Warlords of Erehwon Cthulhu Warband

Creator of what has since been termed the Cthulhu Mythos, HP Lovecraft’s wondrously dark and brooding The Call of Cthulhu first appeared within the pages of fantasy horror pulp magazine Weird Fiction in February 1928. Though at the time Lovecraft considered his short story to be little more than a ‘middle of the road’ piece at best, littered with “cheap and cumbrous touches,” it is now widely regarded as a horror classic. Taking initial inspiration from one of his own dreams, The Call of Cthulhu draws on Lovecraft’s enthusiasm for the works of Edgar Allan Poe, Algernon Blackwood, Arthur Machen, and Lord Dunsany. Conjuring up images of “great Cyclopean cities of titanic blocks and sky-flung monoliths, all dripping with green ooze and sinister with latent horror,” The Call of Cthulhu details strange ‘voodoo-like’ cults full of mania-driven followers of the Great Cthulhu; a slumbering ancient and gargantuan aquatic god.

After countless aeons lost in sleep, Cthulhu wakes, “It lumbered slobberingly into sight and gropingly squeezed its gelatinous green immensity through the black doorway… Great Cthulhu was loose again and ravening for delight.”

Holding a great appreciation for both HP Lovecraft and Warlords of Erehwon, I was drawn to the thought of writing a Warlords of Erehwon Cthulhu warband force list. Looking to fuse Lovecraft’s written descriptions and elements of Cthulhu and the land of R’lyeh with Cthulhu-inspired creatures and malevolence, I set out to construct a force list that comprised of strange beasts, shunned mutants, packs of slaves, and crazed cultists. With a deliberate leaning towards natural toughness and weapons a mix of scavenged, stolen and converted instruments for battle, the force list includes very limited armour and the warband’s tools of war are rudimentary at best.

Being an ancient god with immeasurable powers, the Great Cthulhu himself was too large and powerful of a character to include, so instead I created a Conduit of Cthulhu who serves as the chieftain of the warband. Holding some physical similarities with his grotesque master, the hideous Conduit can be imagined to be a scaly, evil smelling, loosely humanoid creature with a tentacled face and elongated head, perhaps also adorned with a pair of parodical wings arching from his slimy back. In addition to communicating with members of his warband via telepathic means, the Conduit is also capable of channelling magic through dark spells. Serving as his assistants and personal guard, the Conduit enters into battle with at least two similarly abhorrent Acolytes.

Beguiled through incessant dreams and haunting visions, and corrupted through the mind warping prowess of Cthulhu, Cultists follow their deity with unquestioning zeal. Though human, Cthulhu Cultists bear no feelings of compassion or empathy towards others, their interest lies only in the direct following of Cthulhu. In battle, though wearing only minimal armour and lacking sophisticated weaponry, Cultists fight with an inexhaustible energy and determination, such is their belief in the Cthulhu cause.

With foaming mouths spitting out incoherent prayers to the Great Cthulhu, wild-eyed Possessed units are comprised of cannibalistic Cultists whose bloodlust and belief in their god is so intense that they fall into a state of manic delirium. With cruel clubs and slashing blades, Possessed units charge into the fray with heightened ferocity. Screaming their crazed praises to Cthulhu, Possessed are the shock and awe troops of Cthulhu warbands.

With webbed fingers and toes, ornamental gills sprouting from their necks and bulging fishlike eyes, Mutants are repulsive humanoid forms who congregate in large groups in an effort to avoid
persecution from other races. Stepping out of the shadows and welcomed into Cthulhu warbands, Mutants are seen as blessed creatures who hold sacred links to their great god.

Typically standing twice the size of a man, with their hides covered in thick fishlike scales and their tentacled faces contorted with a frenzied, bitter hatred, Horrors In Clay are monstrous Cthulhu-worshipping statues made animate. Combining elements of exaggerated anthropoid forms with various amphibious essences, these creatures are shambling monstrosities. Whilst slow moving in battle, Horrors in Clay are incredibly difficult to slay and are particularly useful at holding up enemy units.

Living amongst the high cliffs of R'lyeh in their vicious and hostile communities, Winged Horrors are savage killers who hover above the battlefield, scouring the ground for weakened enemy units or isolated individuals, before diving down to tear their unfortunate targets apart by pointed tooth and jagged claw.

Prodded and whipped into battle by their callous Cultist Slave Drivers, groups of Slaves are common among Cthulhu warbands. Considered with contempt, Cthulhu Slaves are viewed as expendable cannon fodder by their Cultist masters and are often sacrificed during times of conflict in attempts to gain further gifts from the Great Cthulhu. Sacrificial rituals are not without risks though as Cthulhu can smite his own servants depending on his temper.

An amalgamation of organic and biological matter, Swamp Beasts of R'lyeh are enormous, powerful creatures that have the ability to regenerate after suffering wounds. Emanating a noxious odour and with limbs crusted in filth and decay, injuries sustained at the hand of a Swamp Beast of R'lyeh quickly become infected and filled with a maggot-ridden puss.

Described by Cthulhu Mythos contributor Frank Belknap Long as too foul to describe in his story The Hounds of Tindalos, a point which HP Lovecraft concurs with, the Hounds of Tindalos are said to have long and hollow tongues or elongated appendages which they use to drain their victims of their vital fluids. Magical creatures that traverse through the angles of time, Hounds of Tindalos are relentless in the ferocious pursuit of their selected victims.

