen god adds +2 to all his Soak rolls.
- 2 Armor: The hero's armor grants him an additional 2 points of protection that cannot be bypassed, even by Armor Piercing weapons.
- **3 Gladius:** In addition to being able to harm spiritual creatures, the weapon adds +2 to Fighting rolls and damage.
- 4 **Helm:** The wearer of this helm is privy to knowledge and abilities beyond the norm. It adds +2 to Common Knowledge and all Knowledge skill rolls.
- 5 **Pilum:** Causes +2 damage and ignores 2 points of range penalties. Once used, it must still be repaired as usual.
- 6 **Ring:** A strange and very old ring seems to bring the soldier good fortune. He gets an additional Benny at the beginning of each session.

OF

WAR

In ancient armies, soldiers were often entitled to their victims' plunder as well as any promised pay. Rather than tracking every trinket or even using a cash system, *Weird Wars* uses the concept of "Spoils."

SPOILS

Spoils represent collections of goods such as gold, icons, jewelry, ingots, or any other valuables legionaries may collect from defeated foes and ravaged cities. After a battle with foes or creatures that might have significant treasure, or after plundering a site that has to be looted by their fellows, the War Master may allow each character a Common Knowledge roll to sort through the goods. Those who make the roll find one Spoil, and those who succeed with a raise find two.

See page 31 for the things legionaries can do with their Spoils.

SPOILS MODIFIERS

Mod Situation

- -6 Mobile force or small party
- -4 Average home, farm, or a single noble on the road
- -2 Wealthy home, large farm, supply caravan
- 0 Town, baggage train
- +2 City, general's baggage train

MADNESS

Even the strongest souls can be scarred by the horrors of war—especially those seen in the Weird Wars. Every time a Fear test is failed, the hero suffers the usual effects but also loses a point of Sanity (or two with a critical failure).

Recovery: If a hero has at least one point of Sanity and goes two game months without losing any more, he regains 1 point of Sanity. He may also spend Spoils to recover Sanity (see page 31).

Once Sanity hits 0, the soldier cannot recover normally. He must spend time in a sanctum of some sort—such as a temple or famous philosopher's home. At the end of each month, he may make a single Smarts roll at –2 (reflecting the primitive stage of psychology in this era). If successful, he removes one of his Disorders (see below). If he removes all of his Disorders, he gains a point of Sanity instead and may then recover normally.

Over the Edge: If a hero's Sanity slips too far he can become dangerously unhinged. Heroes with a Sanity of 1 or 2 are noticeably odd. People don't feel comfortable around them and they have a hard time fitting in.

Should a legionary's Sanity drop below 0, he must roll on the Disorders Table. If duplicate results are rolled the problem becomes worse.

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Sanity cannot drop below 0, but each time it would, the character suffers a new Disorder instead.

DISORDER TABLE		
d20	Result	
1–3	Superstitious: Whether it is religion, a lucky charm or a lock of hair of his sweetheart, your hero has found something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, this soldier can function normally. If, however, the focus is lost or disturbed (your soldier's unit is attacked before he can finish his prayers, or his charm is lost, for instance) his trait rolls are modified by –1 for this mission.	
4–6	Thousand-Yard Stare: The distant look in this soldier's eyes speaks volumes about the horrors he's seen. This soldier makes all his Notice rolls at –2.	
7–8	Flashbacks: This legionary is overwhelmed by images of past battles and dead comrades. In combat, images flash through his mind, confusing the past with reality. He must make a Spirit test at –4 or gain the Slow Hindrance for the remainder of the battle.	
9–10	Distant: This legionary has been through many units and many comrades in the course of his career. He's seen and done things most men would rather forget, and many of his buddies have died. He finds it difficult to form relationshipswhy bother when they're bound to be just more meat for the grinder? Viewed as a bit of a wet blanket in the best situations, this soldier suffers a –4 penalty to his Charisma.	
11–12	Night Terrors: This character has been traumatized by past events and cannot sleep properly without some kind of sedative (on the front lines, usually this means alcohol, which isn't easy to acquire and being drunk on duty is a capital offense). As a result the individual is permanently tired. When it is important to sleep, a failed Vigor roll (–2) means this character cannot.	
13–14	Addiction: Many legionaries deal with their mental pain and stress with strong wine or other narcotics. While these things ease the pain they also create powerful cravings for more to keep the demons at bay. The hero has a Major Habit Hindrance.	
15–16	The Shakes: When the adrenaline starts pumping, this legionary starts to shake like a leaf. During combat or anytime the character is under stress (determined by the War Master) his hands start shaking, reducing all Agility and Agility related skill rolls by –2.	
17–18	Paranoia: This legionary has seen things in the course of his duty that his superiors have refused to explain. He feels that every unexplained or odd action has a deeper meaning and goes to great lengths to fit them into his skewed perception of the world around him. He gets the Major Delusional Hindrance, as well as a –2 to his Charisma.	
19–20	Blood Lust: Bloody battle has awakened a strange lust within this veteran. He has the Bloodthirsty Hindrance and a Minor Habit—for killing.	

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MILITIAE (MILITARY CAMPAIGNS)

Campaigns and adventures in this book assume the player characters start as legionaries within a Roman legion. With a few adjustments to the Adventure Generator and the setup of the Plot Point Campaigns found in this book, the game could also focus on a tribune's staff, auxilia, or even special units such as gladiators or speculatores.

As such, characters without the Rank (Military Tribune) Edge are part of a contubernium, an eight man tent group. Tribunes get their own tent, but they are still part of the same legion. They may be the other heroes' cohort commander, or the legionaries might be a bodyguard unit assigned to protect the tribune.

Exactly which cohort, century, and legion they belong to is up to the War Master.

LEADERSHIP

Because the characters are military personnel, everyone has a rank and someone is in charge. One of the player characters must play the politically appointed tribune with no combat experience or the gruff decanus set on working his way up the ranks. Even if a contubernium is made up entirely of characters of roughly the same rank (which is unlikely except in the case of enlisted soldiers), one of them is senior and is in charge when the decanus isn't around.

Part of the fun of Weird Wars is the focus on command. Encourage players to accept this burden on their characters.

The leader has rank and can tell his subordinates what to do. He can order them into harm's way, and mete out (or recommend, depending on rank) punishments ranging from taking away rations... to death. But he's also responsible for their welfare and fulfilling the duties of his commander.

Subordinate characters must understand they cannot always do whatever they like. They may take part in discussions regarding command decisions, but it's up to the commander to make the decision and accept responsibility for the outcome. Running off on their own like they might in a typical fantasy game is, once again, subject to the strictest military discipline.

To capture the unique atmosphere of a military environment, it's important to make sure your players are all on board with these ideas. Talking with everyone beforehand and deciding who will take what role can go a long way toward ensuring a smooth play session.

ESCALATING WEIRDNESS

In most campaigns, the players create their warriors and venture out on several routine missions. There are no monsters or other supernatural entities in these first encounters, though there may be signs or omens of stranger things, particularly among the "barbarians" the legionaries interact with (just as in real life).

After a few sessions, stranger things begin to happen. The legionaries battle a druid who seems to have magic powers or a barbarian warlord who claims his enchanted talismans make him invulnerable. Eventually, the warriors battle true monsters—undead or a mythical creature. Those who survive these encounters may even be recruited by a mysterious group of monster hunters called the Twilight Legion—or the inner and more secret circle, the Sons of Solomon (see page 49).

CAMPAIGN ERAS

On the following pages are a series of classic periods in which to set *Weird Wars Rome* campaigns, and brief descriptions of their major events.

After the real-world historical description of the conflict is the Sub Rosa section—the Latin term for secrecy. Here's where you find out what *really* happened during these periods of conflict. These tales of horror and madness can serve as adventure seeds for the War Master to build on when designing the campaign, as we've done in the Legatum Plot Point Campaign, starting on page 67.

These eras can also be used as templates for a War Master who wants to use an era not listed, such as the Macedonian Wars or a campaign on the border between Britannia and Caledonia set during the construction of Hadrian's Wall. War Masters shouldn't be afraid to create entirely fictional campaigns either—one "lost to history."

CAMPAIGN INTERLUDES

Certain eras, such as Caesar's Gallic Wars and the Civil War, or the Invasion of Britannia through to the Jewish Revolt, take place within a few years or decades, and can be run using the same characters. During long lulls, use the Campaign Interludes on page 50 to fill in the gaps.

SECOND PUNIC WAR

Location: Italia, Hispania & Carthage **Date:** 218–183 BC

Legions: Various Consular Legions

The Second Punic War began between Rome and Carthage over their allies in Hispania, and quickly escalated out of control into one of the greatest conflicts seen by the civilized world up to that time.

Having conquered Roman interests in Hispania, the great Carthaginian general, Hannibal, marched his army, including elephants, north along the coast of Hispania into Gaul. Once there he battled a Roman legion under the command of Scipio in Transalpine Gaul before entering the Alpes in 218 BC, then did the impossible and crossed the mountains into Cisalpine Gaul (amazingly, with many of his elephants) in the late autumn.

BATTLES IN ITALIA

The Romans fought their first battle with Hannibal on Italia's soil at the River Trebia. In their haste to destroy the hated Carthaginians on Roman soil, the legions' commanders ordered the men to cross the icy, chest-deep river in freezing rain and snow. Their energy sapped by the cold, the legionaries were crushed by the patient Carthaginians on the other side. In the summer of 217 BC, four newly raised legions again faced Hannibal as he raced towards Rome, devastating the countryside along the way to show Rome's allies how powerless it was to protect them. As the Romans marched along the foggy shore of Lake Trasimene, the Carthaginians executed an army-sized ambush, killing or capturing 20,000 troops, as well as another 4,000 Roman reinforcements two days later.

Following these disasters, with its armies in tatters and Macedonians harassing its eastern provinces, the Roman general Fabius elected to play a delaying game, refusing to engage Hannibal in pitched battles and instead concentrating on weakening his supply lines with hit-and-run tactics.

Two years later, in the spring of 216 BC, Hannibal seized the major Roman supply depot at Cannae. Tired of Fabius' delaying tactics, Rome's consular armies marched to confront him, reinforced by allied Italian contingents. Hannibal arranged his outnumbered forces in a semicircle, preparing to envelop the Romans and limit their maneuverability. As planned, Hannibal's weak center line collapsed, drawing the Romans deeper into the trap. Before they could react, the Romans were surrounded and massacred, losing around 60,000 men. The victory was so disastrous that only a handful of legionaries cut their way through the Carthaginians to the small town of Canusium.

FAILURE IN VICTORY

Hannibal, meanwhile, tried to woo Rome's Italian allied cities to his side. Despite the defection of several cities, the Carthaginian's tendency to live off the land, as well as a lack of reinforcements from Carthage, kept many of Italia's city-states wavering between neutrality and weak support of Hannibal. Roman success in taking back cities that had defected further undermined Hannibal's strategy of dividing and conquering. Although Hannibal did lure the Romans into several pitched battles from 214-207 BC, none of his victories were as decisive as his earlier engagements, and the tide was firmly turning against him.

While Hannibal rampaged through Italy in a futile attempt to bring its armies to battle, Roman forces in Hispania captured the Carthaginian city of Seguntum in 211, diverting Hannibal's brother Hasdrubal and his army from Italia to Hispania. Despite a victory over the Romans at the Battle of Upper Baetis, the Romans retained the upper hand. In 211, Scipio's son, also named Publius Cornelius Scipio, arrived in Hispania, and promptly besieged the main Carthaginian city-port of Carthago Nova, which fell in 209 BC.

HISPANIA TURNS

Scipio engaged the Carthaginians at the Battle of Baecula later that same year. Hasdrubal lost



the engagement but succeeded in escaping with a large force, fleeing north across the Alpes into Italia unopposed in 207 BC using the same route his brother had used years earlier.

Hasdrubal reinforced his army along the way with Gallic allies, and with a train of siege equipment, moved south to reinforce Hannibal's force for a final push on the city of Rome. The Romans, however, were not idle and marched two armies to block his route after they captured messengers carrying plans for the union of the two Carthaginian forces.

Hasdrubal withdrew from the field in the face of superior enemy numbers. That night, he abandoned his camp and tried to head south as planned, but his guides led him in circles, and by morning he was totally lost. With the Roman legions hounding him, Hasdrubal turned and prepared to fight. In the ensuing Battle of the Metaurus, the Roman force pinned the Carthaginians against the river and massacred them. Hasdrubal was killed and the victors threw his head into Hannibal's camp.

Reinforcements destined for Hannibal in Italia were diverted to save Hispania, but in 206, at the Battle of Ilipa, Rome defeated the main Carthaginian force and their Hispanic allies. Severely weakened by the losses, Carthage gave up on her colonies and much of Hispania became a Roman province. By 207, Hannibal was without hope. With his Hispanic relief force destroyed, he waited out his remaining years in Bruttium, in the "toe" of Italia. Rome was saved.

In 203 BC, Scipio, a national hero after his Hispanic campaign, arrived in Africa with his armies. The Carthaginian armies withdrawn earlier from Hispania, backed by Numidian allies who had turned against Rome, met Scipio's small force (just two legions plus auxilia) at the Battle of Bagrades, but were soundly beaten. With no standing army of any note left in Carthage and the Romans camped close to the city, the Carthaginian Senate ordered Hannibal to abandon Italia with all haste.

A failed peace conference led to the Battle of Zama outside of Carthage. It was here that the Romans demonstrated effective anti-elephant tactics and soundly defeated Hannibal's force. Carthage sued for peace. Rome imposed a loss of territory, arbitration in border disputes, and a huge bill for damages caused in Italia upon Carthage.

As a footnote, Hannibal escaped the fall of Carthage and went into exile, serving as a military commander for a succession of Rome's enemies. In 183 BC Hannibal was in Libyssa (a town in Asia Minor), his enemies pressing in from all sides. Following several assassination attempts, the great commander killed himself with poison kept in a secret compartment of his ring.

SUB ROSA

Feelings of national humiliation over their defeat by the upstart Romans festered in Carthage for many years after the end of the First Punic War. The city fathers sought many ways to avenge themselves on the hated Romans, and several years after the end of the First Punic War an expedition deep in the desert found a group calling themselves the Horns of Ba'al.

Gleaning terrible knowledge in the desert wastes between Carthage and Aegyptus, this group

promised the Carthaginian leadership power to crush their usurpers to the north and restore the city to its former place of glory and power. Little did the leaders realize that the Horns of Ba'al's real goal was free rein to search Italia's ancient Etruscan tombs and glean the secrets of blood magic. With this power, the defeat of Rome, and Carthage under their sway, the Horns of Ba'al could rule the world!

The mages augmented Carthage's mostly mercenary armies with cadres of magicians, giving them a supernatural battlefield advantage and granting both Hannibal and Hasdrubal near invulnerability. Now all they needed was a cause so the Carthaginian people would agree to war. For this the sorcerers engineered a dispute with Rome over the city of Seguntum on the coast of Hispania. The proud Romans took the bait and the people of Carthage took umbrage.

TO ROME

At the Battle of the Trebia, Hannibal's magicians conjured up a freak snowstorm to blind the Roman scouts. Eager to come to grips with their foe and their minds clouded by sorcerous influence, the Roman commanders urged their hungry men across the freezing river. This was the moment the Carthaginians had been waiting for. Water elementals summoned by Hannibal's magicians rose out of the icy depths, savaging the ranks of the freezing legionaries. Combined with a charge of Hannibal's elephants, the legions broke and were slaughtered by the thousands. Only the Roman center left the field in good order.

Hannibal's sorcerers knew Lake Trasimene had once been used as a site of powerful blood magic in ancient times, and used this knowledge to ensure the Carthaginian general's success on his next encounter with Rome's military. The Horns of Ba'al veiled his army in their ambush positions until the trap was sprung, then summoned the spirits of long-dead Etruscan sacrifices to aid them in their victory.

FABIAN STRATEGY

While at first his elephants spelled disaster for Rome's legions, Hannibal smashed the Roman armies at Cannae with cunning aided by sorcerous intrigue. This left him free to rampage through Italia for the next 15 years. The Horns of Ba'al used this time to seek out ancient Etruscan tombs and sites of power to augment their knowledge. Their mages also made contact with ancient cults and witches Rome had driven into hiding. Their collective dark knowledge was processed and sent back to the mages' stronghold deep in the North African desert.

While publicly Fabius maintained the harassment of Carthaginian supply lines as the goal of his campaign, he actually avoided pitched battles to send teams to assassinate the Horns of



Ba'al mages accompanying Hannibal's forces. It took many years and Roman lives, but the assassins' blades killed the sorcerers one by one.

During this time the devastation and destruction wreaked upon the Italian countryside caused many strange and supernatural occurrences. Tales abounded of lemurs, spirits of the restless dead, stalking the land, as well as walking corpses from the many unburied bodies of soldiers and civilians that resulted from the huge battles, sieges, death, starvation, and disease. While Rome suffered under this fearful scourge, Publius Cornelius Scipio built a new army, one backed up by priests of Mithras and scattered cells of the Twilight Legion. Scipio's invasion of Hispania severed Hannibal's supply lines, and coupled with the loss of his last magicians to Roman assassins, "Rome's Nightmare" withdrew from Italia.

The Battle of Metaurus highlighted the strange happenings that occurred during times of war. While official reports stated that Hasdrubal's Gallic allies drank heavily the night before the battle and rendered themselves combat ineffective, the truth was much stranger. A fog of war, attracted to the trail of devastation left by the army as it moved south, settled on the Carthaginian camp the night before the fight, depriving the troops of sleep and making them useless in battle the next day.

Hasdrubal was given powerful magical protections by the Horns of Ba'al before the war, rendering him immune to mundane weapons. He could not be killed and he used this ability to inspire his men to great feats of valor, wading into the fighting where it was the thickest and fearless of the Romans' attacks. This did him little good, however, when he attempted to cut his way out of the collapse of his army at the Metaurus. He was physically overwhelmed by legionaries and captured. On the orders of Claudius Nero (following the counsel of his Sons of Solomon advisors) Hasdrubal was decapitated, his body burned, and his still-living head thrown into his brother Hannibal's camp as a show of contempt for Carthaginian power.

