

URBAN WAR²

GLADIATOR FACTION SHEET

Strength and Honour

At the heart of the grim, militaristic Junker empire is the Senate of Ironglass, and here power is the only currency of value. In Junker politics, as in the rest of their society, those without power are of no consequence.

The gladiatorial arenas in every Junker city provide the ruling classes with a means of keeping the mass of the downtrodden populace quiet, if not exactly happy. The gladiators that provide this brutal and bloody entertainment are usually convicted criminals or the property of privately owned stables. Distinct as they are from the rest of society, gladiators respect only their fellows, holding to their own code of Strength and Honour.

Gladiator Forces

Gladiator forces tend to be very close combat oriented, and what they lack in firepower and technology they more than make up for with bravery and skill with a blade. When they require a different mix of combat capabilities, or additional manpower, they can usually call on the local Junker military for support.

Strengths: Lightly equipped, good quality troops, backed up by powerful trained war beasts. Good close assault capabilities. Can recruit Junkers allies.

Weaknesses: Limited ranged firepower, relative lack of advanced technology and heavy armour.

Comments: A barbaric close assault force, able to field large quantities of deadly (but erratic) war beasts. A good choice for players who like to look their foes in the eye, preferably from as close as possible!

Starter set Strike Team composition (169 pts)

Quantity	Type	Calibre	Special rules	Points
1	Amazonia Decurion	1	Commander	26
1	Myrmillo	1	Castigator Flamethrower	32
1	Retiarius	2	Fast	31
4	Secutor	0		80

Special rules

Continued on reverse.

Special rules (continued)

Fast

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule add half their normal MV stat in inches (rounded down) to the total distance moved when rushing or charging.

Castigator Flamethrower

Like other flamethrowers, Castigators use the teardrop template. Castigators are vulnerable to damage from enemy shooting. Every time the model carrying it suffers such a hit, regardless of whether it causes any damage, roll 1d10. On a score of a 1 the weapon explodes, killing its user, and showering flaming fuel over a wide area. Centre the circular template over the model. Any nearby models covered or partially covered take a Damage 5 incendiary hit.

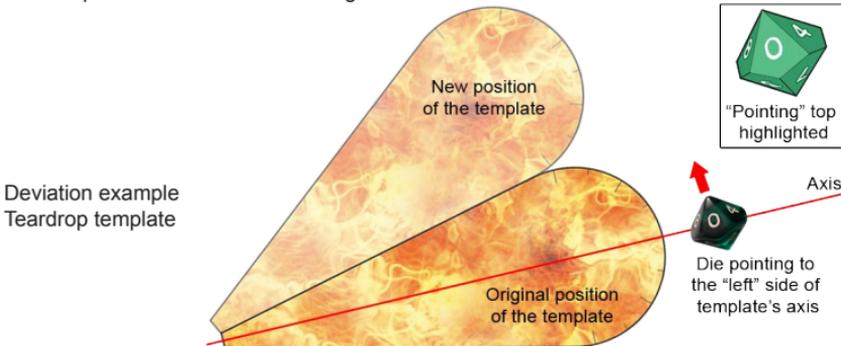
Teardrop Template *(free download at urbanmammoth.com)*

The teardrop shaped template is short ranged, and affects all models within the area of effect indiscriminately. A flamethrower is an example of the kind of weapon that uses this template.

When one of your models fires one of these weapons, place the template so that the narrow end is touching the front face of the firing model, and the rest is covering the models you wish to hit. This shows the firing model's intended target area. Then roll to hit as normal. If a hit is scored, all models covered or partially covered by the template take a hit. Make damage rolls for them as normal.

If the shot misses it could still affect an area to either side of the intended one, perhaps hitting other models. Leaving the template in place, roll 1d10 so that it lands as close as possible to the template. The following rules apply.

- If the dice roll is odd, the shot misses completely and has no further effect. The weapon may have misfired, or the firing model's aim may have been so wildly out that it fired well short of the targets or completely over their heads.
- If the dice roll is even, the shot deviates and affects an area beside the intended one, either to the left or right (see schematic below). If the upper face of the dice indicates left, flip the template so that it lies to the left of, and directly adjacent to, the intended target area. Likewise, if the upper face indicates right, flip the template right. Any models covered or partially covered by the template take a hit. Make damage rolls for them as normal.



Circular Template *(free download at urbanmammoth.com)*

When a hit is scored with the circular template (the outer ring of the circular template is 4 inches across and the inner ring is 2 inches across), place the centre of the template on the target model. All models covered or partially covered are hit, and the following rule applies.

- All models fully or partially covered by the inner blast area of the template take a hit at the full strength shown in the weapon's profile. All those untouched by the inner area, but at least partially covered by the outer blast area take a hit at half the strength shown in the weapon's profile, rounding down. For example, if the weapon's profile shows DAM 5, a model touched by the outer blast area, but not the inner blast area takes a DAM 2 hit.