



DOGS OF HADES

The Stand

One Sheet



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Summary

Welcome to the **Garden of Athena**, a Savage realm of **Suzerain**. More than 'Spartans in space' this is a setting of inter-planetary politics and double-dealing in the style of Frank Herbert's *Dune*.

This scenario takes place on the garden-planet of Ashtorm in a remote part of the Methonian colony there. The PCs and a handful of hoplites must hold a small military outpost against a large barbarian force until they can either find a way to escape or get reinforcements.

Hooks

The PCs could be part of the phalanx stationed at the outpost. This would effectively mean they'll be the only survivors by the end of the scenario, possibly a way to free up soldier-type characters for future adventures. Any non-soldier characters could possibly be part of the train of auxiliaries left behind.

Alternatively the PCs could simply be passing through on their way somewhere else. It could be their Daidalos shuttle that needs repairs (see scene 2) which would explain why they end up in the wrong place at the wrong time.

Scene 1: End Of The 7th Parsua Phalanx

The region of Parsua has long been a trouble spot for the Methonian colonists. It's a perfect spot for guerrilla warfare with its steep hills and hidden valleys, crisscrossed by streams and small rivers. Several groups of indigenous rebels operate from here. But those same geographical features are also what give Parsua its claim-to-fame, as they're perfect for wine production. Scattered across the region are military outpost constantly on the lookout for rebels, protecting the vineyards.

One of these outposts used to be commanded by Lokhagos (captain) Heracles and manned by his 7th Parsua Phalanx along with about four hundred barbarian auxiliaries to back him up. Unfortunately the day before this scenario starts, Lokhagos Heracles made the mistake of thinking himself as invincible as

his famous namesake, marching out to attack a rebel force rumored to be camping nearby. He left behind only 40 hoplites to guard the outpost, the supplies, and the 200+ civilians of the train.

As this scene begins, it's dawn and through the light mist a ragged group of survivors return to the outpost with news of a terrible defeat and the complete end of the 7th Parsua Phalanx: *"They were waiting for us... It was a trap."* Details of what happened are unclear since the survivors seem to have turned tail very early in the battle.

Shortly afterwards, a barbarian rebel arrives with a message from the rebel leader Hamazi; *"Vacate the outpost immediately and leave all supplies behind, and in return you will all be spared. Refuse and everyone, man, woman and child, will be killed."*

Give the PCs some time to make a decision. The barbarian messenger makes it clear that *"all supplies"* also include all personal weapons and armor of the PCs.

If the PCs decide to give up, the rest of the hoplites present are not going to play heroes – they'll follow the PCs' cowardly lead.

Scene 2: First Skirmishes

If the PCs decide not to simply give up and surrender, they'll need to prepare for the defense of the outpost. The remaining hoplites will follow any orders that sound reasonable, even if the PCs have no official military rank.

There's an old Daidalos shuttle in need of repair in the outpost's hangar. It could be used to escape (it takes 25 people) or to get help from one of the other outposts in the Parsua region. How long it takes to repair should depend on what the PCs plan to use it for. If they keep it for a last-minute escape then it won't be finished until right before the end. If, on the other hand, they're trying to get help or save as many of the civilians of the train as possible, then it might get fixed relatively quickly. Go with the dramatic flow.

When you feel the players have had enough time to plan a little, the rebels launch their first probing attack. From their hiding place in the wilderness an advanced force of rebels emerges and charges. 30 mounted archers led by 10 lancers will attempt to test

the defenders at one end of the outpost. As soon as ten or more are killed they will pull back, abandoning the attack.

Following the attack, the PCs will see hundreds upon hundreds of mounted Ashtormian rebels arriving and setting up camp just outside range of their Recurve Blasters. There are about 250 mounted archer rebels and 150 lancers.

The second attack is more serious. This time it's 50 mounted archers led by 20 lancers and they won't retreat until they've lost all of the lancers.