Following Hannibal's return to Carthage in 202 BC, a variety of strange occurrences took place around Hannibal and Scipio's peace conference. A variety of political intrigues followed, including assassination attempts of both leaders. The Sons of Solomon realized Rome's nemesis was protected by powerful magical wards rendering him immune to all mundane weapons. Scipio, on the other hand, had few wards against Carthaginian assassins, augmented as they were by the Horns of Ba'al's sorcery.

Thanks to the actions of certain priests of Mithras and Twilight Legionaries, Scipio survived. Hannibal fled and Carthage surrendered. Immediately after, a purge was undertaken to rid the city of the influence of the Horns of Ba'al. Unfortunately for their pursuers, the sorcerers faded into the desert from which they came, only to return 50 years later.

Hannibal lost a great deal of prestige at home, but continued to harass his hated foes for several more years as a naval commander for Rome's many enemies. Stories circulated that he used catapults to fire baskets of snakes at enemy ships. In fact, these were the acts of a handful of Carthaginian mages who fled with the defeated general. Fearful he would regain support and rekindle the flame of vengeance in the shattered Horns of Ba'al, the Cult of Mithras developed a magical poison resistant to Hannibal's curative magics and put it in the hands of trusted agents. Whether they delivered the poison or Hannibal took his own life is subject to some debate.

THE THIRD Macedonian war

Location: Greece

Date: 171–168 BC

Legions: Various consular legions

Rome had already prosecuted two wars against the Macedonians, but had not broken their power. King Perseus, the son of Philip V (whom the Romans turned on after the Battle of Zama for his support of Carthage), took the throne after his father's death and immediately set about making political reforms. This worried the Romans, who had political influence over large parts of the country. In 171 BC, the Romans declared war on Macedonia for the third time.

The first major engagement of the war took place at Callicinus in 171 BC, where King Perseus triumphed over the Romans. Strangely for a battle involving the legions, most of the fighting occurred between the cavalry and light infantry, with the heavy infantry not involved in the battle. Perseus' forces attacked with such fury that they threw the Roman lines into disarray.

For the next three years, the Romans unsuccessfully waged war in mountainous terrain. Roman commanders battled major discipline problems within the Roman ranks after the defeat at Callicinus, and no amount of cajoling or threats could persuade the men to invade Macedonia. In 169 BC an expedition through the Olympus Mountains ended in defeat when the Roman force ran out of supplies.

Command passed to the experienced Lucius Aemilius Paulus in 168 BC. The Roman force of mainly legionaries, as well as 22 elephants, faced the Greeks at the Battle of Pydna. Perseus' men made anxious by a lunar eclipse that supposedly signaled the death of their king—initially fought well against the legions, but the Greek phalanxes lost their cohesion on broken ground and fell prey to the legion's tactical flexibility. Perseus inexplicably fled the battlefield, and within an hour the Macedonian army was destroyed.

Perseus surrendered not long after the battle and was paraded in Rome as a conquered king. Rome broke up Macedonia, creating four new provinces in its place. It would not be long before Macedonia made another attempt at defeating Rome, but it would be her last.

SUB ROSA

When Perseus assumed the throne of Macedonia he began maneuvering to restore Greece to its former glory. He not only made alliances with various neighboring states and increased the size of the Macedonian army, but also sought out supernatural allies in the wild places of his native land. Though few know it, it was a plague of undead that kept the legion pinned down and out of the fight at Callicinus. This and other weird happenings spread through the Roman ranks as morale plummeted. Even draconian punishments could not force the troops into "thrice-damned" Macedonia.

Eventually, the Twilight Legion acted, recruiting small groups of legionaries as scouts and agents against the horrors of Greece. These heroes battled everything from dryads defending sacred groves to tribes of cyclops or flocks of manticora in remote mountain regions.

By 168 BC, these heroes cleared the way for Lucius Aemilius Paulus to visit the Oracle at Delphi. This epic journey with a small bodyguard ended with a prophecy that told Paulus how to defeat Perseus, but also foretold his doom within ten years if he used this knowledge. Lucius put Rome before himself, defeated Perseus, and conquered Greece. He died eight years later under mysterious circumstances.

THE FALL OF Carthage

Location: Carthage Date: 149–146 BC

Legions: Various Consular legions

Rome's ally, Numidia, began the Third Punic War by attacking Carthaginian territory in Africa. Carthage retaliated, which was a breach of the peace terms they had agreed to 50 years earlier. Not only did Carthage lose against Numidia, but Rome saw her chance to end the rivalry of Carthage forever.

The port-city of Utica abandoned Carthage and swore allegiance to Rome. With a deep water port close to their foe, the Romans invaded. Despite the destruction of their fleet and the loss of several battles to Carthaginian armies, the legions besieged Carthage for three years. Thousands died of starvation during the siege, which ended in a six day orgy of slaughter when the Romans finally breached the walls of their hated rival.

SUB ROSA

The real reason for the Third Punic War was the re-emergence of the Horns of Ba'al. Agents of the Twilight Legion reported that the cult was gaining power in Carthage, which had paid off the huge reparations imposed at the end of the last war with Rome.

Fearing the power of the desert magicians, the Twilight Legion engineered a border incident with Numidia as a *casus belli*. Despite the use of fire elementals to destroy the Roman fleet and the introduction of various horrors from the deep desert, the mages could not break the Roman siege of the city. Nor could the Romans muster the power to overcome the supernatural defenses. Members of the Twilight Legion and priests of Mithras scoured the desert for the home of the Horns of Ba'al for three long years. Finally, the sorcerers' desert hideaway was discovered and destroyed by fire and sword. The mages' power was scattered with the ashes of their vast and unholy library.

Soon after, the legions battled their way over the walls of Carthage and put its inhabitants to the sword. The Cult of Mithras salted the earth, to disperse certain wards and guardians placed there by the Horns of Ba'al.

CAESAR'S GALLIC WARS

Location: Gaul Date: 58–52 BC Legions: Legio VII, VIII, IX, X

Although Caesar had already achieved military successes in Lusitani, it was the Gallic Wars which secured his prominence in Roman politics for the following decade.

The Gallic Wars began with an attempted migration of the Helvetii into southern Gaul, pressured by German tribes moving westward. Rome already had eyes on this territory and sought to prevent the migration. Legio X was among Caesar's legions in this campaign, which had fought with him in Lusitani and would remain loyal to his name long after his death.

Caesar's men destroyed the major bridge over the Rhone River, which the migrating Helvetii had to cross, and erected a huge earth rampart to fortify their position. The Romans threw back several attempts to cross and forced the Helvetii to move north to a new fording point.

Caesar discovered the barbarians crossing the river in boats and attacked, destroying a quarter of their strength in the Battle of Arar. Quickly building a bridge to pursue the Helvetii, Caesar's forces chased the tribe for several weeks until the Romans' supplies ran out. Suddenly the pursuers were the pursued, but the barbarians underestimated Caesar's military genius and Roman strength of arms.

At the Battle of Bibracte, Caesar's legions formed up on the top of a hill to face the numerically superior Gauls. The Helvetii assault broke against the Roman combination of pilum and gladius, and the barbarians fell back across a valley and up a hill, where they regrouped and charged the Romans again. Despite the arrival of an additional 15,000 allied troops who attacked the Roman flank, Caesar's legions slowly divided and destroyed the Helvetii and their allies.



The remaining tribesmen retreated to their wagon laager where the legionaries eventually slaughtered them, killing so many it took three days to bury the dead.

THE GERMANIC ASSAULTS

While the Helvetii were threatening southern Gaul, several Germanic tribes led by Ariovistus, the "King of the Germans," crossed the Rhine and rampaged through the northeast. Gathering his legions, Caesar marched north to Besancon, the capital of the Sequani, a tribe allied to Rome.

Ariovistus asked to meet Caesar, demanding only a token bodyguard of cavalry accompany each leader. Fearing his Gallic cavalry auxiliaries would betray him, Caesar had mounted legionaries escort him. The talks achieved nothing, though the Germans did try, unsuccessfully, to provoke the Romans into attacking them.

Learning the Germans were stalling for time, refusing to fight until the full moon due to an unfavorable augury, Caesar launched an immediate attack on their camp. The Germanic warriors' ferocious style of combat and their hulking size pushed back the Roman left flank but a timely cavalry charge and the flexibility of the legions' formations won the day, slaughtering a reported 120,000 barbarians. The survivors fled back across the Rhine, never to return.

The next year, 57 BC, Caesar turned his attention against the Belgae. He quickly subdued them, and over the next few months conquered the Suessiones, Bollovari, and Ambiani, capturing their lands without a single battle.

Only the Nervii and their allies now stood against Rome. At the Battle of Sambre the barbarians attacked Caesar's six legions as they worked to construct a base of operations, scattering Caesar's cavalry and storming the fort. Despite the piecemeal deployment of the legions, they stood like rocks in a spring flood, absorbing the Nervii attack and then hurling them back. The battle raged back and forth all day, but by nightfall the Gauls were decimated, giving control of Belgica to Caesar.

The only region of Gaul not in Roman hands was Amorica, in the northwest. The local tribes were expert mariners, and in 56 BC Caesar built a fleet of galleys and fought a series of battles on land and at sea, giving him control of the Atlantic coast.

The next year Caesar learned another Germanic tribe had invaded Gaul. When the German chiefs parlayed with Caesar he imprisoned them, then attacked the leaderless enemy camp and slaughtered the German warriors. Demonstrating Roman military engineering, Caesar's troops built a bridge over the Rhine and entered German territory, which they devastated for 18 days.

BRITANNIA

With Gaul subdued, Caesar cast his gaze northward in 55 BC, to the rain-soaked isle of Britannia. The legions fought their way ashore against a large army of Britons to establish an encampment, but a huge storm stranded the Romans on the island where they faced increasing attacks from the natives until their ships were repaired. With his fleet again seaworthy, Caesar ordered his legions back to Gaul.

A year later, Rome invaded Britannia again with five legions in late spring. This time the landing was unopposed, but once again the sea turned against Caesar, smashing a large part of the fleet. As the Romans advanced inland the Britons attacked with hit and run raids using the mobility of their chariots, but inflicted no real damage. At the River Thames the Britons finally launched a major attack, and almost succeeded in killing or capturing Caesar himself. Fortunately for Rome, he was saved and the barbarians put to flight. The campaign ended with a successful siege of the Briton's chief Cassivellaunus' fort, and Caesar headed back to Gaul.

Instead of grouping his legions in force, Caesar made the fateful mistake of dividing them across the whole of Gaul. In 53 BC the northern Gauls revolted against Roman rule, wiping out Legio XIV and surrounding Legio VII in their camp. Caesar marched Legio X north from their camp to rescue their comrades, where he routed the attackers.

Caesar spent the rest of that winter and the following spring quelling minor uprisings throughout Gaul and returned to Rome. Once again, the wild country was subdued by the Roman military machine, but these battles were a prelude to a major campaign gathering like a dark storm cloud over Gaul.

VERCINGETORIX

Vercingetorix, a noble of the Arverni tribe, and an almost messianic figure among the Gauls, united many of the tribes, who had been waiting for an opportunity to rebel. Caesar's allies were reduced to a few scattered Gallic tribes.

Vercingetorix led his horde south, threatening the province of Narbonensis. Caesar marched north from Italia in secret with ten legions to meet them. Vercingetorix ordered a scorched earth policy, denying the Romans supplies and luring them to battle at Bourges, a large, stone walled town.

Caesar's six legions faced 40,000 defenders, who were well provisioned and entrenched. Despite a failed attempt to undermine the city's walls, Bourges fell to the skilled legions and Caesar put the city to the sword. Only 800 Gauls escaped the massacre.

In 52 BC, Caesar ignored Vercingetorix's main army, which was less than 20 miles away and divided his legions. Four marched north to quell the rebellion while Caesar took six legions (including Legio X) south to Vercingetorix's capital, Gergovia.

The Gallic king won the race, however, and faced with another siege, Caesar ordered the construction of camps linked by a ditch.

After securing the surrender and then alliance of a Gallic army marching against his rear lines, Caesar returned to the camp to find his remaining legions had spent the entire day under heavy attack. In a chaotic battle in which his troops misinterpreted orders and mistakenly assaulted a strongly held position, Caesar was forced to retreat with heavy losses.

Gallic tribes flocked to Vercingetorix's banner as Caesar withdrew all his legions south. The Gauls followed the Romans but suffered heavy losses—Caesar was not beaten. The Gauls then moved a vast army to the hill-fort of Alesia, intent on avoiding a pitched battle. Caesar's ten legions followed, besieging the hill.

In one of the most famous pieces of siege engineering in history, Caesar's men built a double line of fortifications, sealing his forces inside to prevent attack from Alesia within, and protecting against Gallic reinforcements from without.

The Gauls could not break the siege despite desperate attacks from both inside and outside the Roman fortifications. Trapped, Vercingetorix had little choice but to submit. The Gallic leader offered Caesar his sword. He would later be paraded before Rome in Caesar's triumph, then, as tradition dictated, strangled behind the forum.

Caesar spent the rest of the year stamping out the last rebellious tribes, finally drawing the Gallic Wars to a close in the winter.

SUB ROSA

The Gallic Wars were undertaken by Rome for a variety of reasons. For the Senate, it was a chance to expand the Republic and add rich lands to their domain. For Gaius Julius Caesar, it was a chance to gain glory and further his political career—at least on the surface. Unknown to all but a few, Caesar had been recruited by the Sons of Solomon in his youth. The young nobleman had been exposed to forbidden knowledge while a prisoner of Aegean pirates, who used foul rites to ensure their success on the high seas. On surviving the ordeal and returning to Rome, he was recruited by the Twilight Legion and eventually invited into the even more secretive Sons of Solomon themselves.

For many years the Twilight Legion had heard reports of entire tribes of werewolves living in Germania. These beings worshiped a wolf deity known as Fenric, and reports led the legion to believe the lycanthropes were attempting a mass migration to northern Gaul where they would join forces with the powerful druids.

Supporting Caesar politically, the Sons maneuvered his appointment as Proconsul Governor of Transalpine and Cisalpine Gaul. In 58 BC, he led his legions into the wilds. For the next nine years, he marched relentlessly onward, crushing tribe after tribe, each battle weakening the Gallic Druids.

In their first battle against the invading Gauls, Caesar took a page from Hannibal's book. At Caesar's urging, priests of Mithras used

Carthaginian scrolls to summon water elementals as the Helvetii crossed the Arar River.

But Caesar's army was not immune to the random horrors of war either. As two of his legions moved to strike the barbarians' camp in the rear, they were halted by the ghostly forms of Gauls on the high ground. The druids had raised the shades of the Helvetii dead as a blocking force. This drove off the Romans and saved the tribe's camp from destruction.

Caesar now realized the power of the forces arrayed against him. He dispatched speculatores to scour the countryside for arcane objects and sites of power for his use.

As the Romans looked to destroy the Helvetii, the Cult of Fenric crossed the Rhine with a monstrous force of wolfmen and true werewolves. A failed assassination attempt on Caesar by one of Ariovistus' werewolves only hardened the general's resolve. The clever commander smashed their baying horde as they waited for the full moon, sending them back across the Rhine with their tails between their legs.

The druids proved their power in the Battle of Sabis by obscuring the barbarians from the legions. As the Romans worked to build their daily marching camp, the Nervii seemingly exploded from the treeline and brambles into the surprised legionaries' ranks. Then the thick hedges came to life, striking at Caesar's troops while bog men lurched out of a nearby marsh and attacked anyone who came within reach. Only the experience and iron discipline of the Romans saved them from destruction.

At the Battle of Sambre the outcome hung in the balance once again. Fortunately for Caesar, the random appearance of several furies broke the Nervii attack just as they looked to overwhelm the Romans. The Romans, better disciplined than their foes, held their ground and won the day.

CAESAR'S AMBITIONS

Having smashed the power of the druids on the continent, Caesar decided to follow them to their last stronghold—Britannia. He planned to not only destroy them once and for all, but to gain any supernatural powers he could find as well. Because of this hidden agenda he left his priests of Mithras and loyal Twilight Legionaries in Gaul, and paid a heavy price for the loss of magical countermeasures.

The druids smashed Caesar's fleet with magically summoned storms and mauled his troops with *arboris belli* and massive werebears. Caesar had little choice but to return to Gaul, leaving the druids intact. His return a year later also failed miserably even with the support of the Twilight Legion, and also allowed a Gallic chieftain, Vercingetorix, enough breathing space to rally an army behind Caesar's forces. The final showdown at Alesia saw the major use of supernatural energy on both sides. Caesar's engineers, backed by powerful spells which cost the lives of nearly a hundred priests, constructed a 24-mile double defensive system of palisades, ditches, and towers around the entire hill.

When the Gauls attacked the Romans from both sides simultaneously they were aided by monstrous creatures summoned by their few remaining druids. Weakened by starvation, the Romans held on by the skin of their teeth. A second attack threatened to break the siege, but Caesar's brilliant leadership combined with the tenacity of his men and magic from the remaining Mithraic priests crushed the attack and routed the barbarians. Gaul had been subdued, crushing the power of the druids on the continent, blocking the Germanic migration, and hemming the last remaining druids in Britannia.

RULE BRITANNIA

Location: Britannia

Date: 43-60 AD

Legions: II, IX, XIV, XX

In 43 AD, Emperor Claudius invaded Britannia with Legiones II, IX, XIV, and XX. Unlike Caesar's expeditions a century earlier, this time the Romans were here to stay.

The first tribes to fight the Roman advance were the Cantiaci and Catuvellauni, who had drawn up on the far banks of the River Medway, in southeast Britannia. A two day battle pushed the Britons back to the Thames, where the Romans destroyed the last of the hostile tribes.

At this point Emperor Claudius arrived, bringing with him a force of war elephants and special troops to reinforce his legions. The provincial capital of Camulodunum was established and Claudius returned to Rome.

With the main hostile tribes in Britannia defeated, the Romans looked westward to the fierce tribes of Cambria (Wales) and to southwest Britannia and its rich tin mines. The future Emperor Vespasian led some of these troops.

