

NEW AUXILIA

Auxilia are hired swords – dispossessed warriors and priests who have left their homes to find fame and fortune, or to seek revenge on those who destroyed their homelands. They often have no true allegiance but their own, and offer their services to any Warband whose leader has enough coin to pay them.

“LOVE OF FAME IS THE LAST THING
EVEN LEARNED MEN CAN BEAR TO BE
PARTED FROM.”

- Tacitus

HERODIAN MAGICIAN

A secretive cult heralding from Judea, the Herodians still practise magic long forbidden by their Roman rulers, and the most powerful amongst them have garnered a fell reputation for sorcery.

Note: This Auxilia is hired as a pair of models – the Magician and his clay Golem!

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points	Retainer
Herodian Magician	2	3	3 (+0)	2	4	2	2	Infantry	Control Golem	Staff	50	30
Golem	4	0	5(+1)	2	3	5	-	Monster	Deadly Natural Weapons; Fearsome; Hardy; Multiple Attacks (2); Regeneration	-	-	-



These alternative Auxilia 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 them. For the time-being, however, these rules should be considered 'experimental', and your opponent's permission should be sought before using them in a game.

For more Broken Legions news, keep an eye on the author's Facebook page: www.facebook.com/thelostvictorian/

Special Rules

Control Golem. While the Herodian Magician is within 6" of the Golem, and not Locked in Melee, the Golem is treated just like any other member of the Warband. If, however, the Golem moves out of range, or the Magician is killed or engaged in Melee, then the Golem is subject to the Act on Instinct special rule until such time as the conditions of its control are restored. If both sides have a Herodian Magician, they always control their own Golem, and may not attempt to control another even if their own is lost.

“THIS IS THE TRUTH: AS FROM A FIRE
AFLAME THOUSANDS OF SPARKS COME
FORTH, EVEN SO FROM THE CREATOR
AN INFINITY OF BEINGS HAVE LIFE
AND TO HIM RETURN AGAIN.”

- Tacitus

NAZARENE MISSIONARY

Rome's grip on Judea had ever been a precarious one. With the coming of the prophet known as Christ, dissent and unrest in the region became profligate. Soon after the crucifixion of that enigmatic prophet, Nazarene missionaries began to spread across the Roman Empire, preaching the word of Christ despite being outlawed by the Emperor.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points	Retainer
Missionary	2	2	3 (+0)	2	4	2	4	Infantry	Miracle: The Word; Healing Hands	Blessed Icon, Staff	24	13

Special Rules

Healing Hands. During battle, the Nazarene may attempt to heal a single friendly model in base contact as a special action. Take a Presence test – if successful, the wounded model restores one Hit Point lost earlier in the battle. Furthermore, during a campaign, a retained Nazarene may take a Fate Test to negate a single Serious Injury between games, either to himself or another model in the warband.

Man of Peace. The Nazarene will never strike blows in Melee, nor shoot at an enemy at range. He may roll to defend himself in combat as normal.

New Miracle

The Word: The priest invokes his Lord to show the heathen that there is but one true God, and that He is the Way. If successfully cast, all models, friend or foe, attempting to use the Perform Miracle action within 6" of the priest suffer a -1 penalty to the test. In addition, such is the unsettling aura of faith around the priest that no enemy model may declare a charge against him. Both effects last until the end of the turn.

WANDERING DRUID

There are those amidst the Druid order who are cast out from their fellows. Perhaps their ways are too savage, their insight too terrifying, their peculiarities too eccentric. Whatever the reason for their exile, they do not sit well in the lands of men, and so instead wander the land in relative seclusion, only occasionally lending their services to marching armies when the trees whisper to them and the earth spirits grow restless.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points	Retainer
Druid	2	3	3 (+0)	3	4	3	4	Infantry	Miracle: The Thing in the Woods)	Hand Weapon, Staff	28	15

Options	Points
May know the Nature's Wrath Miracle	16
May know the Regrowth Miracle	16

New Miracle

The Thing in the Woods: This Miracle may only be performed when a friendly model is within 3". If successful, roll a D10. On a 1-7, the chosen model loses one wound. On an 8+, the chosen model loses 2 wounds. Models may not take a Fate test to avoid these wounds! Keep a note of how many wounds the Druid has gained during the battle. When he has stolen 3 wounds from his fellows, choose any area of woodland on the board, or a point within 3" of the Druid if there are no woods. Place the Thing in the Woods model in the allocated spot, but not in base contact with another model, friend or foe. It is treated as a friendly model in your warband from that point forth. If the Druid is slain, the Thing in the Woods becomes a Wandering Monster. The Thing in the Woods has the following profile:

	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points	Retainer
Thing in the Woods	4	2	4(+1)	4	4	4	-	Infantry	Deadly Natural Weapons; Fearsome; Multiple Attacks (3); Regeneration	-	-	-