



BROKEN LEGIONS:

THE CTHULHU CAMPAIGNS

PART 2

Following on from July issue's batch of Cthulhu-based resources, chief *frumentarius* Mark Latham delves into his tattered copy of the *Necronomicon* to provide more options for adventures using his *Broken Legions* rules system...

In this instalment, we're getting even more exotic - the rise of Cthulhu worship in Rome, and the Emperor's obsession with bringing other nations under a leathery-winged, squamous banner, has led to ancient powers marching against the Empire. From the Black Pyramid of Egypt to the distant shores of Han Dynasty China, Rome's enemies arise - but are their ancient gods any less sinister than Cthulhu himself?

As always, if you have fun with these, please do send in your feedback - I'd love to hear from you!

CULT OF THE BLACK PHARAOH

When the Black Pharaoh stepped down from the throne after an unnaturally long time, Egypt was much changed. Nyarlathotep returned to the desert, leaving his magic in the hands of his priests, and telling them that he would

now sit in judgement of the dead in the afterlife, so that only those loyal to his memory would live forever. Those who watched him leave swore that he transformed into a flock of ibises, and flew away. Thus, for his gifts of wisdom, the ibis-headed Thoth was worshipped in Egypt ever after.

To many worshippers Nyarlathotep is a myth, and the more palatable story of Thoth is all they know. However, there are darker cults in Egypt, who keep alive Nyarlathotep's true legacy. They know that the hour will come when Egypt will be tested, and she must be ready. They understand that the gifts given to their ancestors by the Black Pharaoh were not mere treasures with which to perform conjuring tricks, but vessels of infinite power, which would one day open the ways to the great plane beyond, and bring the Outer Gods to earth. Much as

the Roman priesthood jealously hordes ancient artefacts of power, so too do the cults of Nyarlathotep search for his instruments, so that they can complete the great ritual that they have passed down amongst their brethren since the beginning.

It is said that, on a still night in the Valley of Kings, one can hear the distant sounds of discordant, cacophonous piping. If one were to follow those sounds to the depths from which they emanate, one might glimpse holy men and women in black masks, cavorting with maddening entities while their servants embalm living sacrifices with the bodies of men and the heads of sacred ibises. To see such a thing is to glimpse only a fragment of what Nyarlathotep plans for the world.

Warband Special Rule: Cacophonous Piping

The followers of Nyarlathotep march to the sounds of maddening music, which scratches inside the minds of the sane. At the start of each turn, roll a D5 to see what effect the music has:

D5	Effect
1	Sweet Relief. The music subsides this turn, and there is no effect.
2	Dance of the Mad. All members of the Cult of the Black Pharaoh warband halve their maximum movement and gain the Fearless special rule for the remainder of the turn.
3	Inured to Madness. All members of the Cult of the Black Pharaoh warband gain the Fearless special rule for the remainder of the turn.
4	Frenzy! All Henchmen in the Cult of the Black Pharaoh warband gain the Berserk special rule for the remainder of the turn.
5	Driven to Distraction. Any enemy model within 3" of a Hero from this warband must reroll any 10s it rolls for any reason.



Warband Composition

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Chosen of Nyarlathotep	4	4	4(+1)	3	5	3	4	Infantry	Leader; Touched by the Gods	Charmed Talisman; Dagger	1	35
High Priestess	3	3	3(+0)	3	4	2	4	Infantry	Miracle (Summon Scarabs)	Dagger	0-1	42
Anointed Acolyte	3	3	3(+0)	3	4	2	2	Infantry	Bodyguard (High Priestess); Two-Weapon Fighter	2 Daggers	0-2	14
Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Black Mask Cultist	3	2	3(+0)	3	3	1	-	Infantry	-	Dagger	1+	5
Archer	3	3	3(+0)	3	3	1	-	Infantry	-	Dagger; Longbow	0-5	8
Slave	2	3	3(+0)	2	2	1	-	Infantry	-	Dagger; Sling	0-5	4
Nomadic Watcher	3	3	4(+1)	3	3	2	-	Cavalry	Camels; Devastating Charge	Hand weapon	0-4	13
Ibis Warrior	4	0	5(+1)	2	3	3	-	Infantry	Fearsome; Mighty; Undead	Battle Axe	0-3	19

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

New Special Rule: Camels

Cavalry models wishing to charge a model with this special rule must first pass a Presence test. If this test is failed, then the charge is automatically a failed one. In addition, if this model successfully charges a Cavalry model, the target must pass a Presence test or suffer a -1 penalty to its defence rolls in melee. Models with this special rule are immune to these effects.