Despite their superior force, the Romans could not hold Cambria until Britannia was totally pacified and withdrew to the border, constructing a series of forts to prevent the British tribes from regrouping and invading.

SUB ROSA

In Britannia, the legions fought barbarian armies augmented with powerful spellcasters—the druids. The Britons' spies in Gaul gave them plenty of warning of the impending invasion. They decided to let their enemy come ashore unopposed so that they could destroy them completely in the interior.

The Sons of Solomon realized the peril the legions faced in this campaign and took steps to augment Rome's forces. They took Claudius into their inner circle and quietly augmented his forces with priests of Mithras and several independent cells of the Twilight Legion.

On entering Cambria, the Romans stepped into the spiritual heartland of the druids. Druidled armies, sacred groves defended by arboris bellum, dryads, elementals, werebears, mystical stone henges, and burial mounds inhabited by ghosts and undead all challenged the capabilities (and sanity) of the legionaries.

BOUDICCA

Location: Britannia Date: 60–61 AD Legions: Legio XIV Gemina

In 59 AD, General Gaius Paulinus took the XIV Gemina and elements of the II Augusta into Wales to secure the west of Britannia for Rome. Although several tribes were fought, many more retreated north to Mona Insula.

In 60 AD, with central and southern Britannia fairly secure, Rome ordered her legions to eradicate the last of the druids, who had taken sanctuary on the island of Mona Insula (modern Anglesey). The campaign was extremely onesided. Rome marched her legions into the forests of Mona and butchered the inhabitants without losing a single man.

A short while after the druids were defeated, messengers arrived from the east bringing news of Boudicca's revolt.

Leaving the small elements of the II Augusta behind, Paulinus headed east with the XIV Gemina and his auxiliaries (collecting elements of the Legio XX along the way), to confront the rebellious warrior-queen at Londinium, but arrived too late to prevent the rebels from massacring a group of legionaries caught gathering wheat in the field.

While the army marched east to Londinium, Paulinus dispatched riders to the headquarters of Legio II in Exeter, and from there to Camulodunum to see if news of the massacre was true.

It was, and the news spread among the Britons like wildfire. Boudicca's army swelled to enormous size. She sacked several Roman towns and battered the Legio IX. Realizing that unless he acted all of Britannia would fall to Boudicca, Paulinus drew his legions up to confront the British horde, which numbered over 225,000, outnumbering the small Roman army by 23 to 1.

Despite these overwhelming odds, the Romans slaughtered the ill-disciplined Britons in the Battle of Watling Street. The legions' generalship, training, and choice of terrain all proved too much for Boudicca's massive but ill-trained horde.



SUB ROSA

Roman forces in Britannia constantly faced strange encounters and happenings, which they blamed on the druids. In actuality, most of these dark things arose from the misery and death caused by the constant violence and occupation of the mist-shrouded isles. Nevertheless, Roman leadership in the province determined to end the menace of the druids once and for all.

The conquest of Mona Insula did not proceed as smoothly as official reports would later describe. The legions encountered a variety of nightmarish creatures, including banshees, living trees, werebears, bog men, earth elementals, and spellcasting druids. Despite the losses of many Roman troops, the iron discipline of the legions prevailed in the end. Those who survived this campaign and the subsequent battles against Boudicca were posted to the northern reaches of Caledonia.

Boudicca's rampage through Roman-controlled Britannia unleashed a variety of horrors upon the land as well. The massacre of Roman settlers in Camulodunum and two other settlements and the slaughter of over 70,000 Romans unleashed several hates upon the landscape, as well as great numbers of vengeful walking dead and other nightmarish creatures such as corpse ravens and sluagh.

These horrors would prove to be the warrior queen's undoing. At the Battle of Watling Street the fear, rage, and chaos acted as a magnet for these forces. The much larger army of the Britons took the brunt of the supernatural attacks and ran in fear. As the sun broke from the overcast sky

and sent many of the horrors skittering out of the sunlight, the legions pressed their advantage, slaughtering the rebels.

THE JEWISH REVOLT

Location: Judea

Date: 66–73 AD

Legions: Legio V, IX, XII, XV

In 66 AD, Greek settlers attacked a Jewish synagogue. The Roman garrison did nothing to aid the Jews, provoking outrage. Aided by zealous Jewish "dagger men" called the *Sicarii*, the outrage quickly spread into open revolt. The main garrison in Jerusalem was besieged and Legio XII lost its aquila during a hasty retreat. Emperor Nero acted quickly, dispatching two legions including Legio IX.

In 67 AD, the Romans, under Vespasian, landed in the north and immediately set about crushing resistance with lethal force. The sieges of Jotapata and Gamla were brutal, grinding affairs which resulted in the massacre and death of thousands of Jews.

The war was interrupted in 69 AD by Nero's death, which caused the empire to erupt into a brief civil war. Vespasian, still in Judea with his legions, waited to see the outcome, but events overtook him. The Prefect of Egypt hailed Vespasian as the new emperor and support quickly spread throughout the legions and the eastern provinces. Vespasian moved to Rome to secure the throne his legions offered him, leaving Titus to command the Judean troops.

In early 70 AD, Titus moved against Jerusalem. In one of the greatest sieges of the ancient world, the center of Jewish resistance was destroyed after seven months. The city was burned and the Temple's treasures removed.

Jewish survivors, including members of the zealous Sicarii, retreated to the remote mountaintop fortress of Masada. A massive Roman force pursued and laid siege. Over the next several months, they built a giant siege tower and a gargantuan ramp to the top of the massif. In the end, the defenders committed mass suicide by fire and leaping from the cliffs, effectively ending the revolt.

SUB ROSA

The driving force behind the Jewish Revolt were the Sicarii, a sect of zealots who acted as a front for the Blades of Moses, an extremist faction of mages who claimed lineage from the Levites, the sorcerer-priests of Moses' era. They had long been enemies of the Sons of Solomon, claiming hundreds of lives throughout the centuries in an unseen war. Although severely weakened by events in Nero's Rome, the Sons took the opportunity to strike down their hated foes, backed by Rome's military machine.

Over several years the Romans regained control of Judea, battling Sicarii assassins, golems, earth elementals, and weirdness spawned from the death and chaos of these blood-soaked lands.

Eventually the Sicarii retreated to the mountaintop fortress of Masada, which held a place of power for their mages. Unable to bring the weight of their legions to bear, and with the fortress containing enough food and water for several years, the Romans were stymied.

Only the construction of a giant ramp threatened Masada's walls, created by slaves and soldiers and secretly bonded by earth elementals controlled by Mithratic priests.

In 73 AD, the army pushed a massive siege tower up the gigantic ramp. The desperate Sicarii, attempted a forbidden ritual to bring spirits of death down upon their foes. The ceremony backfired, however, and unleashed horrors beyond imagining. The legionaries breached the walls as the last of the defenders perished.

THE GERMANIC WARS

Location: Germania

Date: 169-180 AD

Legions: Half of the Roman Legions, including Legio I, II, III, V, XII

During the mid–160s, Rome warred against her old enemy the Parthians. She pulled her legions from the Danube to support the war effort, which quickly proved to be a big mistake. When the troops returned in the late 160s, they brought a virulent plague that killed roughly 5 million people and severely weakened the Empire. Called the Antonine Plague, it lasted from 165 to 180 AD and decimated Rome's legions.

In 169, the Germanic Marcomanni and Quadi tribes crossed the Danube, raiding towns and overrunning Roman defenses. Co-Emperors Marcus Aurelius and Lucius Verus fought back fiercely and with little mercy.

The war, plague, and famine took terrible tolls on the legions, so Aurelius instituted *voluntarii* – the recruitment of former slaves, gladiators, and even German auxilia into the ranks.

Aurelius' new legions quickly chased off the scattered Germanic raiders, but stalled with the untimely death of Lucius Verus, reportedly from the plague.

Further complicating the Germanic Wars, Avidius Cassius, the governor of Syria, claimed the title of Emperor for himself after hearing that Marcus Aurelius had died, rallying seven legions to his side. Marcus marched east but men loyal to

the true Emperor killed Cassius when it was clear the true Emperor was very much alive.

The Emperor returned with his army to Rome via Macedonia to confirm his son, Commodus, as heir.

Affairs in the east and at home settled, Marcus Aurelius gathered his legions for a final push against the Germans, this time striking across the Danube into their heartland. The Emperor dealt with each of the tribes in turn but died before the campaign was complete, perhaps of the same plague that had taken so many of his men.

His son, now Emperor Commodus, forged a quick peace with the Germanic chieftains and returned to Rome.

SUB ROSA

Legions returning from the Parthian war brought back an unwelcome guest— the plague. This was no ordinary disease, however, but a supernatural one, caused by a plague spirit that manifested during the sack of Ctesiphon. It took the Sons of Solomon 15 years to trace the source of infection and finally destroy the spirit with a quest into Parthia.

In 169 AD, the Germanic tribes took advantage of the legions' plague-induced weakness and pushed into Roman territory, this time surging across the Danube. Hordes of barbarians, led by the werewolf tribes, surged across the Alpes into northern Italia, while other tribes simultaneously invaded Dacia, Moesia, and the Greek provinces.

As well as normal military engagements, the legions fought werewolves, wolfmen, rune mages, and a host of other supernatural foes from 170–175 AD. The rune mages sought out druidic sites of power left over from Caesar's Gallic Wars to add to their supernatural arsenal, while Emperor Marcus Aurelius sent teams of speculatores into German territory to seek out and destroy temples to Fenric.

After a pause to deal with Avidius' revolt in the east, Marcus Aurelius gathered his legions for a final push against the Germans, this time striking across the Danube.

Marching through the Alpes, the legions battled animated frozen corpses, werewolves, rune mages, and packs of dire wolves, as well as hordes of mundane but no less dangerous German warriors.

In 179 AD, as the armies of Rome neared the Danube, the Sons of Solomon decided to strike at the very heart of the werewolf tribes. A strike force of the Twilight Legion was formed to locate and destroy the great temple to Fenric, somewhere in the fog-shrouded forests of southern Germania. This epic battle, unrecorded in history, broke the back of the Germanic rune priests' power and set the stage for their final defeat at Vindobona in 180 AD.

Although the Germanic tribes continued to pose a threat to Rome until her last days, the power of the werewolves was shattered forever.

ADVENTURE GENERATOR

On the following pages is an Adventure Generator War Masters can use to fill in typical missions between their own crafted adventures. Pick or roll once on the Operation Size and Mission Tables, and then once (or more) on whatever other tables make sense for that particular type of duty.

Assignments involving large numbers of troops don't need to involve Mass Battles. This could just be a description of the general state of things while the heroes' contubernium goes on a more traditional adventure in the "wings."

OPERATION SIZE

d20	Result
1–9	The heroes' contubernium
10–14	+1d4 contubernii
15 ·	Century
16	1d6 centuries
17	1d4 cohorts
18	Legion
19	1d4 legions
20	Entire army

MISSION

d20 Result

- 1 Battle! The legion engages or is engaged by an enemy force.
- 2 Capture enemy fortification, outpost, or settlement, bridge, crossroad, etc.
- 3 Capture important person (enemy leader) or information (battle plans).
- 4 Forage or raid for supplies.
- 5 Capture prisoners for interrogation.
- 6 Construct bridge or road (or guard engineers on such a project).
- 7 Defend allied commanders or deliver important information.
- 8 Defend allied supply camp or baggage train.
- 9 Defend allied fortification or settlement.
- 10 Defend important terrain (ford, bridge, pass, hill).
- 11 Deliver orders to allied unit.
- 12 Deliver supplies to allied unit.
- 13 Destroy enemy supplies or baggage train.

- 14 A day's leave (rest and relaxation) in the nearest village or town.
- 15 Liberate prisoners/allied force (or individual) in trouble.

16 Patrol duty.

- 17 Reconnoiter enemy fortification or settlement.
- 18 Recruit and train legionaries/auxilia.
- 19 Track down deserters or enemy spies.
- 20 Double duty. Roll twice on this table (ignoring further results of 20).

SUPPORT

d20	Result
1–6	Legionaries.
7–8	Auxilia (cavalry).
9–10	Auxilia (archers or slingers).
11–13	Auxilia (skirmishers).
14	Centurio (1) or tribune (1)
15–16	Medic (1).
17–18	Speculator (1).
19	Experienced legionaries.
20	Veteran legionaries.
17.1	

Unless otherwise stated, support troops are equal in number to the heroes' force.

ENEMY FORCE SIZE

d20	Kesult
1–3	25% of force but more experienced
4–7	50% but slightly more experienced
8–14	Roughly equal (within 10%)
15–17	125% of heroes' force
18–19	150% of heroes' force.

20 200% of heroes' force.

COMPLICATIONS

d20 Result

- 1 Allied army pulls back (to engage enemy or because of growing enemy numbers) without telling the heroes.
- 2 Allied auxilia or other Extra is a traitor.
- 3 Allied unit nearby asks for aid in their own mission.
- 4 Ambushed by enemy force.
- 5 Bad intelligence (the objective is not where it should be, is heavily guarded, doesn't exist).
- 6 Bad weather.

- 7 Communication failure leads to erroneous orders.
- 8 Mistaken identity (heroes mistake objective, or allied troops attack them in error).
- 9 Natural obstacle (impassable terrain, river) causes heroes to detour through enemy territory.
- 10 Local partisans attempt to sabotage mission by attack, misdirection, scorching the earth, etc.
- 11 Commander, guide, or other support is incompetent or treacherous.
- 12 Objective is in bad terrain (dense forest, high mountains, swamp)
- 13 Rival allies on the same mission want the glory.
- 14 Support troops fail to materialize.
- 15 Support units desert at crucial moment.
- 16 The heroes become lost deep in enemy territory.
- 17 Trapped behind enemy lines by enemy troop movements.
- 18 Ill omens occur along the path. Characters must make a Spirit roll (Doubting Thomas' add +2) or lose a Benny!
- 19 Weirdness (War Master's call or roll on Weird Event Table).
- 20 Disaster! Roll twice on this table (ignoring further results of 20).

WEIRD EVENT

d20 Result

- 1–2 **Dark Temple:** The unit discovers a stone structure, sacred grove, or set of standing stones, depending on the geographic region. The temple is protected by cultists and the dark creatures they summon to do their bidding.
- 3–5 **Altered Animals:** The heroes cross paths with a mundane animal altered in some strange way. Maybe a wolf has tentacles growing from its shoulders, or bears are able to regenerate.

- 6–7 **Degenerate Locals:** The war has destroyed the locals' homes, livelihood, and sanity. They could be primitive forest tribes or modern city dwellers. Perhaps they now worship dark beings that demand sacrifice, have manifested strange powers, or are working with enemy troops in exchange for protection.
- 8–10 **Magic:** The enemy has a spellcaster in their ranks.
- 11–12 **Remains:** The unit comes upon grisly remains of allies, enemies, or civilians. Fear tests are required. Whatever killed them is nearby. It might be enemy troops attempting to frighten their foes, a creature, or angry partisans.
- 13-15 **Monster:** A supernatural beast plagues the heroes in some manner. Pick something suitable from the Bestiae & Militis section.
- 16–18 **The Dead Rise:** An old battlefield, massacred village, or burial ground gives rise to the corpses or spirits of the dead. Roll on Table 6 to find out how large the outbreak is. The dead might ravage the countryside for a single night, till the next full moon, or until they're put down.
- 19 **Undefeatable Foe:** The unit encounters an enemy they can't defeat with the resources at hand—either overwhelming odds or a creature they cannot harm. They must flee for the time being to warn others or search for other means to defeat the threat.
- 20 **Relic:** The group encounters a monster born of blood and battle. If they defeat it, they find a relic of some sort, or perhaps one of their own possessions becomes enchanted somehow. The War Master should create the relic, or use the Campaign Interludes Table on page 50.

"AVE, CAESAR, MORITURI TE SALUTANT!" (HAIL CAESAR, THOSE WHO ARE ABOUT TO DIE SALUTE YOU!)

-COMMON GLADIATORIAL SAYING

Distractions are what make most adventures truly memorable. Tracking down partisans in a swamp might be just another combat encounter unless the skirmishers sent as support led the heroes into a trap, or the party spies one of the men who deserted them among the rabble.

DISTRACTIONS

d20 Result

- 1 Another unit develops an intense rivalry with the character's unit. Each is always trying to out-do the other.
- **2** One of the characters meets a girl in a local village or town. Whether a relationship develops or whether she is pursuing him, the girl's family strongly disapproves, as do the legion's officers.
- **3** Somehow the characters make an enemy in their unit. The enemy outranks the characters and decides to make their life a misery. This may have a detrimental effect on the unit's morale.
- 4 One or more of the characters makes a very close friend in their unit or a closely related unit. If this friend is killed, the character(s) suffer –1 Sanity.
- 5 The legionary with the lowest Vigor catches a cold or other minor illness, leaving the character Fatigued for 1d4 days.
- **6** The characters hear rumors of some type of fantastic creature inhabiting the local wilderness. The rumors are false though, and any investigation leads nowhere.
- 7 The legion hasn't been paid and morale is low. Until the heroes can secure some booty, they suffer –1 to all Spirit rolls.
- 8 The heroes' centurion is replaced with a political appointee who has no battlefield experience. Treat him as a Citizen, but with Knowledge (Battle) d4.
- 9 Plague sweeps the region. Soldiers fall from the ranks frequently, and the heroes must make Vigor rolls each day to avoid it themselves. Failure results in sickness that takes them from service for 1d4 weeks. Critical failures prove fatal—though perhaps a quest for the local temple might prove fruitful.
- **10** A priest of Mars visits the camp. If the heroes impress or perform a task for him, he grants a blessing that adds +1 to the heroes' rolls to recover from being Shaken for the next month.

