



BROKEN LEGIONS: THE CTHULHU CAMPAIGNS

Mark Latham provides some exclusive content which blends his *Broken Legions* rules with another of his offerings from Osprey Publishing.

Something evil, ancient and unknowable gnaws at the heart of the Roman Empire. Dark gods, trapped for centuries in thrice-warded tombs, have been disturbed by Roman plunderers. A secret war is fought daily between those who would harness this strange power for themselves, and those who fear it signals the very end of the empire. Across the sea, roused from eternal slumber by a world awash with war, by omens and pagan slaughter, a Great Old One waits for the way to be opened. A cosmic terror that man was not meant to know. Those who know its name tremble, and only the very brave - or very foolish - incant it for their own ends. They whisper it in darkness; they cry it from atop blasted hills; they scream it to the raging oceans. "*Cthulhu...*"

[Cue ominous music and blood-curdling screams].

Ever since I wrote *The Cthulhu Campaigns: Ancient Rome* for Osprey Publishing, people have been asking me if the various factions mentioned in that blasphemous tome would ever make it into *Broken Legions*. Truth be told, although I deliberately seeded many *Broken Legions* snippets into *The Cthulhu Campaigns* book as Easter eggs, I wasn't really sure if I'd ever be able to make those ideas a reality on the tabletop. There definitely seems to be an appetite for more *Broken Legions* warbands, however, and I'm a sucker for all things Cthulhu, so I was very grateful when the chaps at *Wargames Illustrated* agreed to play host to my insane insights...

What follows, then, are three brand new warband lists for *Broken Legions*. Here we have a warband made entirely of the Undead, one that relies on shadowy assassins and hulking monsters, and another comprising fanatical cultists and brain-dead revenants. These warbands have not been as extensively playtested as the ones in the core book, and you should therefore seek your opponent's consent before using them. However, if you have fun with these, please do send in your feedback - I'd love to hear from you!

HERODIANS

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. This is largely as a result of their arcane rituals of sympathetic magic in which great beasts of clay are moulded by Herodian magicians, serving as physical conduits into which monstrous entities can be given blasphemous life. More than once, lumbering monsters - known to the Herodians as 'golems', but named in the legendary *Liber Ivonis* as the 'Gug' - have torn through the immigrant slums of the Aventine and Emporium, only to be brought down by legionaries and *vigiles* at a great cost in Roman blood. With each rampage, it becomes harder for the priesthood to hush tales of monsters within the city itself.



WARBAND SPECIAL RULE: THE PEOPLE'S FRONT

When fighting against any Roman warband (Soldiers of the Eagle, Order of Mithras, Sons of Spartacus, Lost Legion), roll a D10 every time an enemy hero is taken out of action. On the score of a 5+, gain +1VP. The model that took the enemy Hero out of action also gains +1 PR for the remainder of the turn. However, a Herodian warband may not recruit the Lost Legionary or Demigod Auxilia.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
High Magician	2	3	3(+0)	2	4	3	3	Infantry	Leader; Control Golem; Miracle (Summon Golem)	Staff	1	42
Sicarius Adept	4	4	3(+0)	4	3	2	2	Infantry	Evade; Stealthy*; Two-Weapon Fighter	2 Daggers	0-3	24
Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Escaped Slave	2	2	3(+0)	3	2	1	-	Infantry	-	Hand Weapon	1+	5
Zealot Agitator	3	2	3(+0)	3	3	1	-	Infantry	Hardy	Dagger; Hand Weapon	0-5	8
Zealot Raider	3	2	4(+1)	3	3	2	-	Cavalry	Hardy; Devastating Charge	Hand Weapon	0-3	11

* For the Stealthy special rule, see Broken Legions page 51.

Options

Hero	Option	Points Cost
High Magician	Take a Blessed Icon	10
	Take Miracle (Foretelling)	8
Sicarius Adept	Take Light Armour	2
	Take a Sling	1
	Take the Deadly Strike special rule	5
Henchman	Option	Points Cost
Escaped Slave	Take Sling and the Fire on the Move rule	2
Zealot Agitator	Take Light Armour	2
	One Agitator in the warband may carry a Reliquary (counts as Standard)	6
Zealot Raider	Take Light Armour	2
	Take Cavalry Spear	1
	Take Shield	1

NEW SPELL: SUMMON GOLEM

When successfully cast, the Magician summons a Golem from the clay of the earth, which must be placed within 6" of him. A Golem has the following profile:



Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Golem/Gug	4	0	5(+1)	2	3	5	-	Monster	Deadly Natural Weapons; Fearsome; Hardy; Multiple Attacks (2); Regeneration	-

While the High 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. A Magician may never have more than one Golem in play at any one time.