Options

Hero	Option	Points Cost
Chosen of Nyarlathotep	Take a Shield	2
	Take a Hand Weapon	1
	Take Miracle (Foretelling)	8
High Priestess	Take a Blessed Icon	10
	Take Miracle (Restoration of the Mighty Dead)	6
	Take Miracle (Curse of the Desert Sands)	14
Anointed Acolyte	Take up to 3 Throwing Daggers	1 per Knife
Henchman	Option	Points Cost
Black Mask Cultist	Take a Hand Weapon	1
	One Black Mask Cultist in the warband may take a Standard	6
Nomadic Watcher	Take a Shield	2
	Take up to three Javelins	2 per Javelin

New Miracle: Summon Scarabs

When successfully cast, the Priestess summons a swarm of unnaturally large scarabs. The swarm comprises three bases of scarabs, all of which must be placed within 6" of the Priestess. A Scarab Swarm has the following profile:

Model	ML	AC	PQ	AG	PR	HP	FT	Type
Scarab Swarm	2	0	2(+0)	3	2	5	-	Swarm
Special Rules								Wargear
Deadly Natural Weapons; Fearless; Fly; Hardy; Multiple Attacks (3)								-

While the Priestess is alive, and not Locked in Melee, the Swarms are treated just like any other member of the Warband. If, however, the Priestess is killed or engaged in Melee, then the Swarms are subject to the Act on Instinct special rule until such time as the conditions of its control are restored. A Priestess

may never have more than three Swarms in play at any one time. If any Swarms are removed from play, she may perform the miracle again, but only summoning enough bases to restore the total Swarms under her command to three.

New Warrior Type: Swarm

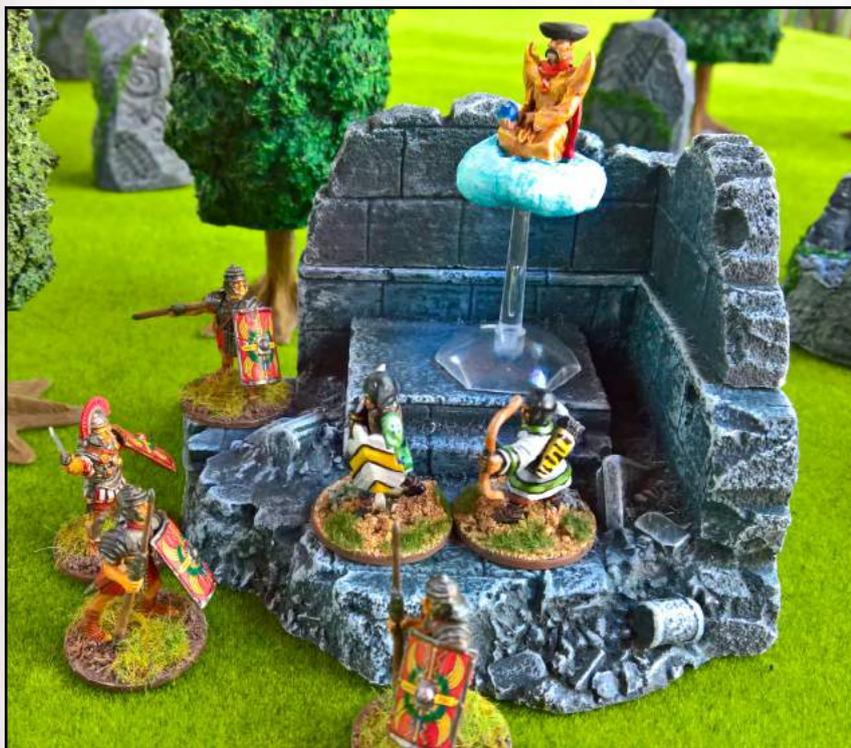
A swarm is represented by a single base (30-50mm round), upon which is modelled several small creatures. Unless otherwise stated, Swarms have the Act

on Instinct, Fearless, Hardy, and Deadly Natural Weapons rules. In addition, Swarms can be fragile – whenever they are damaged in melee, they automatically lose one Hit Point in addition to other damage caused.

THE HAN SELECT

In 53 BC, the Roman army of Crassus, famed vanquisher of Spartacus, was massacred by Parthian forces at the Battle of Carrhae. Around ten thousand Roman soldiers were captured, the rest slain. Of these captives, many were sent to Parthia's borders, as was tradition, to serve as border guards. Many hardened soldiers from Crassus's legions were sent to the east, to discourage any temptation to escape. Accepting their new lot, the legionaries were thrust into a war against the Chinese army of Chen Tang, where they were ultimately defeated and pressed once more into a foreign army, forced to fight for the Chinese in Gansu province.