- **11** An allied unit mutinies. The heroes are involved in quelling the problem, and must then decimate their comrades.
- 12 One of the characters' comrades wants an award and keeps on talking about it. He begins to take unnecessary risks that jeopardize other lives besides his own.
- **13** The Senate votes to disband the heroes' legion unless they achieve a major military victory in the near future.
- 14 A heat wave or cold snap strikes the region. Temperatures rise to over 110 or drop below 40, whichever suits the region.
- **15** An important Senator's son visits the legion. He insists on accompanying a unit on a mission and the heroes get to baby-sit him. Treat him as a Citizen.
- **16** A close friend of the heroes deserts. Can they find him before his absence is noticed by their officers?
- 17 The legatus arranges for the legion to visit a local amphitheater to watch gladiators. If the heroes deserve an honor, they may get to decide if defeated gladiators live or die.
- **18** Food supplies run low due to a bad harvest or enemy activity. The heroes must forage or face starvation.
- **19** The unit receives letters from home, boosting recipients' Spirit rolls by +1 for the next week. Each character has a letter on a d6 roll of 1–3.
- **20** The contubernium is having one of those days when everything seems to be going wrong. Roll for two Distractions.

ALEA IACTA EST (THE DIE IS CAST) ~JULIUS CAESAR

LEGATUM (LEGACY)

The Legatum Plot Point Campaign for *Weird Wars Rome* is very different than most—it spans far more than months or even years, but centuries. The heroes are legionaries (and eventually others) who battle in various eras and pass their legacies on to their descendants.

Legatum assumes the War Master runs a number of shorter campaigns with finite endings. Following the outlines from the campaign eras of the last chapter, we've fleshed out two of them in some detail—**Rome's Nightmare**, based on Hannibal's invasion of Italy, and **Dacian Gold**, based on Trajan's Dacian invasion.

SUGGESTED SEQUENCE OF EVENTS

At the beginning of each of the two campaigns is a suggested order of events, starting with the Savage Tale that begins the campaign and ending with the finale. In between are any other prewritten Savage Tales and a recommended number of sessions in between where the War Master can use the Adventure Generator or insert his own adventures.

LEGACY

At the end of each campaign, players create new legionaries for the next and draw a single card on the Legacy Table to see what their previous character bequeathed them. Players draw an additional card for each award or promotion his best character (his choice) from the previous campaign won. The legionary receives the bonuses from *all* the cards drawn, including duplicate draws for those which make sense. Even replacement characters in the current campaign should be allowed to draw on the Legacy Table. The new character might be another family member recruited from the same area (perhaps even already serving in the same legion as a faceless Extra prior to character creation), or he may be a new character from a similar bloodline. The War Master should alter the facts as needed to fit the situation.



LEGACY TABLE

Card

Result

- 2 A foul creature cursed the bloodline somewhere in the family's past. The cursed hero begins each session with one less Benny than usual.
- 3 Something happened that disgraced the ancestor's family name. The hero has -2 Charisma among those who know and care about such things. This applies to his Promotion rolls as well.
- 4 The ancestor's bloodline did not continue. The character receives no additional advantage.
- **5–7** The warrior's prowess stays with the bloodline. His descendant gains two additional skill points during character creation.
- **8–10** The hero was taught certain techniques by his relatives. He begins play with one free Novice or Seasoned Edge. He may ignore Requirements except earlier versions of the same Edge.
- **Jack** The legionary's family has grown strong through the years. The warrior gains an additional die type in Strength or Vigor, his choice.
- Queen Intellect and willpower runs in the family. The hero gains an additional die type in Smarts or Spirit, his choice.
- **King** The ancestor left notes about the Twilight Legion and the creatures he encountered. The legacy character knows of the Twilight Legion, receives his ancestor's arms and armor, and starts with Knowledge (Occult) at d6 for free.
- Ace The character is born of warrior's blood touched by the supernatural foes his ancestor battled. He has the Champion Edge (ignoring its Requirements) as well as the benefits listed under King, above.
- **Joker** As Ace, and the ancestor became a noble (or a greater noble if he was already one). The legacy receives all the rewards of the Ace entry and starts with the Military Family and Equestrian / Patrician (Noble) Edges for free.

ROME'S NIGHTMARE

-The 2nd Punic War, 217 BC

Prodictator Quintus Fabius Maximus has been placed in charge of Rome's defenses after the loss at Trebia. Fabius realizes the most effective way to defeat Hannibal is to wear him down, engaging in small skirmishes to deprive him of supplies rather than meeting him head-on and risking another tactical—and political—loss.

Occasionally, Fabius realizes he must scorch the earth around his foe to deny him resources as well. Fabius must also stick to the high ground, maximizing his strength in heavy infantry over the Carthaginian's advantage in cavalry.

Hannibal employs a similar tactic—destroying the Roman agricultural centers to draw the Romans into a decisive battle, thus wining allies among its various cities and eventually carrying the battle to Rome itself.

But in the terrible destruction to follow, the spirits of the dead rise as black-hearted "hates," vengeful shades that feed on any living thing in their path. The legionaries must deal with the hates—and the elusive Carthaginian wizards sent to harness their devastating power.

SUGGESTED SEQUENCE OF EVENTS				
-	Adventure			
1	Fabian Strategy			
2–4	Adventure Generator			
1	Cannae			
4–6	Adventure Generator			
1	The Half-Set Sun			
1	Hannibal's Wizard			
2-6	Adventure Generator			
1	Nuceria			

FABIAN STRATEGY

The heroes are members of Legio XIX. Their task is to carry out part of the controversial "Fabian strategy" by striking at Carthaginian foragingparties in central and east Italy.

Start the campaign in 217 BC with skirmishes between the heroes' contubernium and Carthaginian raiding parties (rolling on all Tables except 1 and 4 from the Adventure Generator if desired). The foes should be Numidian horsemen or Italian mercenaries from one of the treacherous city-states. Battles might take place in mountain passes, on the plains of the rich region around Apulia, or in scattered towns and villages.

SCORCHING THE EARTH

After a few of these skirmishes, the heroes are tasked with burning a small village to the ground. It's their contubernium against a group of about 20 villagers. This is an excellent chance for roleplaying as the legionaries must destroy the homes of their own countrymen to thwart Hannibal. They can attempt to talk the villagers into complying or carry out their mission by force, in which case the locals put up a half-hearted fight with farm tools—and are likely slaughtered.

Villagers (20): Use Peasant, page 82.

CANNAE

Prodictator (acting dictator) Fabius' strategy has caused great attrition among Hannibal's troops, but the people and the Senate want a decisive victory over "Rome's Nightmare." Consuls Gaius Terentius Varro and Lucius Aemilius Paullus are placed in charge of the legions in 216 BC. The player characters likely hear rumors of this before it happens, and may even attend a speech by the consuls. It should be clear these two are eager for victory—perhaps for their own careers—and are not as cautious as "the delayer" (*cunctator*), as Fabius has come to be called by his detractors.

Soon after, the heroes are part of the disastrous battle at Cannae. The War Master should narrate the terrible battle—the bickering of Roman officers, the collapse of the enemy, the sudden encirclement, and how only a few small groups of legionaries cut their way out.

Have each character roll on the Characters in Mass Battles Table from *Savage Worlds* at –6. This terrible modifier reflects the absolute disaster under Varro's command and the slaughter that resulted in tens of thousands of Roman casualties. All the other members of their contubernium, and most of their century, are dead or captured.

Since this is a staged event and to add a little more flavor, a hero can choose to lose equipment in exchange for wounds, either his helm, shield or gladius. (All the heroes are assumed to be out of pila.)

SHELTER FROM THE STORM

The player characters are alone without food or water. Their escape takes them to the ruins of an old stone house in the low hills north of Cannae. Night falls, and they can hear the rumble of cavalry and the occasional clash of steel in the distance as Carthaginian patrols catch up to other groups of stragglers.

As the party hunkers down in the night, their worst fears (so far!) are realized. A large party of Numidian horsemen—perhaps a hundred or more—stumble over their location. The heroes are surrounded and the horsemen don't speak Latin. Give the group a few minutes to attempt an action of some sort—and perhaps to debate among themselves whether they should lay down their arms and surrender or fight to the bitter end.

Before anything critical happens, however, the legionaries hear a strange, rumbling wind coming from the direction of Cannae. A massive "hate" (see page 90) has risen from the carnage and is ravaging everything in its path. The thing washes over the horsemen first, giving the party time to see the dead faces of Roman and Carthaginian alike in its swirling mists. As the trapped legionaries watch, the spirits inhabit the Numidians' bodies and begin attacking each other! The few horsemen who attempt to strike the shades with their own weapons quickly illustrate that such attacks pass straight through the spirits without causing harm.

The heroes should run. If they don't, several of the hate's faces begin to turn in the heroes' direction—pointing and groaning as they recognize more prey.

TRIBUNE AURELIUS

The flight from the hilltop sends the group straight into a grassy clearing. As the full moon emerges from the clouds, the legionaries see they are blocked by a mounted tribune, a half-dozen bloodied and obviously veteran legionaries the party has never seen before, and what seems to be a priest or soothsayer.

"You were wise to run," says the tribune. Though his demeanor is obviously of a noble line, you see little pride in his eyes. Only weariness.

"The shades you saw have assembled into what we call a 'hate.' It is a spiritual creature of pure evil conjured when a great many men suffer a similar and terrible fate." The tribune nods toward distant Cannae. "Such a massacre occurred today. This will go down in the histories as one of the greatest defeats of the modern world. Certainly of our illustrious Republic."

The tribune looks you over carefully before speaking again. "My name is Tribune Antonius Septimus Aurelius. These men are members of our nation's various legions. I am able to excuse them from regular duties to call on their unique services. Our numbers have...lessened...today, and we have need of additional men who do not shriek like women when confronted with the kind of horrors you witnessed tonight. You have no need to comply—your service is voluntary."

The officer turns his horse about, as if gathering his bearings, then points west. "For now, the remainder of your army is gathering at Canusium—that way. Should you receive a summons from me, or a message marked with the symbol of the half-set sun, you will know it is from us."

CANUSIUM

The heroes limp into the walled town of Canusium with the rest of the survivors. They are

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allowed to rest and recuperate while the Senate makes arrangements to reconstitute the shattered legions—and argue over who should lead them to defeat next.

If one of the characters isn't the decanus, he is appointed so now.

Over the next few months, Hannibal's victory convinces a number of Italian cities to pledge to his cause and accept "liberation." Run your own adventures for a few sessions or generate random encounters. The legionaries should be tasked with training new recruits for their contubernium, as well as patrolling the city or driving off Carthaginian foragers and harassing forces between Canusium and Rome.

As these adventures take place, the group occasionally hears about groups of people going mad and attacking each other—just like the horsemen did on the hilltop after Cannae. Perhaps it is simply the stress of the invasion, or perhaps the angry spirits still dwell in the province of Apulia. Should they investigate, witnesses claim a simple argument escalated into bloodshed, then seemed to draw in others. No one saw spirits or shades, however (hates are normally only visible in the immediate aftermath of their creation or when confronted with banishment).

When you're ready, and likely once the group has reached Seasoned level, they are contacted by Antonius Aurelius once again.

THE HALF-SET SUN

The group's centurion approaches as night begins to fall and the party is at rest. He has been ordered to send the heroes' contubernium to a tribune's camp a short distance outside the city walls. The centurion is unhappy about the interference in his command but has little choice but to obey. The orders are clear that the entire tent group is to respond.

Tribune Aurelius has a small camp a halfmile from Canusium. He rests beside a warm campfire outside his simple tent. A cart, two of the legionaries the heroes saw earlier, the priest, and four attendants busy themselves nearby.

"Greetings, my friends. It is good to see you have survived these last few weeks as our precious Rome bleeds rivers of her heroes' blood."

The tribune takes a bite from a green apple and looks you over. "We have need of your assistance. Perhaps you thought the hate you saw slaughter those Numidians dissipated after the battle. Unfortunately, it simply seems to have fractured into numerous smaller maelstroms of destruction. We have learned that normal steel cannot harm them, but weapons wielded by the dead of Cannae can. If you are willing, we want you to secure more of these weapons, then arm yourselves and help us hunt down those which plague the good people here abouts."

Assuming the legionaries agree to help, Aurelius summons them closer and shows them a simple map of the area. A red X is circled north of Cannae in what should be nothing but farmland or hills.

"One of Hannibal's baggage trains is currently drawn up between some small hills, hoping to stay hidden. It is not well-guarded because it does not contain loot, food, or water, but the unclaimed arms and armor of your fallen



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countrymen. Secure the train and bring as many gladii back to me as you can. Then I will show you where to put them to good use."

When the heroes arrive, only a single cart remains. Its wheel was damaged and is being replaced by its two Italian drivers. Ten Carthaginian soldiers stand nearby, waiting to escort it to one of Hannibal's captured cities. If the legionaries don't strike quickly, the wheel is fixed and the cart rumbles south. If chased, the soldiers stay behind to delay or halt the pursuers.

• Carthaginian Soldiers (10): Use Phalangites, page 85.

INDOCTRINATION

Once the cart is secured, the legionaries see that it is indeed filled with gladii from Cannae. On return to Aurelius, the tribune looks the swords over and hands one to each of the contubernium.

"These hates are not the only foul creatures in our world. But it seems once a blade can harm such a beast, it can kill others as well. Wield these sacred gladii well. Protect them. You will almost certainly have need of them in the future."

"One more thing." Tribune Aurelius walks into his tent and emerges with a leather bag a few moments later. Inside are a number of stones threaded through with leather cords—necklaces.

"These medallions are very, very old. Wear them and they should offer you some protection against these...things...that haunt our land. Take great care of them. Hand them to your children should you find a peaceful end so that they may remain safe as well. And if one of your companions should meet a more violent end, please collect them and grant them to others like us. I have an unfortunately large supply at the moment, but it is not always so."

The medallions are polished stones with a half-set sun carved into the surface. They feel somewhat warm to the touch, and specks of blood are visible here and there. See the sidebar for the medallions' powers.

HATE'S FIERY HEART

Now it's time to put the soldiers' new arms to use. Tribune Aurelius once again spreads out his map and traces a route through the countryside.

The target of the raid is a farmstead a few miles north. Aurelius warns the group to avoid both rampaging Carthaginians and Roman patrols along the way. He also advises the group to never reveal what they are up to, or that such creatures even exist. "Fear makes the dark things stronger," he warns.

The farmstead consists of four stone houses, large fields, and several open-air corrals for sheep and goats. The local farmers have just been allowed to return to their homes as the Carthaginians seem to have moved south, and Aurelius believes one AURELIUS' GIFTS

The medallions were forged before Romulus and Remus suckled from the wolf on the banks of the Tiber. The symbol of the half-set sun represents the Twilight Legion—a secret sect created by the even more secretive Sons of Solomon.

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The medallions provide the following benefits to the wearer:

- +2 to Fear tests versus supernatural creatures (but not scenes of gore or carnage)
- +2 Toughness against attacks by supernatural creatures or arcane powers (this stacks with other Edges granting a similar bonus).

SACRED BLADES

The blades the heroes recover from the farm have the ability to harm creatures that can normally only be injured by magical items. Armed with these, the legionaries can battle hates, ghosts, furies, and other intangible entities.

or more hates will be attracted to the vulnerable target.

The legionaries' task is simple enough. They must protect and isolate the farmers and defeat any hates as they rise a few hours after twilight. The threat of the Cannae blades makes the horrors visible, and they cause full damage against the spiteful spirits.

Once defeated, the party finds Tribune Aurelius gone. They return to their legion and participate in battles in and around eastern Italy for the months to come.

• Hates (2): See page 90.

HANNIBAL'S WIZARD

The Carthaginians have also taken note of the strange things that rise in the bloodshed of war.

The great general, never one to turn down an advantage, has assigned Anysus, one of his mages from the Horns of Ba'al, to investigate the tales of phantom soldiers possessing the living and forcing them to slay one another. Anysus believes he can direct these forces and waits for Hannibal
to cause another great massacre so that he might begin his experiments.

In the meantime, Anysus travels the back countries of Italy with a small band of killers attempting to raise—and control—the shades of the dead.

Anysus brought a personal guard of the most dark-hearted Numidian spearman he could find. He's dressed them in black and dark red, which are the colors of the Horns of Ba'al, and also makes them more difficult to spot while traveling at night.

AN EXPERIMENT IN DEATH

Anysus travels about Italy over the next few weeks rounding up slaves, farmers, prisoners, and anyone else he can find and putting them to death. The dark priest then recites mystic passages from ancient Phoenician texts over the corpses and protects himself and his retinue in a circle of salt.

Shortly after the heroes finish one of their missions, a messenger arrives with a note sealed with the symbol of the half-set sun. It is signed by Tribune Aurelias.

Someone is quietly moving around the backroads of our province, rounding up various people and putting them to death. The victims have ranged from slaves to farmers to Roman soldiers captured at Cannae.

Your legatus has seen fit to grant your contubernium leave for up to two weeks. Patrol the back roads, starting at the Tullius farm two miles north of Canusium where you dispatched the creature. Find out who is doing this and stop



it if you can. I will be in touch sometime after your return.

- Tribune Marcus Septimus Aurelias

The farm is a simple collection of five stone buildings. There are three small houses, a storage building, and an animal pen. The animals are long gone and there are no living inhabitants.

Lying in the center of the farm, perhaps three to five days old, are a dozen corpses. Eight of the bodies are those of peasants: five men, two women, and a male child. Four more look like legionaries, though they wear only simple smocks. The bodies have started to decay, but close inspection reveals strange symbols on their flesh. The symbols are Phoenician, which the legionaries likely don't speak. Should they find an interpreter now or later, the symbols say things like:

Let thine hate burn freely! Let hate give rise to your vengeful spirit! Return to us, oh shade, and destroy your foes with the hate of your murdered heart!

A short distance away, between one of the houses and the empty storage building, are traces of white powder in a large 20' diameter circle. Most of it has been erased by wind or rain, but if someone ventures to taste, it's salt.

SEARCHING FOR DEATH

The contubernium can move freely around the province searching for the killers or more scenes of massacre. The party can ask the locals if they've seen anything strange, and some may report signs that they or their neighbors have fought among themselves viciously (they were visited by hates), but no other information proves useful. Anysus and his band move at night and are very careful to avoid witnesses or leave survivors.

