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## About This Content

Stride forth with the legions of Rome to the distant corners of the world—the Celtic wilds, the forests of Germania, the deserts of Aegyptus—and into a history few will ever know. Witness a history of the dark things that rise as blood and war mingle with shadows and fear.

*Fight the darkness in a war that spans centuries. Fight the darkness to your last breath—and beyond! Fight the darkness for Rome!*

Players in Weird Wars Rome are legionaries battling the enemies of Rome, as well as stranger things they encounter in their bloody travels across the Empire. The book features two Plot Point Campaigns, new rules for creating "Legacies" from era to era, equipment, strange creatures, enemies and allies, expanded rules for naval combat and sieges, the history of Weird Wars in the Roman period, a new Arcane Background, and an Adventure Generator for any war the legionaries of Rome find themselves fighting.

**Requires:** A Fantasy Grounds full or ultimate license or an active subscription and the Savage Worlds ruleset.

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Title: Fantasy Grounds - Weird Wars Rome (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Jun, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** N/A

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

**QUICK LINKS**

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- Hindrances Summary Table
- Armor Table
- Hand Weapons Table
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- Mundane Items
- Siege Engines Table
- Character Sheet

**EDGE SUMMARY TABLE**

Edge	Requirements	Effects
A Few Good Men	H, Sm d8, Knowledge (Battle) d10, Command, Inspire	May reroll up to 12 failures when checking to see which Extras are wounded after battle
Aquifer	S, Sp d10, Fighting d10	Immune, when aquila carried gains benefits of one Leadership edge, Command Radius 5" + Cha
Band of Brothers	Wild Card, Bond	
Blood and Guts	V	
Campaign Veteran	N, Sm d6, Fighting d6	
Combat Sense	S, Fighting	
Imp. Combat Sense	V, Combat	
Cry Havoc	V, Sp d8, Knowledge (Battle) d10, Fervor	
Death Before Dishonor	V, Sp d8, Hold the Line	
Equestrian/Patrician (Noble)	N	
Fanaticism	S, Command	
Felix (Luck)	N	
Felix Magnus (Greater Luck)	N, Felix	

**HINDRANCE SUMMARY**

Hindrance	Type	Effect
Doubting Thomas	Major	Suffer do these ar Worlds
Foreigner	Minor Major	-2 (Minor Romans
Replacement	Minor	Always "surprised" on first round of combat, -2 to Notice ambush/booby traps and Common
Shirker		
Slow		

**ARMOR**

Type	Armor	Weight	Notes
<b>Personal</b>			
Bronze Breastplate	3	25	Covers Torso
Greave	2	4	Halve the weight and protection if only one is worn
Leather	1	10	Minimal protection to arms, torso and legs
Lorica Hamata	2		
Lorica Segmentata	2		
Manica	2		
Scale Mail	2		
<b>Head Gear</b>			
Gladiator Helmet	3		
Leather Cap	1		
Legionary Helmet	3		
Metal Helmet	3		
<b>Horse Armor</b>			
Scale Barding	2		
<b>Shields</b>			

**HAND WEAPONS**

Type	Damage	Weight	Notes
Axe	Str+d6	2	-
Battle Axe	Str+d8	10	-
Contus (Lance)	Str+d8	10	AP2, Reach 2, 2 Hands
Flax	Str+d8	8	Ignore 1 pt of shield's parry, 2 Hands
Fuscina (Trident)	Str+d6	6	+1 to disarm
Gladus (Short Sword)	Str+d6	4	-
Great Axe	Str+d10	15	AP1, Parry -1, 2 hands
Hasta (Spear)	Str+d6	10	Parry +1, Reach 1, 2 hands, 1 handed when mounted - no parry

### ARCANA (SECRETS)

#### 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.

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#### THE TWILIGHT

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### SPOILS 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 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 Players Guide for the things legionaries can do with their Spoils.

Spoils Modifier

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

GM

Modifier

0

1 2 3 4 5 6 7 8 9 10 11 12







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