The Romans took their strange gods with them to China, and there learned of new ones. The fabled, immortal sorcerers of the Han Dynasty took charms of Mithras - and, of course, Cthulhu - from the surviving legionaries. The latter they studied keenly, for they had long known of the legends of the many-tentacled dragon that slumbers beneath the sea, and had prepared for its coming.



Warband Special Rule: Ruled by Immortals

The Henchmen of this warband gain +1 to their Presence tests while their Dragon Sorcerer is in play. If the Dragon Sorcerer is removed from play, however, each Henchman must take a standard Presence test at the start of its activation. If the test is failed, the model may either Move or perform an action - it cannot do both. If the test is passed, the Henchman fights with great anger, and may reroll any scores of 1 when attacking in melee this turn.

Warband Composition

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Han Siram	4	4	3(+0)	4	5	3	3	Infantry	Leader	Hand Weapon, Light Armour	1	30
Dragon Sorcerer	2	3	3(+0)	3	4	2	4	Infantry	Flaming Breath, Miracle (Foretelling)	Dagger	0-1	30
Wuhuan Guard	4	4	3(+0)	4	4	2	2	Infantry	Bodyguard (Han Siram)	Hand Weapon, Shield, Light Armour	0-3	18
Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Conscript Soldier	3	3	3(+0)	3	3	1	-	Infantry	-	Hand Weapon, Shield	1+	6
Conscript Missile-Man	3	3	3(+0)	3	3	1	-	Infantry	-	Bow, Dagger	0-5	8
Renegade Legionary	4	3	3(+0)	3	4	2	-	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Tower Shield	0-5	12
Martial Artist	5	3	3(+0)	5	4	2	-	Infantry	Deadly Natural Weapons, Dodge, Multiple Attacks (2)	-	0-5	
Dynastic Horseman	3	3	4(+1)	3	3	2	-	Cavalry	Devastating Charge	Bow, Dagger, Light Armour	0-5	13
Dynastic Artillery Team	3	3	3(+0)	3	3	3	-	War Engine	Construct, Cumbersome	Dagger, Scorpion	0-1	32
War Chariot	3	3	4(+1)	2	3	5	-	Chariot	Construct, Devastating Charge	Bow, Cavalry Spear	0-1	38

Options

Hero	Option	Points Cost
Han Siram	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Replace Light Armour with Heavy Armour	3
	Either take a Shield Or replace Shield with additional Hand Weapon and Two Weapon Fighter rule	1 5
Dragon Sorcerer	Take a Charmed Talisman	6
	Take Touched by the Gods rule	12
	Take Miracle (Summon Elemental)	15
Wuhuan Guard	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Replace Light Armour with Heavy Armour	3
	Either replace Hand Weapon with Dagger-Axe Or replace Shield with additional Hand Weapon and Two Weapon Fighter rule	1 5
Henchman	Option	Points Cost
Conscript Soldier	Take Light Armour	2
	Replace Hand Weapon with either : Spear	2
	Or Dagger-Axe	2
	One Conscript Soldier in the warband may exchange Shield for Standard (may not also take Spear or Dagger-Axe)	6
Conscript Missile-Man	Exchange Bow for either Crossbow Or Hand Weapon and 3 Javelins	3 1
	Renegade Legionary	Take up to 3 pilums
Dynastic Horseman	Exchange Bow and Light Armour for Cavalry Spear, Heavy Armour and Shield	4
Dynastic Artillery Team	Exchange Scorpion for Catapult	8
	Catapult may take burning ammunition (gains Flaming)	12

New Melee Weapon

Weapon	Attack Bonus	Damage Bonus	Weapon Special Rules
Dagger-Axe	+1	+2	Support Attack, Two-Handed

New Ranged Weapon

Weapon	Attack Bonus	Damage Bonus	Weapon Special Rules
Chinese Crossbow	24	+3	Armour Piercing, Slow to Reload, Take Aim

LEGIONARY CTHULHU CULTS

Behind closed doors, the rich and powerful of Rome gave praise to Cthulhu as they had been instructed to do by the priesthood. Larariae, or household shrines, containing statuettes of tentacled creatures sat side by side with idols of Jupiter, Apollo and Minerva, yet the rituals demanded of the great houses of Rome went far beyond mere prayer. The plebeians would have baulked if they had witnessed the hedonistic festivals held in honour of this strange, alien god: slaves provided by wealthy lanistae were forced to fight to the death as entertainment during lavish feasts, the entrails of the fallen used as auguries in strange rituals; decadent orgies were held within steaming bath-houses, in which some of the attendants bore disturbing deformities – cephalopodan ‘stigmatiae’ of repulsive and yet somehow alluring appearance. It was said that one in one hundred thousand noble-born babes of Rome bore similar deformities. Many of these were sacrificed to Great Cthulhu; some were hidden away by their distraught parents, or sent far from the capital; others still were taken by the priesthood for some great, unknown fate.