Have the decanus make a group Common Knowledge roll each day and consult the table below:

- Failure: The group runs into a enemy scouting force. Use Table 6 from the Adventure Generator to determine the size of the enemy force. The enemies should be Numidian cavalry, Libyan spearman, or Carthagian slingers.
- Success: Nothing of note is found.
- **Raise:** The heroes find another farm, settlement, inn, or isolated home. A mix of bodies are found as before. Some are locals, some seem to have been brought from the Carthaginian camp (such as prisoners or slaves).

THE HORNS OF BA'AL

Once the group has discovered their third scene of massacre, they begin to get a sense for the path the killers are likely taking, and realize they're striking in the dead of night (around 1 a.m.). Assuming this occurs before their two weeks "special duty" are up (if not, the War

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Master will need to send them out again), they can watch the likely approaches at that time of night and eventually spy the Horns of Ba'al and his retinue. They are a ghastly sight to behold, dressed all in black with black horses and white skulls emblazoned on their blackened shields and armor. Anysus rides in the middle of the Numidians, reading the night's stars for good or ill portents.

The night they are spotted, the Carthaginians lead a cart with five half-starved Roman slaves as well.

What the heroes do next is up to them. Stopping the horsemen may prove difficult if the legionaries aren't mounted themselves (as they're likely not). It might be better to set a trap or obstacle for their return trip.

Allow the leader of the group to make a Knowledge (Battle) roll. If he's successful, he finds a spot where, if blocked, the horsemen cannot simply ride around them.

This night, Anysus and his men have set out to massacre a group of shepherds known to gather at the junction of their flocks. If they are allowed to proceed, the shepherds are found dead the next morning, along with the captured Roman slaves.

• Anysus: See below.

• Mounted Numidian Elite Spearman (10): Use Phalangite, page 85. Their leader is a Wild Card with the Command and Fervor Leadership Edges.

ANYSUS

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d8, Faith d10, Stealth d8

Charisma: -6; Pace: 6; Parry:- 4; Toughness: 5

Hindrances: Curious, Vow (Major-serve Mot and Carthage)

Edges: Arcane Background (Miracles), New Powers, Power Points

Powers: Armor, banish, confusion, darksight, dispel, fear, obscure, speak language; **Power Points:** 20

Gear: Sickle (Str+d4), horse.

NUCERIA

Hannibal is becoming anxious. The Romans have returned to Fabian's strategy and the city-states are not accepting "liberation" as readily as he had hoped. Pressed by Anysus (or a replacement if he has perished), Hannibal decides to raze the town of Nuceria, which his forces are already besieging.

Anysus salivates over the destruction, knowing it will allow him to raise a number of hates, and he believes he's now figured how to direct the angry spirits at Carthage's foes.

Nuceria is a sprawling town dominated by a central tower on a hill at its center. Hannibal's troops stormed the tower early and encircled the rest of the town. The unprepared locals are starving and will likely surrender within the next couple of days. Hannibal has already decided he will turn his troops loose on the inhabitants when they do, teaching other city-states to surrender to his demands—and giving Anysus the massacre he desires.

THE FEINT

The local commander, Marcellus, cannot come to Nuceria's aid as he has just successfully defended the nearby town of Nola. But Tribune Aurelius (perhaps thanks to the heroes' actions), knows Hannibal and Anysus are about to set loose a terrible plague of hates on Alusia province if Nuceria falls.

While Marcellus cannot sortie out in force, Tribune Aurelius (through more powerful allies in the Senate) is given a legion and a like number of archers. Aurelius hopes to feint against Hannibal's besieging forces and draw troops off the hilltop tower where the Horns of Ba'al reside. The heroes can then storm the tower and slay the priests and whatever defenders remain. Aurelius has also learned the priests have accumulated a library of their learnings, and the Twilight Legion wants it torched. Not captured – burned.

Aurelius is open to other plans—the one above will likely result in great sacrifice on the part of the legion and auxilia. The tribune is also more than happy to let a more capable commander lead the attack if one of the player characters has such skill.

Assuming some version of this plan goes through, the Roman and Carthaginian forces are set to engage in Mass Battle while the heroes storm the tower, slay Anysus and his guards, and torch the library. There will not likely be a better time to draw Anysus out—especially before Nuceria falls.

The people of Nuceria cannot likely be saved— Hannibal's forces are simply too strong. But stopping the Horns of Ba'al will at least prevent them from becoming malignant spirits that will slay even more of their countrymen.

THE BATTLE

Hannibal's forces have 10 tokens; Aurelius has a mere 3. Aurelius' goal is to last as long as possible so that the heroes can storm Anysus' tower.

Hannibal has Knowledge (Battle) d12+2 and the Art of War and Cry Havoc Edges. Aurelius has Knowledge (Battle) d6.

The Romans add +4 to their first roll and +2 to their second to account for the night-time ambush. The Carthaginians suffer -3 to their first roll because the locals know the terrain and the enemy troop dispositions—an important distinction in the darkness.

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The Romans also lose one less token than normal in the first two rounds as they practice hit and run tactics (this can reduce their loss to zero).

Once all the Roman tokens are lost, the force is scattered and retreats.

The War Master should add or subtract modifiers based on any other factors the player characters are able to bring into play. Should they somehow have access to another legion (or its equivalent), it's worth another token.

STORMING THE TOWER

The player characters should take no more than two contubernii or their equivalent with them to the tower. A larger force will attract attention and draw entire Carthaginian legions to the tower.

The first round of the Mass Battle is a half hour long. Unless the party changes the plan, they should strike at the tower at the end of the first round. This draws off other units encamped around the tower, leaving only a guard of twenty regular spearman outside.

After the fight with the spearman outside, roll for the second round of the Mass Battle. Roll another round after the battle on the ground floor, and a third at the end of the fight with Anysus himself.

Inside the tower are ten elite Numidian spearman. Atop the tower is Anysus himself, three acolytes, and the commander of the Numidian spearman.

The Carthaginian spearman form up outside the tower to prevent entry. The Numidian spearman inside bar the door of the lower level and form up to protect the entry. Anysus, his bodyguard, and three acolytes wait (on Hold) at the hatched entry to the roof. They're trapped with no way down, so no quarter is asked for or given.

- 20 Carthaginian Spearmen: Use Phalangite, page 91. One of them is a Wild Card leader with the Inspire Leadership Edge.
- 10 Numidian Elite Spearmen: Use Veteran Warriors, page 84. One of them is a Wild Card leader with Hold the Line.
- Horns of Ba'al (3): Use Spellcaster, page 85. They have *bolt, fear,* and 10 Power Points each.

FINALE

Without the heroes' help, Italy is ravaged by hates, the Senate loses even more prestige, and numerous city-states are swayed to Hannibal's side. This sets in motion a chain of events that could see Carthage emerge from the Punic Wars as the dominant power in the Mediterranean. Rome becomes an ancient—and lost—empire.

More likely, Rome continues to assassinate and wear down the Horns of Ba'al until they are essentially useless in any large-scale action.

Hannibal's army is similarly worn down when Scipio Africanus, fresh from victories over Hannibal's brother in Spain, invades Africa and forces "Rome's Nightmare" to leave Italy. There he will battle Hannibal at Zama, forcing Carthage to sue for peace.

The last, desperate priests of the Horns of Ba'al sow the plains around Carthage with corpses of the dead, ready to transform them into hates should a rival army approach. Armed with the information given them by the Twilight Legion via the player characters, Rome is forewarned. At the conclusion of the Third Punic War some fifty years later, Roman invaders salt the lands around Carthage and destroy the Horns of Ba'al's long slumbering hates.

• Anysus: See page 73.

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- The Dacian Invasion, 101 AD

Emperor Domitian has been battling the upstart Dacians for several years when the campaign starts. The heroes are members of Legio X Gemina, one of the thirteen legions Emperor Trajan is leading into Dacia.

The campaign begins in the Fall of 101 BC as they are tasked with skirmish actions on the fringe of the larger battles. Soon they learn that the locals have turned to dark and ancient powers to protect their homes and destroy the invaders. The legionaries must seek out and destroy these horrors for Rome's greed, the Emperor's glory, or their own survival.

SUGGESTED SEQUENCE OF EVENTS

Sessions	Adventure
1 .	Dacian Gold
3-5	Adventure Generator
1	Frozen Death
1	Lonely Outpost
2-3	Adventure Generator
1	The Cult of Mithras
3-5	Adventure Generator
1	Adamclisi

DACIAN GOLD

The main Roman force is set to engage the Dacians at the pass near Tapae, near the site of a previous battle two decades past. While the battle ensues, Trajan wants to make sure the locals can't "scorch the earth" ahead of them—including valuable gold mines.

The legions have been tasked with detaching troops as needed to secure wells, food stores, and gold mines. The player character's contubernium and one other are pulled aside as the legion prepares for open battle and given one of these tasks. Their centurion, Crispus, approaches and gives the following speech.

"You men. Gather round. You're not joining us in the battle. The legatus believes the locals will start slaughtering their livestock, poisoning wells, and hiding all that lovely gold while we're fighting. So we're sending patrols to secure them.

You lot have been selected to secure a mine at the top of that hill." The centurion points to a nondescript peak to the north. "Defeat any defenders you find and take that mine. There shouldn't be any gold just lying around, but if there is, don't touch it. The penalty for stealing from the Emperor is death by pummeling." If one of the character is a decanus, he's placed in charge of the force. If that's not the case, centurion Crispus places one of the characters in charge temporarily.

THE BRIDGE

The mine lies up a winding path to the north that ascends high into the wooded mountains. It's fall and the weather is brisk as one treads into the shaded heights.

The hike takes two hours, so have each character make a Vigor roll to avoid Fatigue, and make a group roll for the Extras in their contubernium and the additional tent group as well. From the valley below (but out of sight), the group can occasionally hear the sounds of battle. With such a massive Roman force, the heroes should feel reasonably confident that things are going well for their side—but some doubters might express pessimism since this is where their countrymen were slaughtered just over a decade earlier.

It's late afternoon and a storm is brewing when they finally reach the mine. A stone bridge crosses the path leading to the mine, and standing across it are ten Dacians armed with their traditional curved swords—the *falx*.

Behind them are six archers armed with short bows and a dozen arrows each. These men don't speak Latin, and it's unlikely the Romans speak their language (Thracian or Dacian), so there's little chance to parley. The contubernii must fight their way through.

The player characters command their contubernium as well as one other in this fight. This is a great chance to break out the miniatures and test your player's tactics if you're so inclined.

• Dacian Warriors (10): Use Soldiers, page 85. They're armed with falxes. The leader is a Wild Card with the Command and Inspire Edges.

If the heroes are successful, a few guards can be left behind at the mine while the prisoners are taken back to the army and questioned. If the Romans are defeated, the survivors must retreat back down the hill. The mine's defenders don't pursue—their mission is to protect the shaft.

There's little readily available in the mine except for some hastily abandoned picks, shovels, and pails. The gold veins are deeper within and difficult to get at. (Trajan has overseers ready to "conscript" the locals into mining it for Rome.)

WINTER IS COMING

Trajan is indeed successful at Tapae, gaining vengeance for Rome's defeat in 88. The Dacians, believing the storm an ill omen, retreat and Trajan pursues with vengeance.

But the winter is coming and Trajan knows his legions will fare poorly in the frigid mountains. He orders the legions to make camp in the valley

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below and prepares for a fresh push toward the capital in the spring.

FROZEN DEATH

Dacian King Decebalus sends spies to the Roman positions constantly. They ring the mountains and watch the legions, ready to send warning to the Dacians should they mobilize. A frequent task of the legions is clearing these spies from the hills.

During one such patrol, the player characters are sent (without the rest of their contubernium) to a precipice where locals have been seen spying on the camp. Along the way, they cross a low stone bridge across a cold creek. The water is fresh and it's a good place to stop for a rest, get a drink, and fill waterskins before pressing on. Nothing happens now—but it will upon their return.

At the top of the precipice are indeed a couple of Dacian spies. They hear the legionaries approach and attempt to flee, but are cornered. The only way off the precipice is to jump. The spies are two young men, about 18-20 years of age, and dressed in dark cloaks (to better hide among the rocks). They speak no Latin and know they cannot defeat Roman legionaries, so they're likely to jump to their deaths if the soldiers press them.

The point of the scene is to reinforce that the locals are terrified of the Romans, an important aspect of the events to come.

COLD ONE

As the patrol returns, either with the two spies as prisoners or not, the soldiers once again come to the cold spring. This time, however, a deadfall of trees has broken loose and blocked up the stream. Water bubbles over and around the low stone bridge. If someone asks (or makes a Common Knowledge if they don't), they realize the pressure on the deadfall will likely destroy the bridge eventually. Losing the bridge is a minor inconvenience for the Roman supply wagons that use this path, but one easily prevented by removing the fallen trees before the bridge breaks.

Legionaries would never think of chopping the trees with their gladii, so they must pull them from the river. As they do so, they notice a corpse is trapped in among the branches. The body is that of a Dacian noble.

The Dacian wears officer's clothes. His helmet and weapon are gone, but he has a fine heavy breastplate and a few other trinkets (a few rings and a gold medallion on a metal chain) that could be valuable about his person.

The scene works best if the players think they're being given some intelligence or the chance at some random (or cursed) loot. The moment someone attempts to remove one of the trinkets, however, the officer reaches up and claws at the violator. **Frozen Dead:** This is a Wild Card version of the husk found on page 90.

DENIABILITY

The Dacian was indeed frozen, so it's *possible* skeptics could believe he fell into the water somewhere upstream and was alive when they found him, then gained consciousness as he felt himself being touched.

If the group reports the incident to centurion Crispus he grunts and says no more of it, but does send word on to the priests of Mithras as he has been instructed. If the party doesn't report the event, assume one of them mentions it to a nonplayer character companion and word gets out on its own. It's important for the cult to find out about the characters' encounter, so make sure it happens, even if it takes a while.

THE CULT OF MITHRAS

A few weeks after the incident at the bridge, an old priest visits the contubernium shortly after nightfall. He asks if he may share some Roman wine with them and joins them at their campfire.

The priest's name is Epictetus. He's a priest of Mithras, and of course a member of the Twilight Legion.

"Please, enjoy the wine. It is a fine vintage and tastes particularly good in this chill air. Pardon my directness, but I have been told you dealt with a strange situation at a bridge recently. Would you mind telling me of the incident?"

The priest already knows the tale, and knows what the thing likely was—scores of them have cropped up around the lakes and streams of the region since Tapae. Most soldiers have not fared well against them though, either running in panic or being killed when a large number emerged from some frigid body.

Whether the group's tale is told well or not, the priest has a mission—and a test—for them. He has already been cleared to excuse them from camp for a day so there are no issues with the centurion or their legatus.

"Such things try men's souls, even if there are rational explanations. There is a similar problem in one of the mountain shrines. I was hoping men of your fortitude might look into it. I have already cleared this with your centurion. If you wish to help this old priest, I need a few men who aren't afraid of superstitions for a day, perhaps a night. For this of course you will have the blessing of Mithras, and the appreciation of Rome itself."

Assuming the group agrees, Epictetus continues:

"There is a small village nearby. It has no name that I know of. A shrine or crypt looks over it from higher up the slope. The villagers have been leaving offerings at structures such

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as these. They claim they are raising the spirits of their forefathers to fight the invaders—us, of course. While we do not believe Dacian ghosts are rising at their whim, someone or something has murdered several of your fellow legionaries at nearby outposts.

We would like to know exactly what we're facing. I'm going to scout this village and investigate the structure, but I cannot do it alone." The priest leans on his walking staff and seems to consider for a moment. "If there is something answering their prayers—some spirit or shade—you will of course, be required to help me send it back to the underworld."

The priest smiles, almost embarrassed. "I realize all this talk of spirits is nonsense to hardened soldiers like yourselves, but I am a priest and am required certain...indulgences. Hopefully my meager abilities will enhance your prowess should we encounter something strange."

Epictetus says he'll return at dawn for any who are willing to accompany him. He's most interested in those who saw the frozen Dacian, but will take the entire contubernium if they want to go.

THE CRYPT

The village is a few hours hike from the Romans' camp, so Epictetus starts the trek at dawn and hopes to arrive around mid-day—long before dark.

If asked, Epictetus knows few details about the attacks (or so he pretends). The locals prayed to their ancestors at various churches or shrines, and the next night local sentries were slain. In some cases, the sentries were cut in half—as if by giants. In a few cases the soldiers died stranger deaths, but Epictetus claims he was not given details. In fact, he was told the warriors' throats were ripped open and their blood was drained—though not all of it seemed present at the scene.

The Twilight Legion knows what vampires are, and suspects a tribe of the fiends fled into Dacia generations ago. They fell dormant and were interred by their families with instructions for how to awake them in times of need.

The locals have already fled the small village when Epictetus arrives. It's a simple place just below the saddle of a mountain with a dozen buildings, common pens for animals, and a massive waterfall along the back "wall". To the left of the waterfall, up roughly carved steps, is the gray stone of a Carpathian crypt. Across the doorway is the name "Thiamarkos."

Wilted flowers, a dead goose with its neck broken, and a small pile of silver coins lie in front of the door. Should someone climb the slippery stairs, they see that the crypt door is shut, but not all the way. Someone has opened it recently.



Within is a single stone sarcophagi. The lid lies slightly askew and droplets of blood can be seen on the stone. The locals, after much debate, followed the protector's instructions. They collected blood from the villagers and poured it upon his dessicated lips. The thing arose hungry after its long sleep and consumed several of its summoners. The rest fled and have not returned.

The vampire—a *strigoi*—is not exactly what most players might be expecting. It can survive in daylight (though it's not quite as powerful), and is not slain by any sort of weapon through the heart—wood or otherwise. The statistics for the strigoi are found in Beasts & Soldiers chapter.

This strigoi, Thiamarkos, has been awake less than a full day and is a bit more savage than those the heroes encounter later. He is not in the crypt, but lurking beneath the nearby waterfall where he is unseen—until he strikes.