Scene 3: Hamazi's Charge

The final all-out attack of the rebel forces will be led by their fearless leader Hamazi. As an escaped slave he's filled with a burning hatred of his former masters and despises everything Athenian. But he isn't stupid, and he knows that if one day he's to fulfill his dream of liberating his garden-planet he must use the vastly superior weapons of the Athenians against them. So he's gone about arming his men with as much Athenian weaponry as he can get his hands on. Conquering a military outpost with its reserves of Athenian technology would be a great boon.

Hamazi will drive his men forward even in the face of huge casualties; only if it becomes abundantly clear that he'll lose will he retreat to save his remaining forces. Reversely, if he's killed, his men will quickly lose heart and retreat in disorder since they have no clear second-in-command.

If the PCs have sent the Daidalos shuttle to get help, let it come only at the most dire moment, like the cavalry in a good western.

Also, if you feel the whole situation is approaching a total party kill, you could have some reinforcements show up. It could be surviving elements of the 7th Parsua Phalanx who have survived the initial slaughter and have returned to base, or it could be a phalanx from a nearby outpost who noticed something is amiss.

If you prefer you could play this battle using the SW mass battle rules:

Hamazi's Rebels (400 men) are worth 10 tokens, whereas the defending hoplites (40 men) are worth 5 tokens. The outpost provides a -2 penalty to the attackers and the defenders get +4 to morale since they can't escape and are fighting for their lives. Any other modifiers depend on the battle plans of the PCs.

Aftermath

If the PCs manage to hold the outpost until help arrives, or if all of the civilians are saved, then they will gain much glory in the eyes of the local colonists and will be treated like heroes wherever they go.

Running off or escaping while leaving the civilians to suffer will not be as popular, however, no matter the excuses. Under such circumstances it might be time to get off-planet fast, and never come back!



Hamazi

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (Battle) d8, Knowledge (Athenian Culture) d8, Knowledge (Language: Athenian) d8, Notice d6, Riding d10, Shooting d8

Pace 6 Parry 10(2) Toughness 13(6) Pulse 20 Charisma -2

Hindrances: Death Wish (Free Ashtorm from Athenian occupation), Mean, Vengeful

Edges: Combat Reflexes, Command, Dodge, Fervor, Frenzy, Level Headed

Gear: Riding Horse (**Pace** 10, Running die d8, **Parry** 4, **Toughness** 8), Hoplite Armor (+6, all locations), Medium Aegis Shield (Parry +2, Aegis Force Shield), Pallas Lance (**Damage:** 2d10, AP 2, Reach 1), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Recurve Blaster (Ranges: 18/36/72, **Damage:** 2d10+1, must have Str d10 to use), 5 Blast Arrows (AP 4)

Hoplites

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Healing d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace 6 **Parry** 8(2) **Toughness** 12(6) **Pulse** 10

Hindrances: Sense of Duty (Methone)

Edges: Hoplite

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach 1), Medium Aegis Shield (+2 Parry, Aegis Force Shield), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Recurve Blaster (**Ranges:** 18/36/72, **Damage:** 2d8+1, must have Str d8 to use), 5 Blast Arrows (AP 4)

Ashtormian Rebels

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8, Riding d10, Shooting d6, Survival d6, Throwing d6

Pace 6 **Parry** 7(2)/5 **Toughness** 10(5)/7(2) **Pulse** 10 **Charisma** -2

Edges: Steady Hands

Hindrance: Mean, Vengeful

Gear: Both types of rebels are mounted on riding horses (**Pace** 10, running die d8, **Parry** 4, **Toughness** 8).

Lancer: Looted Hoplite Armor (+5 Armor, all locations), Medium Aegis Shield (+2 Parry, Aegis Power Shield), Pallas Lance (**Damage:** 2d10, AP 2, Reach 1), Saber (**Damage:** Str+d6). Note, the rebels are not trained to fight with so much heavy armor and suffer -1 penalty to Agility and Strength skills from Encumbrance.

Mounted Archer: Leather armor (+1 Armor, all locations), Looted Recurve Blasters (**Ranges:** 15/30/60, **Damage:** 2d6+1), 3 blast arrows each (AP 4), Saber (**Damage:** Str+d6)

Credits

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For more about Aegis Shields, Hoplites and Divine Aid (among other things), check out the [Dogs of Hades](#) book!