

BARBARIANS

At every frontier of the Empire, Rome is beset by marauding Barbarians, who in truth comprise many disparate peoples fighting for their own identity in the face of Roman invasion. And yet they possess power that Rome craves – knowledge of ancient gods, an attunement with the earth’s vast energy, and strange relics of civilisations past.

Across the Roman Empire, rumours abound of the barbarians’ strange customs and supernatural powers. The Druids of Britannia and Gaul, it is said, can turn aside arrows, and make potions that increase the strength of their warriors. The men of Germania are believed to run with beasts, some being more wolf than man, while their filth-encrusted witches foretell the future in the entrails of slaughtered cattle. The tribes of old Dacia are stranger still, said to both fear and hold in reverence rotting, ancient creatures that feed on human blood. The Romans believe these to be stories, told by mothers to frighten their children; but those Legionaries who have found themselves attacked in a mist-shrouded forest far from home would attest to the barbarians’ true nature. A nature that the Emperor wishes to enslave for the glory of Rome.

“TO PLUNDER, TO SLAUGHTER, TO STEAL, THESE THINGS THEY MISNAME EMPIRE; AND WHERE THEY MAKE A WILDERNESS, THEY CALL IT PEACE.”

- Tacitus

These alternative warband lists started life in an earlier draft of Broken Legions, and haven’t been as extensively playtested as the ones that made it into the final book. However, the reason they were cut from the final version was not for balance, but simply for space. Therefore, the author believes that much fun can be had using these lists, and they allow players of Barbarians to have as much variety in their force selection as players of Romans.

For the time-being, however, these lists should be considered ‘experimental’ rules, and your opponent’s permission should be sought before using them in a game.



WESTERN TRIBES

Including Britons & Iceni, Irish, Gauls, and Numantians

From the windswept moors of Britannia to the deep woods of Gaul and Numantia, the western barbarian tribes have ever been a thorn in the side of Rome's plans. Shepherded by the Druids, an ancient order that guards arcane secrets, these barbarians grow bolder as deep magic sweeps across the Empire.

Warband Special Rule

Warrior Brotherhood. The warband takes heart when its members are engaged in melee, fighting more fiercely, each man competing with the next to claim the most kills.

Models in the warband gain a +1 Melee Modifier when making a Melee Attack action for every three friendly models currently Locked in Melee. For example, if there are a total of four friendly models in combat, all of them gain a +1 bonus to strike their enemies. If there are six friendly models in combat, they all gain a +2 bonus, and so on.

Warband Composition

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Chieftain	4	4	4(+1)	3	4	4	4	Infantry	Leader	Light Armour, Hand Weapon	1	30
Druid	2	3	3(+0)	3	4	2	5	Infantry	Miracle: Regrowth	Staff	0-1	31
Tribal Champion	4	3	4(+1)	3	3	3	2	Infantry	-	Light Armour, Hand Weapon	0-3	14
Henchmen	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Retainer	3	3	3(+0)	3	3	1	-	Infantry	-	Shield, Spear	1+	6
Horseman	3	3	4(+1)	3	3	2	-	Cavalry	Devastating Charge	Cavalry Spear	0-3	13
Linebreaker	4	3	4(+1)	3	4	2	-	Infantry	Hardy	Two-handed Sword	0-3	11
Berserker	4	2	3(+0)	4	3	2	-	Infantry	Berserk; Fearless; 2-Weapon Fighter	Two Hand Weapons	0-3	12
Chariot	3	3	4(+1)	2	3	5	-	Chariot	Construct, Dev. Charge	Sword; 3 Javelins	0-2	45
Warhound	4	0	3(+0)	4	3	1	-	Beast	Act on Instinct; Deadly Natural Weapons	-	-	-

Options

Hero	Option	Points
Chieftain	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
	Exchange Hand Weapon for Battleaxe (unless Cavalry)	3
Druid	Take up to 2 Warhounds (gains Animal Handler)	5 per Hound
	Take a Blessed Icon	10
	Know the Arrow Warding Miracle	6
Champion	Know the Nature's Wrath Miracle	16
	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield or Buckler	2
Henchman	Exchange Hand Weapon for Battleaxe (unless Cavalry)	3
	Option	Points
	Retainer	One Retainer in the warband may exchange Shield for Standard
Horseman	Take Light Armour	2
	Linebreaker	Take Light Armour
Berserker	Either: exchange Hand Weapon for Battleaxe	2
	or: take a Shield	2
Berserker	Take Throwing Axe	1
	Take Warpaint	3

GERMANIC TRIBES

Including the Goths, Gepids and Vandals

The hardy tribes of Germania, which include the feared Goths, are a savage and relentless foe. Their witches have foretold the coming of the Romans, and of their plans to plunder their ancient sites of magical treasures. And yet more than one Roman expedition has met an ignominious end in the dark forests, never to be seen again.

Warband Composition

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Germanic Chieftain	4	4	4(+1)	3	4	4	4	Infantry	Leader	Light Armour, Hand Weapon	1	30
Wisewoman	1	3	3(+0)	3	4	2	4	Infantry	Miracle: Foretelling	Staff	0-1	25
Germanic Champion	4	3	4(+1)	3	3	3	3	Infantry	Bodyguard (Chieftain)	Light Armour, Battleaxe	0-3	17
Henchmen	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Warrior	3	3	3(+0)	3	3	1	-	Infantry	-	Shield, Hand Weapon	1+	6
Horseman	3	3	4(+1)	3	3	2	-	Cavalry	Devastating Charge	Cavalry Spear	0-3	13
Fanatic	4	2	3(+0)	3	3	2	-	Infantry	Berserk; Fearless	Shield Hand Weapon	0-3	11
Huntsman	4	2	3(+0)	3	3	1	-	Infantry	Pathfinder	Hand Weapon Longbow	0-5	10
Wulfkind	4	2	4(+1)	4	4	3	-	Chariot	Berserk; Deadly Natural Weapons; Multiple Attacks (2)	-	0-3	20
Warhound	4	0	3(+0)	4	3	1	-	Beast	Act on Instinct; Deadly Natural Weapons	-	-	-

Options

Hero	Option	Points
Germanic Chieftain	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
	Exchange Hand Weapon for Battleaxe (unless Cavalry)	3
	Take up to 3 Warhounds (gains Animal Handler)	5 per Hound
Wisewoman	Take a Familiar	6
	Know the Call of the Wild Miracle	15
	Know the Skinchanger Miracle	12
Champion	Ride a Horse (Type becomes Cavalry, gains Devastating Charge, exchange Battleaxe for Hand Weapon)	7
	Take a Shield or Buckler	2
Henchman	Option	Points
Warrior	Take Light Armour	2
	Exchange Shield for Buckler	No Cost
	Take Framea	2
	One Warrior in the warband may exchange Shield for Standard	6
Horseman	Take Light Armour	2
Fanatic	Take Throwing Axe	1
	Exchange Hand Weapon and Shield for Battleaxe	2
	Take Warpaint	3

Warband Special Rule:

The Wolfsong. Once per battle, during the activation of any Hero from this Warband list, the Wolfsong may be sung. This mournful dirge strikes fear into the hearts of men, and instils the barbarians with an utter disregard for their own safety.

The Wolfsong lasts for the entire Action phase. For the duration of the phase, all Infantry and Cavalry models in the Warband, including friendly Auxilia, gain +1 to their Physique. In addition, all affected models gain the Fearsome special rule for the remainder of the phase.