- Epictetus: Use Priest of Mithras, page 83. Epictetus' uses *smite* to help the heroes' slay the vampire.
- Thiamarkos: Use Strigoi, page 93.

INDUCTION

After the fight with the strigoi, Epictetus looks over the body and calls for the legionaries to find some oil, flint, and tinder in the homes. He burns the body and stares woefully into the flame. "This is just the beginning," he says quietly.

As the flames die, Epictetus knows the survivors can handle themselves in a fight with the dark terrors of the world. He tells them of the Twilight Legion and presents each of them with a legion medallion (see page 71). If a character already has one from an ancestor, Epictetus asks his name

and (if the War Master feels it's appropriate) says he recalls hearing of the man, and that he was a warrior of great distinction who served Rome well.

Epictetus allows the legionaries to search the village for any further spoils if they like then accompanies them back to camp.

LONELY OUTPOST

The winter grows cold and the heroes are stationed in a mountain watchtower away from the rest of the army for weeks. The rest of their century seems strangely distant to them, perhaps sensing something has changed, and their centurion wants them away from the rest of his men lest they taint them with their often foul moods.

The outpost is a two-story tower. The first level is the barracks with enough beds for the contubernium, a table, and firepit. The top of the tower is sealed except for slits all around to view the path and surrounding mountains. Heat from below is channeled up through a chimney. Stone steps line the inner wall from the ground floor to the watch room up top, equipped with a sturdy wooden door.

The soldiers spend several weeks here, occasionally tasked with going on a patrol or another short mission (create your own or use the Adventure Generator).

Visitors claim there are rumors that Decebalus is moving his army despite the cold winter and may attack at any time. (The rumors are true, but



Decebalus is heading toward the Danube to cut Trajan off from his supply route.)

TORCHES AND PITCHFORKS

After three weeks of duty at the watchtower, the heroes spy a column of Dacian peasants marching down the long road toward their tower. There are nearly fifty of them, dressed in heavy furs and wielding mostly improvised weapons such as pitchforks, sickles, or mauls. It's twilight, and many of them carry torches.

At the head of the column is a tall man with long black hair, black armor studded with gold, and a massive falx. He is accompanied by a group of a dozen Dacian warriors, also dressed in black.

The Dacians stop twenty yards short of the tower and the leader, a strigoi named Damanais, calls out in Dacian. If someone in the party speaks Dacian or Thracian, Damanais says: "Open the doors, Roman pigs, and I will kill you quickly. Otherwise I will burn you out!"

The vampire isn't interested in a long conversation. He's hungry for blood and wants nothing more than to knock the tower down and devour the hungry morsels inside.

Damanais and his army are very powerful foes and the heroes are outnumbered. The tower offers protection for a while, but will eventually be breached. Three ways they can survive this encounter are explored below.

Kill Damanais: If the strigoi is killed, the villagers flee. His guards retreat in good order to tell their masters some of the Romans have the power to kill their protectors.

Escape down the mountain: A trap door (for waste and refuse) spills out and down the mountainside. Desperate soldiers can lower themselves through the portal and tumble down the cliffs themselves. Damanais doesn't pursue—it's beneath him—but he sends twenty of the rabble to do so. This results in a five round Chase down the mountain with Climbing as the main skill roll. Failing a complication means the character is caught by 1d6 of the peasants on the slope (unsteady platform for all parties). Other characters must halt their progress and make a Climbing roll to help. This starts a new Chase scene once the peasants are defeated, unless all of them are defeated.

The Cavalry Arrives: A heavy patrol of Roman cavalry arrives at the last possible moment before all the tower guards are slain. Damanais crawls up the mountainside like an insect to escape, his guards fight to the death, and the peasants are scattered like pebbles before the tide.

- ✤ Damanais: Strigoi, see page 93.
- Dacian Warriors (12): Use Soldiers, page 85, armed with falxes.
- Dacian Peasants (50): Use Peasant, page 82.

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ADAMCLISI

Dacian King Decebalus takes a page from Hannibal's book and attempts to draw Trajan from the mountains by raiding the province of Moesia, back across the Danube. Trajan obliges and begins moving the legions to Adamclisi.

But it's a trap. The Dacians have gathered the awakened strigoi in one of the mountain passes. Once Trajan is engaged with the main force at the Danube, the strigoi will strike from behind and destroy the Romans.

Epictetus has discovered this plot (perhaps because of the heroes' actions) and approaches the heroes as the legions begin disbanding camp. He signals for them to go with him and is quickly accompanied by several guards. A Common Knowledge roll recognizes the legionaries as Trajan's personal guard—Epictetus brings the legionaries before the Emperor!

You enter the tent of Emperor Trajan himself. He sits at a table at the end of a short red carpet. He wears full armor and has a map of Dacia spread before him on a simple wooden table. Even at a glance you can tell this is man not to be trifled with. You salute as required. "Stand," the Emperor says.

"Our good Imperator is one of us," Epictetus smiles. The Emperor shows you a medallion hidden beneath his armor and studies you intently.

"Epictetus has convinced me that these... creatures...are set to strike from the mountains once we engage Decebalus. This must be stopped. Are you men capable of leading a force against them?"

Assuming the heroes say they are, Trajan waves them out.

"I have reviewed Epictetus' plan and found it worthy. Take Legio X and a cohort of archers with the grace of Rome and the Empire. And if you cannot beat them, at least hold them long enough for me to defeat Decebalus."

Epictetus salutes and ushers the heroes out as Emperor Trajan continues to plan his movement from the mountains and the attack on the Dacians (at Adamclisi).

EPICTETUS' PLAN

Other individuals in service of the priest have scouted the strigoi's stronghold and drawn him a map, which he lays before the heroes while explaining his plan.

The strigoi wait in the village shown below accompanied by roughly 10,000 men. Epictetus proposes that the legions march on the village directly and pin the Dacians in while the heroes and a small force slip around a mountain trail behind. The barely-climbable trail leads up a steep slope to a hole in the sheep herder's slaughterhouse. In front of the slaughterhouse is a dam holding back a mountain stream. If the legionaries can break the dam, it will flood the village below. The flood will not be so massive as to cause any significant damage, but the strigoi seem hampered by running water.

In addition, says Epictetus, he has what appears to be a simple pitcher. Inside, he claims, are blessed waters from every major god in Rome. The Cult of Mithras believes that if this is poured into the running water by the heroes the strigoi will be paralyzed for a short amount of time. Epictetus and his legions will seize this moment to press home their attack and decapitate the "nobles." The priest believes this will take the fight from the rest of the Dacians who should surrender at that point.

The plan will work, but it's up to the player characters to execute it (or modify it if they like).

ATTACK ON THE VILLAGE

The Romans have 7 tokens for this Mass Battle. If a nonplayer character leads them, he has Knowledge (Battle) d8. He has medium artillery in the form of onagers and ballistae which gives him +2 to his rolls. The barricades, slope, and steep trail subtract -3 from his rolls, however (total -1).

The Dacians have 10 tokens and the strigoi noble in charge has Knowledge (Battle) d10.

Run the first round as the heroes make their way up the slope beneath the slaughterhouse, and the second as they exit—then see below.

THE SLAUGHTERHOUSE

The climb up the cliff is dangerous. The slope is covered with blood, both old and new. Rats and clouds of biting flies buzz, skitter and scurry over the gore.

The climb is 30' high so most characters will make two to three rolls to ascend. Make group rolls for any Extras the heroes brought with them. There are plenty of handholds, but they're slick with blood so there's no penalty or bonus to the Climbing rolls. See Climbing in *Savage Worlds*.

A hole that serves as a sluice for the blood allows access to the slaughterhouse. Inside are not just the butchered carcasses of animals, however — the strigoi have been using it as a larder. A dozen men and women lie about the small building, their throats savagely ripped open. Arterial spray covers the walls, and what wasn't imbibed spilled out onto the sloped floor and out the hole to the slope below. The utter carnage causes a Fear test.

DELUGE

In front of the slaughterhouse is a bend in a mountain stream that used to pour over the edge directly over the plateau. It's been dammed so that it falls a little further east. The dam is made up on rocks cemented together with mud and

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shouldn't be too hard to break with the heavy hammers the team brought with them.

The strigoi have not left the high ground completely unguarded, however. A flock of 12 stryges (page 93) hangs from the precipice overhead. The moment the heroes begin work on the dam, they attack.

Breaking the dam is a Dramatic Task. It must be done before the strigoi below take notice and respond in force. Some of the heroes should work on breaking the retaining wall while the rest battle the stryges.

The trait for the Dramatic Task is simple Strength. Every character equipped with a sledge hammer may join in the cooperative roll. Bursting the dam requires five successes, which must be accomplished in five rounds or the strigoi take notice and attack in force.

A failed Complication doesn't end the task, but instead means a single strigoi has noticed the flanking action and moves to join the stryge attack the following round.

Each round of the Dramatic Task, the Mass Battle intensifies as well. Resolve a round of the engagement at the beginning of each round of the Dramatic Task. If the Romans should happen to lose, 1d4 strigoi take notice of the heroes and move to attack each round (maximum of 15). Should the Romans happen to win the battle, the strigoi are surrounded and still active so the plan should be carried through. As soon as the Dramatic Task is accomplished, or the waters are otherwise released on the village, the strigoi become slowed, suffering –2 to all actions and moving at half Pace until they clear the running water. If Epictetus' decanter of holy water is poured into the stream, the strigoi fall into a dormant sleep for 24 hours.

- Strigoi Nobles (10 Wild Cards): Strigoi, see page 93.
- Dacian Warriors (2,000): Use Soldiers, page 85. They are armed with falxes.
- Dacian Archers (2,000): Use Auxilia (Archers), page 81. They are armed with short bows.
- Dacian Peasants (6,000): Use Peasants, page 82.

THE END

If the strigoi win, the hero are likely dead and Trajan's army is flanked at Adamclisi. The Dacian invasion falls and thousands of vampires are eventually loosed on the world.

If the Romans are successful, the strigoi are beheaded and the surviving Dacians lay down their falxes in surrender. Emperor Trajan's attack on Decebalus at Adamclisi succeeds with heavy losses—had the strigoi struck, he surely would have lost.

Player character survivors, and Epictetus, receive the corona graminea and an automatic promotion. Trajan receives a Triumph.

By 106 BC, Trajan defeats Decebalus at his capital in Sarmizegethusa and finds the king's hidden gold. The rest of the country's holdings are confiscated. Within a generation, Dacia ceases to exist.

BESTIAE ET MILITES (BEASTS & SOLDIERS)

Vild Cards are marked with the symbol of the gladius. Older or named versions of any of the characters or creatures found below may be Wild Cards at the War Master's discretion.

MEN

These stats represent typical soldiers the characters can expect to fight beside. To make a more experienced version of a warrior, add the Experienced upgrades. For a veteran version, add both the Experienced and Veteran enhancements.

Veteran versions of the listed statistics should include the Experienced upgrades as well.

AUXILIA

This category covers all the various types of auxilia, including archers, slingers, skirmishers, medium infantry (*cohortes*), cavalry.

A wide variety of arms and armor were used throughout the eras, so the War Master is encouraged to research his particular campaign for details and specifics.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4 (d6 for cohortes), Notice d4, Shooting or Throwing d6 for ranged troopes

Charisma: 0; **Pace:** 6; **Parry:** 4/5; **Toughness:** 5 **Hindrances:** Foreigner, Illiterate

Edges: Steady Hands (Missile Cavalry)

Gear (Archer): Composite (Range 15/30/60, Damage 2d6+1) or short bow (Range: 12/24/48, Damage 2d6), gladius (Str+d6).

Gear (Heavy Cavalry): Scale mail (+2), metal helmet (+3), hasta (Str+d6) and clipeus shield (+1 Parry) or contus (Str+d8), spatha (Str+d8), riding horse with scale barding (+2).

Gear (Cohortes): Lorica hamata (+2), clipeus (+1 Parry), hasta, gladius (Str+d6). **Gear (Missile Cavalry):** Leather armor (+1), parma shield (+1 Parry), composite (Range 15/30/60, Damage 2d6+1) or short bow (Range 12/24/48, Damage 2d6), or 3 javelins (Range 3/6/12, Damage Str+d6), spatha (Str+d8), riding horse.

Gear (Skirmisher): Metal helmet or leather cap (+3/+1), parma shield (+1 Parry), three javelins (Range 3/6/12, Damage Str+d6), gladius (Str+d6).

Gear (Slinger): Parma shield (+1 Parry), sling (Range 4/8/16, Damage Str+d4), dagger (Str+d4).

- Experienced: Add Shooting or Throwing d8 and Marksman for ranged troops; and Fighting, d8, Strength d8, and Combat Reflexes for cohortes. For heavy cavalry, add Riding d8 and Fighting d8 (Parry 6).
- Veteran: Add Fighting d6, Shooting or Throwing d10 for ranged troops; and Block for cohortes. Heavy cavalry add Combat Reflexes.

CENTURION

Centurions command a single century of 80 men. They are usually experienced officers, promoted through the ranks.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Battle) d6, Notice d6, Riding d6, Survival d6, Swimming d4, Throwing d8

Charisma: 0; Pace: 6; Parry: 7; Toughness: 8(2) Hindrances: Loyal

Edges: Block, Combat Reflexes, Command, Hold the Line, Level Headed, Rank

Gear: Lorica hamata (+2), bronze greaves (+2), legionary helmet (+3), gladius (Str+d6), centurio's stick (vitis).

- Experienced: Fighting d10 (Parry 8), Inspire
- Veteran: Fervor, Level Headed

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CITIZEN

"Citizens" covers everything from Senators to crafters, as well as barbarian equivalents.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: As fits their profession

Pace: 6; **Parry:** –; **Toughness:** 5

Hindrances: -

Edges: -

Gear: By trade. Light clubs are typical in times of riots or alarm.

CAVALRY, EQUESTRIAN

Native Romans of knightly status served at various times as scouts, to chase down enemy routers, or more rarely, shock troops.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4, Riding d8. Throwing d6

Charisma: 0; Pace: 6; Parry: 6; Toughness: 7(2) Hindrances: Illiterate

Edges: Equestrian

Gear: Scale mail (+2), metal helmet (+3), parma or clipeus depending on role (+1 Parry), hasta (Str+d6), spatha (Str+d8), riding horse.

- Experienced: Riding d8, Throwing d8, Steady Hands
- Veteran: Fighting d8 (Parry 6), Riding d10, Throwing d10

GLADIATOR

Roman citizens were a bloodthirsty mob, and gladiators fought deadly duels for the amusement of the crowds. More than once Rome suffered slave revolts, the most notable being that of Spartacus, who led a gladiator revolt which threatened the stability of Rome for a short while.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6 Charisma: 0; Pace: 6; Parry: 7; Toughness: 6 Hindrances: Various

Edges: Block, Combat Reflexes, Frenzy **Gear:** See page 18 for gear and weaponry.

• Veteran (All): Vigor d10 (Toughness +1), Fighting d10 (Parry +1), Level Headed. Some gladiators may be Charismatic, representing their fame in the arena.

LEGIONARY

These stats are for a typical legionary, with around five years loyal service. Treat decanii as Legionaries with Command and Rank. Add Inspire for experienced decanii, and Hold the Line for veterans.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Survival d4, Swimming d4, Throwing d6

Charisma: 0; Pace: 8; Parry: 8; Toughness: 8 (2) Hindrances: Illiterate, Loyal

Edges: Shield Wall

Gear: Lorica hamata or segmentata (+2), legionary helmet (+3), scutum (+2 Parry, +2 Armor vs ranged), gladius (Str+d6), two pila (Range 3/6/12, Damage Str+d6).

• Experienced: Block (Parry 9), Combat Reflexes

• Veteran: Fighting d10 (Parry 10)

¥ LEGIONARY, TRIBUNE

Tribunes are nobles who usually serve as cohort commanders.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Riding d8, Survival d4, Swimming d4, Throwing d4

Charisma: 0; Pace: 6; Parry: 5; Toughness: 8 (3) Hindrances: Loyal

Edges: Command, Equestrian, Rank

Gear: Bronze breastplate (+3), bronze greaves (+2), legionary helmet (+3), gladius (Str+d6).

- Experienced: Fighting d8 (Parry 6), Knowledge (Battle) d8, Inspire, one Leadership Edge relating to Mass Battles
- Veteran: Fervor, Level Headed, one Leadership Edge relating to Mass Battles

PEASANTS

Peasants are farmers, shepherds, blacksmiths, and the like living in rural villages or communal farms.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Notice d6, Knowledge (Trade) d6, Survival d4

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Charisma: 0; Pace: 6; Parry: 2; Toughness: 5 Hindrances: Various Edges: Various Gear: By trade.

SAILOR

Sailors handle the sails of a galley when wind is available, steer, navigate, and repair damage.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d6, Fighting d4, Notice d6, Swimming d6

Charisma: 0; Pace: 6; Parry: 4; Toughness: 6 Hindrances: Loyal

Edges: -

Gear: Dagger (Str+d4)

• Experienced: Boating d8, Fighting d6 (Parry 5)

• Veteran: Fighting d8 (Parry 6)

A PRIEST OF MITHRAS

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Faith d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6, Throwing d8

Charisma: 0; Pace: 6; Parry: 6; Toughness: 8 (2) Hindrances: Loyal

Edges: Arcane Background (Cult of Mithras), New Powers

Powers: 1d4+4 miracles, usually including *healing* and *smite*. **Power Points:** 10.

Gear: Lorica hamata or segmentata (+2), legionary helmet (+3), gladius (Str+d6), two pila (Range: 3/6/12, Str+d6).

- Experienced: Faith d8, Fighting d10 (Parry 7), +2 spells
- Veteran: Faith d10, +2 spells; Power Points: 20

SLAVE

These stats are for slaves who have escaped and joined a slave revolt. What they lack in skills they make up for in numbers and determination not to be recaptured.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Throwing d4 Charisma: 0; Pace: 6; Parry: 4; Toughness: 5 Hindrances: —

Edges: -

Gear: Roll a d10 for each unit of escaped slaves. On a 1–3 they are equipped as legionaries, 4–6 as gladiators of various types, and 7–10 armed only with light clubs (Str+d4) and other makeshift weapons.