CULT OF IRAM

Unknown to the priesthood of Rome, a religious sect operates in subterranean caverns beneath the city's streets. Founded by Arabian slaves and joined by many desperate men and women, this cult claims to have been founded in the fabled lost city of Iram, which was once home to the 'Elder Ones'. Upon the altar of their principle temple is a relic so powerful that it emanates with dark light, and pulses with energy. Any who draw near to it receive thoughts that are not their own, their wills fully subverted by the bizarre, alien fossil.

WARBAND SPECIAL RULE: IT'S IN MY HEAD...

Members of this warband gain +1 to their Presence tests when charging, or charged by, a Fearsome model. In addition, during campaign play, Cult of Iram models (but not Auxilia) add +1 to their Injury rolls.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Priest of Iram	2	3	3(+0)	3	4	2	4	Infantry	Leader; Miracle (Voice of the Elder)	Dagger	1	38
Chosen Acolyte of Iram	3	3	4(+1)	3	3	3	2	Infantry	Bodyguard (Priest of Iram)	Hand Weapon	0-3	13
Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Cultist of Iram	2	2	3(+0)	3	3	1	-	Infantry	-	Dagger	1+	5
Altar Virgin	4	2	3(+0)	4	4	1	-	Infantry	Berserk; Two Weapon Fighter	2 Daggers	0-3	9
Blessed One	2	0	4(+1)	1	2	2	-	Infantry	Deadly Natural Weapons; Fearsome; Undead	-	0-5	12



Options

Hero	Option	Points Cost
Priest of Iram	Take a Staff	1
	Take a Blessed Icon	10
	Take Touched by the Gods rule	12
	Take Miracle (Curse of Endless shadow)	20
Chosen Acolyte	Take Light Armour	2
	Take additional Hand Weapon and Two Weapon Fighter rule	6
Henchman	Option	Points Cost
Cultist of Iram	Take Hand Weapon	1
	Take Sling	1
Altar Virgin	Exchange one or both Daggers for Hand Weapons	1 each
	Take the Dodge rule	6

NEW MIRACLE: VOICE OF THE ELDER

The Priest of Iram speaks with the voice of the Elder Thing lurking at the heart of his temple. The old god's will is alien and difficult to interpret. When this miracle is successfully performed, roll a D10.

D10	Result
1	The Greatest Blessing! All of the Priest's special rules and Miracles are lost. He instead gains the Undead rule for the remainder of the battle.
2-4	Uncontrollable Urges. The Priest gains +1 Presence and the Berserk rule for the remainder of the turn.
5-9	Insane Insight. The Priest and all friendly models within 6" gain +1 Presence for the remainder of the turn. Additionally, the Priest gains one extra Action, which he must spend this turn or else it is lost.
10	The Master has Spoken! All friendly broken models immediately rally. The Priest and all friendly models within 6" gain +2 Presence for the remainder of the turn. Undead models within 6" of the Priest gain the Multiple Attacks (2) special rule for the remainder of the turn.

THE LOST LEGION

The mysterious fate of the Legio IX Hispana (the Spanish ninth legion) has been the subject of much speculation. All that is known is that, shortly after completing work on the improved fortifications at Eboracum in 108 AD, the legion marched north, and was never heard from again. That an entire Roman legion with such a storied history could vanish without a trace, seemingly struck from every record, is almost unbelievable. The truth of the matter is so dreadful that the priesthood of Rome were forced to take drastic action, suppressing records and employing much-feared enforcers to ensure the silence of every soldier and commoner who would dare whisper the name of the Ninth.

WARBAND SPECIAL RULE: CURSED BY YOG-SOTHOTH

The Lost Legion is animated by powerful magic, which is conducted from their cursed barrows in the far north by means of a powerful Liche. If the Liche is removed from play, the magic that binds the warband begins to dissipate. If there is no Liche Centurion in play, then in the Persistent Effects part of each Recovery Phase, roll a D10 and consult the following table:

D10	Effect
1	Crumble to Dust. Roll a D5, and distribute that many Hit Points damage throughout the warband as you see fit. No saves of any type are allowed.
2-4	Reduced Animus. Each model in the warband must pass a PQ test at the start of its activation. If it fails, it loses its activation this turn.
5-9	Go to Thy Rest. Each model in the warband must pass a PQ test at the start of its activation. If it fails, it cannot move this turn. However, it gains the Regeneration rule for the remainder of the turn.
10	The Restless Dead. The warband may fight normally this turn. In addition, such is their furious wrath that every model in the warband gains the Fearsome rule for the remainder of the turn.



Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Liche Centurion	4	2	4(+1)	2	5	3	3	Infantry	Leader; Miracle (Restoration of the Mighty Dead); Undead	Gladius; Heavy Armour	1	38
Undead Praetorian	3	2	4(+1)	2	4	2	2	Infantry	Shield Drill; Shieldwall; Undead	Gladius; Heavy Armour; Tower Shield	0-3	25
Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Lost Legionary	3	2	3(+0)	2	4	2	-	Infantry	Shield Drill; Shieldwall; Undead	Gladius; Heavy Armour; Tower Shield	1+	15
Lost Legion Archer	3	2	3(+0)	2	4	2	-	Infantry	Undead	Longbow; Dagger; Heavy Armour	0-5	11
Lost Legion Scorpion Team	3	2	3(+0)	2	4	3	-	War Engine	Construct; Cumbersome; Undead	Gladius; Scorpion	0-1	40
Ghostly Hound	3	0	3(+0)	4	3	1	-	Beast	Act on Instinct; Deadly Natural Weapons; Intangible; Undead	-	-	-

Options

Hero	Option	Points Cost
Liche Centurion	Ride a Skeletal Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Tower Shield (Gains Shield Drill)	5
	Take Miracle (Feast of Crows)	8
	Take Miracle (Raise the Bones)	13
	Take up to 3 Ghostly Hounds	10 per Model
Henchman	Option	Points Cost
Lost Legionary	Take a Spear	1
	One Lost Legionary in the warband may exchange Tower Shield for a Desecrated Standard	6

NEW WARGEAR: DESECRATED STANDARD

A warband with a Flayed Standard may reroll the D10 when making a Curse of Yog-Sothoth roll. The result of the reroll must be accepted, even if it worse than the original.

THAT'S ALL, FOR NOW...

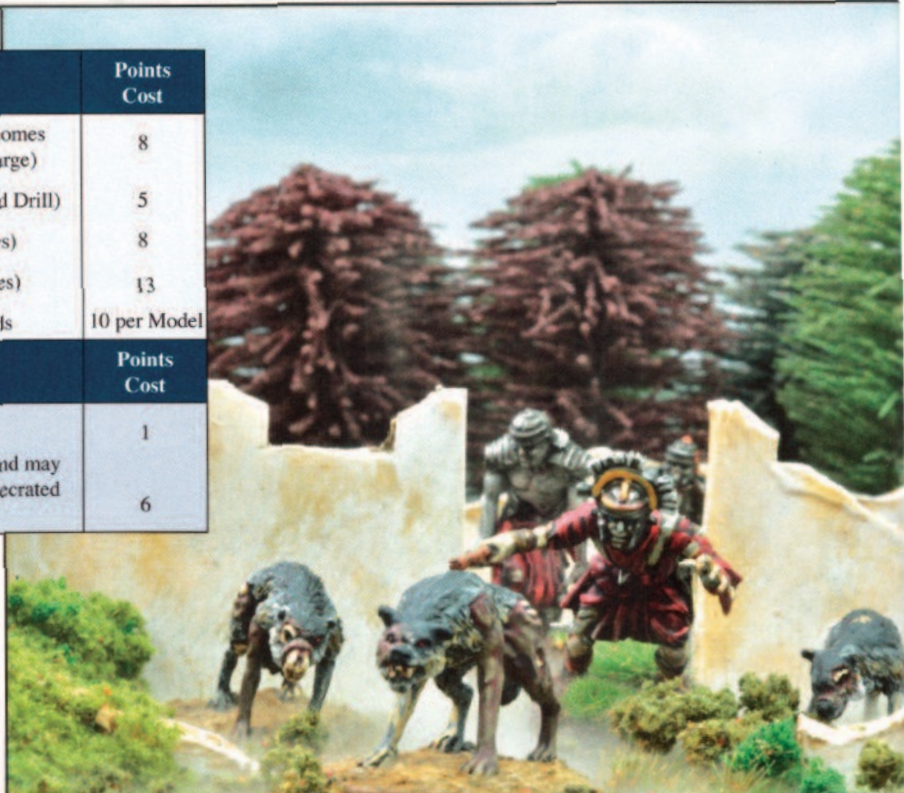
However, readers of *The Cthulhu Campaigns: Ancient Rome* will know that there are yet more blasphemous cults and sanity-blasting horrors mentioned within its pages. Maybe the chaps at *Wargames Illustrated* will let me return with more things that Man Was Not Meant to Know. Watch this space...

OOPS!

The following weapon special rule was inadvertently omitted from the *Broken Legions* rulebook...

DEFENSIVE WEAPON

This weapon counts as a Hand 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.



Thanks very much to Matthew Green for providing the figures for this article. The Undead Romans are conversions of citadel, Mantic and Warlord figures. Other come from Artizan Designs, Gale Force Nine and Gripping Beast.

For *Broken Legions* resources, check out the Osprey Wargames site at: www.ospreypublishing.com/gaming-resources

For more *Broken Legions* support, why not swing by the author's blog? www.thelostvictorian.blogspot.co.uk

