

Broken Legions

Errata and FAQs

v1.0 February 2017

As Broken Legions has been out in the wild for some time now, a few questions about the rules have cropped up, along with some eagle-eyed observations of errors that have sadly (and inevitably) crept into the book. This document addresses these issues. To keep abreast of further developments, check out the Osprey Wargames website (ospreypublishing.com/gaming-resources), and the author's website (mark-latham.com).

ERRATA

'Errata' is simply Latin for 'Errors'. These are mistakes that range from typos and omissions, to amendments that didn't get inputted into the final files. Sadly, no matter how many editors and playtesters see a set of rules, there are so many variables at play that a few of these niggles manage to get through. Luckily, we're here to catch them! Errata are 100% official. To help with clarity, replacement text is highlighted in **red** below.

Pg 25 – Replace Nature's Wrath Miracle with the following:

NATURE'S WRATH

Mark a point on the board within 3" of a tree/forest base, river, swamp, pond or similar 'water feature'. All enemy models within 3" of that point must pass a Resilience test with a -1 penalty, or suffer 1 wound.

Pg 32 – Insert the following weapon special rule:

DEFENSIVE WEAPON

This item counts as a Single-Handed weapon with the listed profile in all respects. However, when the wielder is attacked in melee, they may roll an extra die to defend themselves, choosing the highest result.

Pg 37 – Deletion

Delete the line '**An onager may take burning ammunition (gains flaming)**' at the foot of the page.

Pg 39 – New option for Arena Champion

The Arena Champion **may take the Combat Skill special rule for 2 points.**

Pg 42 – Replace Strigoi profile with the following

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Strigoi	3	3	4(+1)	4	4	4	3	Infantry	Darksight, Fearsome, Miracle (Transfix), Undead, Vampire	Dagger	0-1	33

Pg 42 – Replace Falxman profile with the following:

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Falxman	4	2	3(+0)	3	3	1	-	Infantry	Decapitatus	Falx	0-5	9

Pg 42 – Replace Ghoul profile with the following:

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Ghoul	3	2	4(+1)	3	2	2	-	Infantry	Deadly Natural Weapons, Fearsome, Multiple Attacks (2)	-	0-5	10

Pg 43 – Replace Strigoi options with the following:

Hero	Option	Points Cost
Strigoi	Take a Familiar	6
	Take a Hand Weapon	2
	Take Light Armour	2
	Take Miracle (Dirge of Kotys)	12
	Take Miracle (Skinchanger)	10

Pg 47 – Add the following to ‘Recruiting Auxilia’, 2nd para:

Auxilia may never exchange or be given additional wargear.

Pg 50 – Daughter of Lamia points adjustment

Points cost increase to 38.

Pg 62 – Replace Experience Table with the following:

Model's Achievements	Warband Lost	Warband Drew	Warband Won
Per enemy Henchman removed as casualty	-	1XP	1XP
Per enemy Hero/Auxilia removed as casualty	1XP	1XP	2XP
Per enemy Leader removed as casualty	2XP	2XP	3XP
Per Wandering Monster removed as casualty	2XP	2XP	2XP
Controlled Objective when game ends	2XP	2XP	2XP

Pg 63 – Add following line to Trading section:

Models whose profile lists no wargear (-), such as Dacian Ghouls, can never be given equipment.

Pg 63 – Add following line to the foot of the Trading chart:

NB. Only models that are normally permitted to carry Standards in their warband list may purchase a Standard in the Recruitment and Trading phase.

FAQs

‘FAQs’ stands for ‘Frequently Asked Questions’. Generally speaking, these are simply the author’s ruling on common queries, where some ambiguity might exist, or an example perhaps isn’t clear enough. FAQs aren’t as ‘hard’ as Errata – if you really disagree, you and your group should feel free to make a house rule instead, or just roll a dice for it!

Q. What happens if a model has a single thrown weapon (like a javelin) and fumbles?

A. There’s no effect. If the model had several thrown weapons, or another ranged weapon, it would receive a May Not Shoot counter as normal.

Q. When a model is listed in the warband list as having Heavy Armour by default, is this already reflected in its stats, or should its AG be -1?

A. Armour bonuses and penalties are not incorporated in a model’s characteristics profile. So, for example, a Roman Legionary (PQ3, AG3) wears Heavy Armour. During a game, he gains a +2 Armour Bonus, but suffers -1 AG.

Q. Can the Spear of Set miracle target a model Locked in Combat?

A. Yes.

Q. If a Hero charges an enemy model, and then uses the Clash of Champions action, do they receive the charge bonus in the resulting combat?

A. Yes.

Q. If your Leader is also a Priest, does he roll two dice and pick the highest when performing a Miracle, as a Miracle uses a standard Presence test?

A. Yes.