ENEMIES OF ROME

Below are typical enemies of Rome, from the barbarians of Gaul to the more advanced citizens of Carthage and Iberia.



Armies depend greatly on the strategy, tactics, and foresight of their generals. Below are several "packages" you can apply to these leaders to better fit your campaign or a real world commander's historical performance:

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- Aggressive: Knowledge (Battle) d10, Spirit d8, Command, Cry Havoc, Death Before Dishonor, Fervor
- **Defensive:** Knowledge (Battle) d8, Spirit d10, Command, Death Before Dishonor, Hold the Line
- Political Appointee: Knowledge (Battle) d4 or d6, Spirit d6, Command
- Siege Expert: Knowledge (Battle) d10, Spirit d8, Cry Havoc
- Veteran: Knowledge (Battle) d12, Spirit d10, A Few Good Men, Command, Cry Havoc, Death Before Dishonor, Inspire. Natural Leader



BARBARIANS

Tribal nations, such as Gauls and Germans, fall into this category. Use the appropriate Auxilia entry (page 81) for skirmishers and cavalry. Most infantry fall under the Warrior entry, below.

i CHIEFTAIN

Most tribes of this period tended to choose the biggest and toughest individuals to lead them.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d6, Notice d6, Riding d6, Stealth d4. Throwing d6

Charisma: –2; Pace: 6; Parry: 9; Toughness: 10(3) Hindrances: Illiterate, Mean

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Natural Leader

Gear: Bronze breastplate (+3), medium shield (+1 Parry, +2 Armor vs ranged), long sword (Str+d8)

• **Tribal King:** Spirit d12, Fighting d12 (Parry 10), Knowledge (Battle) d8, Hold the Line, Improved Frenzy

ARCHER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d4. Shooting d6

Charisma: –2; Pace: 6; Parry: 5; Toughness: 5 Hindrances: Illiterate, Mean

Edges: -

Gear: Short bow (Range 12/24/48, Damage 2d6), dagger (Str+d4)

Experienced: Shooting d8, Marksman **Veteran:** Shooting d10

CHARIOTEER

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d8, Fighting d4, Intimidation d6, Notice d6, Stealth d4. Throwing d6

Charisma: –2; Pace: 6; Parry: 4; Toughness: 5 Hindrances: Illiterate, Mean

Edges: -

Gear: Long sword (Str+d8), two javelins (Range 3/6/12, Damage Str+d6).

- Experienced: Steady Hands, Riding d8, Throwing d8
- Veteran: Driving d10, Fighting d8, Throwing d10

SPELLCASTER (DRUIDS, SHAMANS)

This entry covers the various shamans, druids, and tribal priests the legions are likely to encounter. Named spellcasters are Wild Cards.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d6, Spellcasting or Faith d10, Stealth d4

Charisma: –6; Pace: 6; Parry: 4; Toughness: 5 Hindrances: Bloodthirsty, Illiterate, Mean Edges: Arcane Background (Magic or Miracles),

Command, Level Headed, New Powers

Powers: 1d4+4 powers; **Power Points:** 10 **Gear:** Sickle or short sword (Str+d6)

• **Veteran:** Arcane skill d12, 1d6+5 spells, Improved Level Headed; **Power Points:** 20.

WARRIOR

Unlike the disciplined legionaries, barbarian warriors fight as individuals, not in massed ranks.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d4. Throwing d6

Charisma: –2; Pace: 6; Parry: 6; Toughness: 5 Hindrances: Illiterate, Mean Edges: –

Gear: Medium shield (+1 Parry, +2 Armor vs ranged), long sword (Str+d8), battle axe (Str+d8), or spear (Str+d6, Parry +1), two javelins (Range 3/6/12, Damage Str+d6).

- Experienced: Strength d8, Vigor d8 (Toughness 6), Fighting d8 (Parry 7), Combat Reflexes
- Veteran: Block (Parry 8), Frenzy

WARRIOR, BERSERKER

Perhaps the most feared of all the barbarians are the wild men known as berserkers.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d4 Charisma: –2; Pace: 6; Parry: 6; Toughness: 7 Hindrances: Bloodthirsty, Illiterate, Mean Edges: Berserk, Nerves of Steel, Sweep Gear: Great axe (Str+d10, AP 1, –1 Parry).

- Experienced: Block (Parry 7), Combat Reflexes, Frenzy, Improved Sweep
- Veteran: Fighting d12 (Parry 8), Hard to Kill, Improved Frenzy

CIVILIZED FOES

Not all of Rome's enemies were "barbarians." Some, like the Carthaginians, Dacians, Greeks, and Ibernians were as organized and developed societies. Their armies were well trained, fought in massed ranks, and were better equipped than barbarian tribes.

Use the stats for Romans or Barbarian troops for anything not listed below, as best fits the nation's particular troop type. Many armies contained a mix of both types, such as Hannibal's Carthaginian army.

LEADER

These individuals represent both nobles appointed to command the army as well as soldiers promoted through the ranks. Those of noble background get the Noble Edge, thus gaining +2 Charisma.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d6, Riding d6

Charisma: 0; Pace: 6; Parry: 8; Toughness: 10 (3) Hindrances: —

Edges: Combat Reflexes, Command, Fervor, Natural Leader

Gear: Bronze breastplate and greaves (+3), metal helmet (+3), medium shield (+1 Parry, +2 Armor vs ranged), long sword (Str+d8)

- Experienced: Smarts d10, Knowledge (Battle) d10, Level Headed
- Veteran: Spirit d12, Knowledge (Battle) d12, Inspire

HEAVY CAVALRY

Only the Parthians, one of Rome's longstanding enemies, made use of heavy cavalry (*cataphracts*). All Parthian heavy cavalrymen were from the top echelon of their society.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Riding d8, Stealth d4. Throwing d6

Charisma: 0; Pace: 6; Parry: 6; Toughness: 8(2) Hindrances: —

CHAPTER XI: BEASTS ET SOLDIERS

Edges: Combat Reflexes, Noble

Gear: Scale mail (+2), metal helmet (+3), light lance (Str+d8, Reach 2, AP 2 when charging), long sword (Str+d8), light war horse with scale barding (+2).

- Experienced: Fighting d10 (Parry 7), Riding d10, Frenzy
- Veteran: Vigor d10 (Toughness 9), Block (Parry 8), Sweep

PHALANGITE

Phalangites fought in a phalanx formation, a rectangle bristling with spears and protected by shields. During the Republicera, the Carthaginians and Greeks both used this formation. By the rise of the Empire, no enemies of Rome use phalangites.

The Romans used the phalanx in the early Republic, but gave it up because of its weaknesses, most notably the tendency to drift across the battlefield as men struggled to remain protected by their comrades' shield, and its inability to react quickly to flanking attacks.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d4

Charisma: 0; Pace: 6; Parry: 8; Toughness: 9(3)

Hindrances: Illiterate

Edges: Shield Wall

Gear: Bronze breastplate (+3), bronze greaves (+2), metal helm, large shield (+2 Parry, +2 Armor vs ranged), hasta (Str+d6, Reach 1), short sword (Str+d6).

- Experienced: Combat Reflexes
- Veteran: Fighting d10, Block (Parry 10)

SOLDIER

The bulk of most armies were made up of these warriors.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d4. Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5(1)

Hindrances: Illiterate Edges: —

Gear: Leather armor (+1), medium shield (+1 Parry, +2 Armor vs ranged), long sword (Str+d8) or short sword (Str+d6), two javelins (Range 3/6/12, Damage Str+d6).

- Experienced: Strength d8, Vigor d8 (Toughness 6), Fighting d8 (Parry 7), Combat Reflexes
- Veteran: Block (Parry 8), Frenzy

SPELLCASTER

These stats can be used to represent a typical Carthaginian, Dacian, Egyptian, or even a Parthian mage or priest. Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d6, Spellcasting or Faith d10, Stealth d4

Charisma: –2; Pace: 6; Parry: 4; Toughness: 5 Hindrances: Vow (serve their particular god or order)

Edges: Arcane Background (Magic or Miracles), Command, Level Headed, New Powers

Powers: 1d4+4. Power Points: 10.

Gear: Dagger (Str+d4) or short sword (Str+d6).

• Veteran: Arcane skill d12, 1d6+5 spells, Power Points: 20.



BEASTS ET MONSTERS

ARBOR BELLUM

Arboris bellum (war trees) are trees animated through dryad or special druidic magic. They are not sentient, but possess animal-like intelligence. Trees older than a century are Wild Cards.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; Parry: 6; Toughness: 19(4) Special Abilities:

• Armor +4: Thick bark.

• Branch Swipe: Str+d6, Reach 2.

• **Huge:** Attackers are +4 to attack rolls against an arbor bellum due to its size.

• **Plant:** +2 to recover from being Shaken; No additional damage from Called Shots; Immune to poison and disease.

• Size +8: An arbor bellum is over 40' tall.

• Stomp: Str+8. The creature is naturally adept at using its full weight to smash its foes. Nonrigid armor (leather, any lorica armor) offers no protection against the stomp attack.

• **Improved Sweep:** An arbor bellum can attack all adjacent opponents in reach at no penalty.

• Weakness (Fire): Fire attacks cause +4 damage—unless it's raining.

BANSHEE

Banshees are female spirits who appear as maidens, matrons, or crones. Their long nails may be able to tear through flesh, but their most feared power is their terrible keening, which can drive a man mad. Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d6 Pace: 6; Parry: 5; Toughness: 8 Special Abilities

• Claws: Str+d4.

• Scream: Once per night, and again anytime a banshee draws a Joker in combat, it may elicit the banshee's trademark scream. Anyone within 12" (24 yards) must make a Spirit roll or die. Those who are successful automatically lose one point of Sanity and are Shaken.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

BLEMMYE

Blemmye are warlike humanoids who inhabit the wastes between the Nile River and the Red Sea, particularly in the Sudan and southern Egypt. The most telling feature of the blemmye is that they have no heads! Eyes and mouth are set into their breast, with tufts of frizzled coarse hair protruding from their shoulder blades.

Blemmye avoid directly confronting their enemies, preferring nocturnal hit-and-runs. They are swift and sure footed, though they sometimes ride camels into battle. They are primitive and wear only animal skins, and fight with spears, swords, and bows firing poison-tipped arrows.

Blemmye are nomadic and live in tribes, though some have retreated deep into desert caverns.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d10, Stealth d6

Pace: 6; Parry: 5; Toughness: 5



Gear: Bow (Range 12/24/48, Damage 2d6), short sword (Str+d6).

Special Abilities:

• **Deadly Precision:** With a raise on their Shooting roll, a blemmye hits the target's least armored spot.

• Low Light Vision: Blemmye ignore the lighting penalties for Dim and Dark conditions.

• **No Head:** Blemmye have no peripheral vision. They incur a –2 to their Parry and Notice rolls for anyone approaching or attacking from the sides or behind.

• **Poison:** Those Shaken or wounded by the blemmye's arrows must make a Vigor roll or be Fatigued. This can cause death, and is recovered one hour per level of Fatigue suffered.

BOAR, WILD

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded. Boars are found throughout Northern and Eastern Europe.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; Parry: 5; Toughness: 7

Special Abilities:

• **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.

• Gore: If a boar can charge at least 6" before attacking, it adds +4 to damage.

• Tusks: Str+d6.

BOG MEN

As far back as the Stone Age, the Celts and Germanic tribes of Britannia and Northern Europe threw human sacrifices in dark bogs. Over the centuries, the peat rich waters of the bogs mummified the bodies, turning their skin hard and black, glistening with an unholy pallor. Lengths of rope, used to strangle them in life, and broken spear points, used to impale them, protrude from their blackened corpses.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d12

Pace: 4; Parry: 6; Toughness: 8

Special Abilities:

• **Burrow:** Bog men move through water and boggy soil at Pace 6. When they erupt from the ground, victims must make a Notice roll opposed by the bog man's Stealth. If the creature wins, it gains +2 to attack and damage that round, or +4 with a raise.

• Slam: Str.

• Strangle/Drown: Bog men usually attack by grappling their foes, inflicting Str damage each round. If their slam attack is a raise, however,

they have grasped their foe around the neck or dragged them underwater. Victims must make a Vigor roll each round on the bog person's Action Card (a free action) or suffer a level of Fatigue. This can lead to Death.

• Thermal Vision: Bog people have no eyes, just sunken pits, yet they can locate victims with ease. They suffer no penalties during the day, and halve all Darkness penalties.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

• Weakness (Fire): Bog bodies are infused with peat-saturated water and take +4 damage from fire.

CORPSE RAVEN (SWARM)

Corpse ravens, found among the Gallic and Germanic lands, feast only on those fallen in battle. Some say they are servants of the barbarian gods of death, others insist they are pets of the gods of war, allowed to feed only on the flesh of heroes. Whoever they serve, they can raise the dead.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; Parry: 4; Toughness: 7 Special Abilities

• **Claw:** Swarms inflict hundreds of tiny bites every round to their victims, hitting, automatically and causing 2d4 damage to everyone in a Medium Burst Template. Damage is applied to the least armored location.

• Flight: Pace 8, Climb 3.

• Swarm: Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests, such as piranha).

• **Zombie:** Corpse ravens can settle on corpses and give them unlife. Roll a die per corpse. Odd, it rises as a zombie (see *Savage Worlds*). The undead is uncontrolled and attacks the nearest living target.

CROCODILE, GIANT

Giant crocodiles swim the waters of the Nile in Aegyptus.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d6, Swimming d10 Pace: 5; Parry: 6; Toughness: 15(4)

Special Abilities:

- Armor +4: Crocs have thick skins.
- Aquatic: Pace 10

• Bite: Str+d8

• Large: Attackers are +2 to attack rolls due to the creature's size.

• **Rollover:** Crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d6 damage to its prey in addition to its regular Strength damage.

• Size +4: Giant crocs measure 25'.

CYCLOPS (SAVAGE)

The cyclopes are a race of one-eyed giants found in isolated parts of Achaea, Epirus, Macedonia, Moesia, and Thracia. Despite raising herds of goats, they have a taste for human flesh.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Throwing d8

Pace: 8; Parry: 6; Toughness: 10

Gear: Big club (Str+d10)

Special Abilities:

• **Boulders:** A cyclops may throw a boulder (if available) as an action, using both hands. Range 6/12/24, Damage Str+d12, Small Burst Template.

• One Eye: -2 to all trait rolls involving depth perception. A Called Shot to the eye (-6) does +4 damage and blinds the cyclops if it does at least one wound. On a Shaken result, the Cyclops is partially blinded (+2 to hit) until it recovers.

Size +3: Cyclopes stand just over 12' tall.

DRYAD

Dryads are nature spirits of the woodlands. They can be friendly to those who care for the forest, or deadly to those who threaten it.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

Pace: 6; Parry: 4; Toughness: 5

Special Abilities:

• Attractive: Dryads resemble attractive human females, but often have a green or brown tint to their skin. They have +2 Charisma.

• **Magic:** Dryads know the following powers: *armor* (bark), *barrier* (wall of thorns), *beast friend*, *deflection* (tree branches get in the way), *entangle*, *healing*, *shape change*, and *stun*. They have 20 Power Points each.

• **Tree Bond:** Dryads share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies or becomes unhealthy, so does the dryad (and vice-versa).

ELEPHANT, WAR

War elephants are similar in size to bull elephants and bred purely for battle by the Carthaginians. In war, they carry a small wooden platform on their back, housing the steersman and three soldiers. Historically, war elephants were only used against Rome by Hannibal, during the Second Punic War.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d8, Notice d4

Pace: 6; Parry: 6; Toughness: 18 (2)

Special Abilities:

• Armor +2: Thick hide.

• Hardy: War elephants do not suffer a wound from being Shaken twice.

• **Headbutt:** Str+d6. Heavy Weapon. A war elephant cannot headbutt anything of Size +3 or smaller.

• Huge: Attackers have +4 to attack rolls against these beasts due to their size.

• **Platform:** The wooden platform provides Light Cover to anyone riding in it and grants +2 Armor.

• Size +8: War elephants weigh over 20,000 pounds.

• **Trample:** If a war elephant takes a run action, it tramples everything in its path. Make a single Fighting roll against all targets. Victims suffer Strength damage. The war elephant may only move in a straight line while performing this maneuver.

• Tusks: Str+d10.

FOG OF WAR

"Friendly fire" is present in every conflict, but more so during Rome's frequent civil wars, when legionaries on both sides wear exactly the same armor. While much of it can be chalked up to the confusion inherent in battle, the fiendish creature known as the fog of war certainly does its best to facilitate such tragedies.

In its natural form, a fog of war is a cloud of gray mist filling a Small Burst Template. Occasionally, the faces of pained and dying soldiers from various wars may appear fleetingly in the smoky form, psychic impressions left from previous victims. The fog of war is able to alter its form into nearly any shape of equal volume when the need arises.

These sentient killers sow paranoia, fear, and confusion in an effort to promote friendly fire. They do this through subtle means, such as depriving troops of sleep and putting them on edge, altering perceptions with magical abilities, or simply dominating an officer to order an action leading to fratricide. Fogs of war find glee in such senseless and unfortunate deaths.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Notice d6, Persuasion d8, Stealth d10 Pace: 6; Parry: 2; Toughness: 6 Special Abilities: • **Domination:** A fog of war attacks victims simply by engulfing it within its foggy tendrils. Any creature caught inside must make a Vigor roll each round to avoid inhaling. Those who do are subject to domination by the fog of war. This works like the *puppet* spell, with the fog's Spirit replacing the arcane skill roll. The Duration of this power is variable. So long as the victim remains within the fog, he is subject to the power. Once he leaves, it lasts for 10 rounds.

• Gaseous Form: As a result of its insubstantial nature, the creature suffers half damage from all forms of damage. It can pass through small holes or narrow openings. It can't enter water or other liquid.

• Illusions: A fog of war can create minor illusions of sight and sound with a successful Spirit roll opposed by the target's Smarts. Illusions have no physical form, and are used simply to confuse, startle, or disorient victims.