To enable you to field a warband of Roman legionaries devoted to Cthulhu, we have provided several new options for existing Soldiers of the Eagle warbands from the Broken Legions rulebook.

New Hero Option

A Primus Pilus may choose ‘Cthulhu’ as his blessing of the gods, for +8 points. A Primus Pilus with this blessing gains the Fearless special rule, and enables the player to choose Cthulhu Cultists and Deep Ones in their warband, as detailed below.

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points Cost
Cthulhu Cultist	2	2	3(+0)	3	2	1	-	Infantry	Fearless	Hand Weapon	0-5	6
Deep One	3	2	4(+1)	3	4	2	-	Infantry	Aquatic Movement, Fearsome	Hand Weapon	0-3	11



BARBARIAN CULT OF THE BLACK GOAT

The image of the black goat was adopted throughout Germania by the druids and shamans of the old tribes. Donning animal pelts and horns, the druids maintained a fearsome appearance, and offered many sacrifices to their gods, chief amongst which was the Dark Mother, the Black Goat in the Woods, or Shub-Niggurath.

Venerated under many names and guises across Germania, Shub-Niggurath's power was formidable. Hidden from the priesthood's augurs for centuries due to the ancestral power of the druids, Shub-Niggurath's magic clings to the fetid earth like mist, fomenting in the darkest woods and sacred groves, where it gives form to nightmares, and confronts intruders with sanity-shattering foes.

To represent Shub-Niggurath worshippers, simply choose a Barbarian warband as normal. However, the Witch costs an

additional five points, and instead of Regrowth, she gains the following Miracle:

NEW MIRACLE: SUMMON DARK YOUNG

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 two wounds. Models may not take a Fate test to avoid these wounds! Keep a note of how many wounds the Witch has gained during the battle. When she has stolen three wounds from her fellows, choose a point within any area of woodland on the board, or the Witch herself if there are no woods. D3 Dark Young immediately appear within 3" of the allocated spot, but not in base contact with an enemy model. Dark Young are treated as friendly models in your warband from that point forth. No more than three Dark Young summoned by the same Witch may be in play at any one time. If the Witch is slain, the Dark Young become Wandering Monsters. Dark Young have the following profile:

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Dark Young	4	0	4(+1)	2	5	3	-	Monster	Deadly Natural Weapons, Sanity-Blasting Horror, Multiple Attacks (3), Pathfinder, Poisoned Attacks	-



New Special Rule: Sanity-Blasting Horror

This special rule replaces the Fearsome rule. Models within 6" of a Sanity-Blasting Horror at the start of their activation must pass a Presence test with a -1 penalty. If this test is failed, the model must choose to move, or perform an action, but may not do both (if it is normally entitled to additional actions, it must choose one to lose). Additionally, the model may not charge or shoot at the Sanity-Blasting Horror during its activation.

If the Sanity-Blasting Horror successfully charges another model, the target must pass a Presence test with a -1 penalty or have its Melee value reduced to 1 for the remainder of the turn.

Fearless models are affected by this special rule, but do not suffer the -1 penalty to their Presence tests. Other Sanity-Blasting Horrors are immune to these effects.

NEXT TIME...

One of the things I was asked about during the playtesting of *Broken Legions*, and several times since, was Wandering Monsters: those mythic beasts that roam the lands, waiting to pounce on unwary adventurers. In the core rulebook, we only had room for Greco-Roman

monsters, in keeping with the general theme of the game. However, I always wanted to provide themed monsters for each of the nations covered by the rules – thankfully, those lovely chaps at *Wargames Illustrated* have invited me to return with just such an article.

Of course, as we've now covered a fair number of blasphemous warbands from the *Cthulhu Campaigns: Ancient Rome* sourcebook, it seems only fitting that those monster tables also cover Mythos creatures. Until next time, *Iä! Iä! Cthulhu fhtagn!*

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