• **Powers:** A fog of war can use the *obscure, speak language,* and *telekinesis* powers using its Spirit as its arcane skill. It has unlimited Power Points.

• Weaknesses: Strong winds or rain quickly disperse the fog (1d4 rounds).

FROST WOLF

Frost wolves haunt arctic climes, roaming the tundra in packs. During harsh winters, they migrate as far as Germania and parts of Dacia. Their thick fur is pure white, allowing them to blend in with the snow and ice.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10 Pace: 8; Parry: 5; Toughness: 7

Special Abilities:

• Bite: Str+d6.

• Chill Bite: The icy bite of a frost wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.

• Fleet Footed: Frost wolves have a d10 running die.

• Go for the Throat: If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.

• Immunity (Cold): Frost wolves take no damage from cold or cold-based attacks.

• Size +1: Frost wolves stand 4' tall at the shoulder and are over 7' long.

FURY

A fury forms from the tumult of frenzied activity found on battlefields where hand to hand combat takes place. The frenetic action, fear, rage, and death cause a whirling cloud of battlefield debris to form. This swirling mass of swords, spears, bits of armor, and even blood-soaked body parts rises up from the heaviest fighting and moves along the battle lines, attacking each side indiscriminately. In truly huge battles, several furies can form in different spots across the battlefield. Once the passions of combat subside, the fury will settle to the ground, becoming indistinguishable from the detritus of war.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d12

Skills: Fighting d6

Pace: 6; Parry: 7; Toughness: 10

Special Abilities:

• Fear: A tornado of weapons, armor, and body parts is terrifying to behold.

• Fearless: Immune to Fear and Intimidation.

• Storm of Steel: A fury fills a Small Burst Template with whirling bits of flying debris. Each turn it moves a full Pace across a battlefield increases its size by a larger Burst Template. Any character in the template is attacked by the fury for 2d6 damage. Furies will not attack anyone who goes prone, however.

• **Swarm:** Parry +2. The fury consists of scores of broken weapons, armor, and body parts. Cutting and piercing weapons do half damage. Area-effect weapons work normally.

• Weakness (Magic): Magical weapons (including those blessed by smite spells and the like) do full normal damage.

• Weakness (Test of Fury): Mighty warriors or pious holy men can attempt to absorb the fury's energy into themselves. With a raise on an opposed Spirit roll, the fury's energy is dispersed.

GOLEM

Golems come in two forms. The first are created by Sicarii mages from clay and have only vague humanoid form The second are animated statues, created by people like the Carthaginians, Egyptians, and Greeks to guard their tombs and temples.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6 Pace: 5; Parry: 7; Toughness: 13(4)

Special Abilities:

• Armor +4: Magically hardened clay or stone.

• **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.

• Fearless: Golems are immune to Fear and Intimidation.

• Improved Arcane Resistance: +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.

• Size +1: Golems stand over 8' high and weigh 4,000 pounds.

• Stone Fists: Str+d6.

HARPY

Harpies have the lower body, wings, and claws of a vulture and the head and chest of an ugly woman.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: 2; Parry: 5; Toughness: 5 Special Abilities: • Claws: Str+d4.

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• Flight: Pace 8.

• **Poison** (–2): Harpies' claws are caked in filth. Any victim wounded or Shaken by a claw attack must make a Vigor roll or the wound becomes infected. Each day, the victim must make a Vigor roll or gain a level of Fatigue. A successful Healing roll at –2, cleans out the infection. Fatigue levels are recovered at the rate of one per day once the infection is stopped.

HATE

A hate is formed when multiple souls suffer a collective fate. They are most commonly found on battlefields, at scenes of massacres, and in death camps. When the bodies of the victims die, their souls flock to form a mass of swirling, screaming spirits. Hates are filled only with thoughts of vengeance. Although initially they target those who oppressed them in life, their desire for revenge can never be truly sated, and any living creature becomes suitable prey.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d10

Skills: Notice d6

Pace: 6; Parry: 4; Toughness: 7

Special Abilities:

• Fear: Within a hate can be seen the leering faces of the vengeful dead.

• Fearless: Immune to Fear and Intimidation.

• **Immunity:** Hates cannot be harmed by physical weapons.

• **Rage:** A hate fills a Large Burst Template. Any character in the template must make an opposed Spirit roll. Failure means the victim goes berserk (as the Edge) and launches a violent attack against the nearest character, friend or foe. Victims may attempt to break free (another opposed Spirit roll) on their action each round.

• Swarm: Parry +2. The hate is composed of scores of souls, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

• Weakness: Magical weapons (including those blessed by *smite* spells and the like) do full normal damage. They are also vulnerable to weapons taken from the dead of a battlefield in which the hates were created.

HORSE, LIGHT WAR

War horses are large beasts trained for aggression. They fight with both hooves, either to their front or their rear. In combat, the animal attacks any round its rider doesn't make a trick maneuver of some kind.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 8; Parry: 5; Toughness: 9

Special Abilities:

• Fleet Footed: War horses roll a d10 when running instead of a d6.

• Kick: Str+d4.

• Size +2: Warhorses are bred for their power and stature.

HUSK

A husk is created when a person dies of extreme heat or cold. A husk's skin dries and shrivels, becoming tough and leathery. Its eyes sink into its sockets and blood is the only thing that can sustain it. Husks are instinctive predators and very cunning. They may stake out a desert oasis or warm spring, the water useless to them, but a draw for their human prey. They may also stalk a convoy or caravan, hoping to pick off any stragglers.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8

Pace: 6; Parry: 6; Toughness: 8

Special Abilities:

• Bite/Claw: Str+d4.

• Environmental Protection: Husks ignore all damage from heat or cold-based attacks.

• Frenzy: Husk may make two attacks at -2.

• Level Headed: Husks get two Action Cards and act on the best.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

JACULUS

Jaculae look like vipers but have long, sharp, bony spears instead of regular tails. They attack by curling up like a spring then launching themselves tail first at prey.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d4

Skills: Fighting d8, Notice d12, Stealth d6

Pace: 10; Parry: 6; Toughness: 2

Special Abilities:

• Quick: Jaculae are notoriously fast. They redraw Action Cards of 5 or lower. They must keep the replacement card, however.

• Size –2: Spear snakes are over 4' long but only a few inches thick.

• Small: Anyone attacking a jaculus must subtract 2 from his attack rolls.

• **Spear:** Str+d6, Reach 1.

KLUDDE

A kludde is malevolent spirit that roams the Gallic countryside. It normally manifests during the hours right around dawn and sunset in the form of a large, black dog wrapped in chains. The dog walks on its hind legs and makes no sound other than the clanking of its chains. The beast can attack with these weapons, or use them to move by swinging from tree to tree.

Attributes: Agility d8 Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d8 Pace: 6; Parry: 5; Toughness: 4

Special Abilities:

• Bite: Str+d4.

• **Chain Attack:** The kludde can attack with one chain each round to grapple any target within 5". If the grapple succeeds, it inflicts Str+d4 damage each round.

• Chain Swing: The kludde can manipulate up to two of the chains wrapped around it in a tentacle-like fashion. This allows it to move quickly in any area with low, overhanging vegetation or structures by swinging from object to object. It has Pace 8 when moving in this manner.

• Immunity: A kludde takes half damage from nonmagical attacks.

• Infravision: Halves darkness penalties against heat-producing targets.

• Low Light Vision: No penalties for Dim and Dark Lighting.

• Size –1: Kluddes are the same size as large dogs.

MANTICORA

A manticora has the body of a lion and a vaguely human head. Its mouth contains three rows of razor sharp teeth and its tail ends in a ball of darts or spines. Manticorae are fierce predators and devour every part of their victims, including their gear. They are most often encountered in the Asiatic provinces.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6

Pace: 8; Parry: 6; Toughness: 9 Special Abilities:

• Bite/Claw: Str+d6.

• **Defensive Volley:** Rather than fire its tail darts at one target, the manticora may launch them in a circular pattern. The manticora makes a single Shooting roll against all target within range for 2d6 damage. The manticora may take

no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least three volleys of darts left for this ability to work.

• **Improved Frenzy:** Manticorae may make two Fighting attacks each action at no penalty.

• Tail Darts: Each round, a manticora may fire a volley of darts at one target. Range 4/8/16, Damage 2d6. It may not fire its darts at the same target it attacks with its claws or bite during the same round. A manticora can only fire 10 volleys in a single day.

• Size +2: Manticorae weigh over 600 pounds.

MERMAID

Mermaids (nympha) appear as beautiful, naked young women from the waist up with glistening fish tales for their lower torso. Once underwater, their true form is revealed. They are hideous monsters with jagged teeth, blood-red fish-eyes, and green scaly skin covered in slime. Once sailors are in the water, they attempt to hold them there and drown the unfortunate souls.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6

Charisma: +4; Pace: 0; Parry: 7; Toughness: 8 Special Abilities:

• Aquatic: Pace 6. They dwelll in fresh or salt water.

• Claws: Str+d4.

• Siren Song: The mermaid's song is like a narcotic for men. When first heard, all male characters must make Spirit rolls. Those who



fail stumble into the sea and become completely complacent, believing they're cavorting with the beautiful sea nymphs. In truth, the victims are drowning. Every time the victim suffers a wound or a Fatigue level from any source, he gets a Spirit roll at -2 (plus the Fatigue penalty) to realize his peril and break the spell. Those who do are quickly savaged by the watching mermaids.

MUMMY

Mummies are undead whose bodies have been dried and preserved. The spirit is bound to the corpse through powerful necromantic rituals known only to a select few priests. Most stem from Aegyptus, though the secret of creating these fiends has been all-but forgotten.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8 Pace: 4; Parry: 6; Toughness: 10 Special Abilities

Arcane Resistance: +2 Armor versus magic, and +2 to rolls made to resist magical effects.

Fear: Anyone seeing a guardian mummy must make a Fear test.

Mummy Rot: Anyone touched by a mummy, whether he is damaged or not, must make a

Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound. Victims who die as result of "mummy rot" may be brought back as mummies through the *zombie* power.

Shuffling Gait: Mummies roll a d4 running die.

Slam: Str.

Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Weakness (Fire): The chemical used in the preservation process mean mummies take +4 damage from fire.

MUMMY, GREATER

Greater mummies were former high priests, mages, and corrupt rulers, deliberately preserved for eternity and granted unearthly life through arcane rituals.

Attributes: Agility d4, Smarts d10, Strength Spirit d12, d12+4, Vigor d12 Skills: Fighting Intimidation d10, d10, Notice d8, Spellcasting d10 Pace: 4; 7; Parry:

Toughness: 12(2)

Gear: Ancient bronze armor (+2), long sword (Str+d8).

Special Abilities:

• Arcane Background (Magic): A greater mummy typically knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation). Power Points: 30.

• Fear: These dessicated creatures are terrible to behold.

• Fearless: Greater mummies are immune to Fear and Intimidation.

• Fist: Str+d6.

• Improved Arcane Resistance: +4 Armor versus magic, and +4 to rolls made to resist magic effects. This ability comes from protective amulets hidden in their bandages, and does not inhibit spells they cast on themselves.

• Mummy Rot: Anyone touched by a greater mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound. Victims who die as result of "mummy rot" may be brought back as mummies through the zombie power.

• Shuffling Gait: Mummies roll a d4 running die.

Slam: Str.

Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

> Weakness (Fire): The chemical used in the preservation process mean mummies take +4 damage from fire.

SKELETON WARRIOR

Skeleton warriors are the reanimated bones of long-dead soldiers. Unlike common skeletons, these undead troops retain more of their combat skills and are equipped with functional, if somewhat old, armaments.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (3)

Gear: Bronze breastplate (+3), bronze sword (Str+d6), medium shield

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(+1 Parry, +2 Armor vs ranged) Special Abilities:

- Bony Claws: Str+d4.
- Fearless: Immune to Fear and Intimidation.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

SLUAGH

The sluagh is a horde of evil spirits that manifests itself as a flock of large, black, crow-like birds. Their only goal is to capture and devour the souls of the dying, which means a battlefield is something of an all-you-can-eat buffet for them. Although they usually appear on battlefields, they may sometimes attack lone humans and peck them to death.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Notice d8

Pace: —; Parry: 4; Toughness: 7 Special Abilities:

• **Bite/Claw:** Sluagh attack everyone within the flock every round, hitting automatically for 2d4 damage. Characters inside solid buildings are immune. Light cover, like a tent or canvas tarp, is shredded and rendered useless in three rounds.

• **Destabilization:** If the sluagh pass over an Incapacitated victim, he must make a Vigor roll at –2 or perish.

• Fly: Pace 12, Climb 3.

• Low Light Vision: Sluagh ignore the penalties for Dim and Dark lighting.

• Swarm: +2 Parry. Sluagh attack in flocks of up to 100 birds. These flocks are treated as an individual creature the size of a Medium Burst Template. The flock can only be harmed by area effect attacks. A Wound disperses the flock.

STRIGOI (DACIAN VAMPIRE)

Long ago, Dacian nobles dabbled in blood magic with terrifying consequences. Those who survived the dark rituals became powerful and voracious killers, feeding on the blood of the living. Most are nobles and have an army of serfs and several companies of soldiers in their service.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d6

Pace: 6; Parry: 7; Toughness: 13(3)

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Noble, Sweep

Gear: Bronze breastplate (+3), medium shield (+1 Parry, +2 cover vs ranged), great *falx* (Str+d10). **Special Abilities:**

• Bite: Str+d6.

• Invulnerable: *Strigoi* may only be Shaken by normal weapons, not wounded.

• **Regeneration (Slow):** The *strigoi* heals quickly from all wounds unless decapitated.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

• Weakness (Sunlight): *Strigoi* may be harmed normally while in sunlight (they lose the Invulnerable ability).

STRYGE

Lurking in the dark caves of the Carpathians are a race of undead harpy-like creatures with the bodies of eagles and the heads of vampiric hags.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d8

Pace: 2; Parry: 5; Toughness: 5 Special Abilities:

• Claws: Str+d4.

• Flight: Pace 8.

• Frenzy (-2): Two attacks a round at no penalty.

• Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.

WAR DOG

The Britons, Gauls, and Germans use vicious hounds trained to attack men.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d8, Tracking d8

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

• Bite: Str+d4.

• Fleet Footed: War dogs roll a d10 when running instead of a d6.

• Go for the Throat: War dogs are trained to go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.

• Size -1: War dogs the size of mastiffs.

WEREBEAR

Certain British warriors, blessed by their dark gods through bloody rituals, have the power to transform into man/bear hybrids. They do not pass on their bloodline through their attacks, nor are they immune to mundane weapons.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Climb d8, Fighting d12, Intimidation d10, Notice d12, Swimming d6, Stealth d8, Tracking d8 Pace: 6; Parry: 8; Toughness: 11

Edges: Alertness, Combat Reflexes, Sweep

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Special Abilities:

• **Bear Hug:** A werebear that hits with a raise has pinned his foe and may bite at +2 until the foe is freed. The opponent may only attempt to escape the hug on his action, which requires a raise on an opposed Strength roll.

Bite/Claws: Str+d8.

• Low Light Vision: Werebears ignore penalties for Dim and Dark lighting.

• Shapechanger: Werebears can change between their human and man/bear hybrid forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal.

• Size +2: These creatures stand up to 8' tall and weigh over 1000 pounds each.

WEREBOAR

Wereboars are found only among the Picts, and serve as their elite warriors. Legio XX's symbol was a boar, and they were stationed on the border between Britannia and Caledonia for much of their existence. Coincidence?

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 6; Parry: 7; Toughness: 8

Edges: Berserk, Improved Nerves of Steel Special Abilities:

• Hardy: Multiple Shaken results do not cause a wound.

• Low Light Vision: Werebears ignore penalties for Dim and Dark lighting.

• **Shapechanger:** Wereboars can change between their human and man/boar hybrid forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal (wereboars can also take on a true boar form, see p. 131).

• Size +1: These creatures stand up to 7' tall and weigh over 700 pounds each.

• Tusks: Str+d8.

WEREWOLF

Werewolves are incredibly powerful, fast, and vicious. These bestial shapeshifters are found only among the Germanic tribes, and pose one of the greatest threats to Rome. Werewolves are a manwolf hybrid.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; Parry: 9; Toughness: 7

Special Abilities

• Bite / Claws: Str+d8.

• Fear –2: Werewolves chill the blood of all who see them.

• Invulnerability: Werewolves can only be Shaken by normal weapons.

• Infravision: Werewolves can see heat and halve penalties for bad lighting when attacking living targets.

• Shapechanger: Werewolves can change between their human and man/wolf hybrid forms as a normal action by making a Vigor roll at +2. With a normal success, they can't take any other actions that round, including movement. With a raise, they can take other actions as normal (werewolves can also take on a true wolf form. This uses the dire wolf stats from **Savage Worlds**).

• Sire: Anyone Incapacitated but not killed by a werewolf must make a Spirit roll or become a wolfman (see below) at the next full moon.

• Weakness (Magic/Silver): Werewolves take full damage from magical and silver weapons.

WOLFMAN

Those wounded by werewolves but not slain become wolfmen. They are bloodthirsty savages when the full moon transforms them.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d4, Survival d4, Tracking d4

Pace: 6; Parry: 6; Toughness: 6

Special Abilities:

• Bite: Str+d6

• Go for the Throat: If a wolfman hits on a raise, it strikes its opponent in his least armored location.

• Fleet-Footed: A wolfman rolls a d10 running die instead of the usual d6.

• **Immunity**: Wolfmen take half damage from all attacks, except those made by silver or magic.

• **Improved Frenzy:** Wolfmen can make 2 Fighting attacks each round at no penalty.

• Weakness (Magic/Silver): Wolfmen take full damage from magic and silver weapons.

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VENI, VIDI, VICI

IN THE FEAR AND HORROR OF WAR, DARK THINGS RISE....

Her legions strode forth from the center of civilization—west to Britannia, east to Asia, north to Germania, south to Aegyptus—and conquered most of the known world. In their travels, the legions found things that would be disbelieved by slave, citizen, and senator alike. War elephants, wild dervishes, and creatures beyond description met them at every turn.

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