With an innate sense of belonging, swarms of slimy frogs are drawn to the darkness, moisture, and the many flies of Cthulhu-worshipping settlements. With an unnerving croaking cacophony, when Cthulhu warbands gather for battle the frogs serve as a mucilaginous nuisance to opposing troops.

**Cthulhu Slaves**

A unit of Cthulhu Slaves comprises of 1 x Cthulhu Slave Driver and 4 x Cthulhu Slaves. If the Cthulhu Slave Driver model is removed from play at any point in the game and there are still Cthulhu Slave models remaining in the unit, then control of the Cthulhu Slave unit is passed to the opposing player. The opposing player will control the unit as his own but the additional rule of Vengeful now applies to the Cthulhu Slaves unit. The Order dice for this unit (Cthulhu Warband player’s) are swapped for the opposition player’s Order dice.

Providing there is at least 1 x Cthulhu Slave Driver and 1 x Cthulhu Slave in the Cthulhu Slaves unit then the Cthulhu warband player can issue an order to sacrifice a maximum of 1 x Cthulhu Slave per turn in an attempt to gain favour from Cthulhu. The player must declare this at the start of his turn and this order replaces all other orders that would have otherwise been assigned to the unit.

**Cthulhu Slave sacrifice:** Roll a D6. On the roll of a 1 the entire Cthulhu Slave unit is removed from play, Cthulhu cares not for the interruption to his contemplations. On the roll of a 2 or 3 the Cthulhu Slave unit suffers 1 x pin, Cthulhu expresses a mild irritation towards being disturbed. On the roll of a 4 or 5 all enemy units within 10” suffer 2 x pins, Cthulhu listens to his children’s
pleas. On the roll of a 6 all enemy units within 10” suffer 3 x pins, Cthulhu rejoices in the menace that his children are creating.

<table>
<thead>
<tr>
<th>D6 Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The entire Cthulhu Slave unit is removed from play.</td>
</tr>
<tr>
<td>2 or 3</td>
<td>The Cthulhu Slave unit suffers 1 x pin.</td>
</tr>
<tr>
<td>4 or 5</td>
<td>All enemy units within 10” suffer 2 x pins.</td>
</tr>
<tr>
<td>6</td>
<td>All enemy units within 10” suffer 3 x pins.</td>
</tr>
</tbody>
</table>

**Telepathic Command**

Cthulhu has the ability to place thoughts and visions within the minds of his servants, consequently the Cthulhu warband can communicate telepathically. To represent this, the Conduit of Cthulhu model has the Telepathic Command special rule; friends within 15” can use the Conduit of Cthulhu’s unit’s Command stat.

**Howling Horror**

Howling Horror is a Cthulhu Warband special rule that draws inspiration from the Howling Horror Ammunition special rule within the Warlords of Erehwon rulebook. Howling Horror is an attack that can be used in the Shooting and Close Combat phases.

**Shooting:**

- Each model in this unit with this special rule is able to make a single ranged attack in the Shooting phase.
- Usual Roll To Hit rules apply (make a test against the shooter’s Accuracy stat (Acc)).
- Usual line of sight (LOS) rules apply.
- If the shooter is successful, a target suffers 1 + D3 pins.
- The range of Howling Horror is 10”.
- Roll To Hit modifiers do not apply.
- Accuracy modifiers do not apply.
- Re-rolls of hits are not allowed.
- Rolls to Resist are not allowed.

**Close Combat:**

- Each model in this unit with this special rule is able to make a single Close Combat attack in the Close Combat phase.
- Usual Roll to Hit rules apply (make a test against the combatants Strength stat (Str)).
- Strength modifiers do not apply.
- If the combatant is successful, a target suffers 1 + D3 pins.
- Roll To Hit modifiers do not apply
- Re-rolls of hits are not allowed.
- Rolls to Resist are not allowed.

**Hounds of Tindalos**

Standard Order dice rules do not apply to this unit; Order dice for this unit are introduced only when the unit actively enters the game, as described below.

Hounds of Tindalos are not deployed at the start of a game. Instead, after the successful casting and concluding results of a spell by the opposing players spellcaster, the Cthulhu warband player can choose to bring the unit into active play. The unit must then be placed within 10” of the spellcaster and at least 1” away from other units.
Mixed Firearms

Ranging from ancient and rusted blunderbusses to shot guns, hunting rifles, and the occasional revolver, Cthulhu Cultist Gunners are armed with various firearms. Mixed firearms have a range (short range only) of 15” and a Strike Value of 2.

Time Period

One of the wonderful things with Warlords of Erehwon is that there is no one set fantasy backdrop, so having a warband centred around The Call of Cthulhu story and the Cthulhu Mythos, which is set in the 1920’s/30’s, lends itself well to the game. Further to this, the weaponry which features in this force list is suitably low tech and in keeping with a fantasy aesthetic. Axes can be imagined to be meat cleavers, wood cutters’ axes, mining pick axes, and such like, whilst swords may be antique items or sacrificial blades.

Models

A Cthulhu warband offers enthusiastic hobbyists many opportunities for model conversions and sculpting, allowing players to create striking and truly unique looking forces. Amongst numerous others, models and ranges worth considering include Mantic’s Trident Realm of Neritica figures, models from Diehard Miniatures’ Bestiary selection, and North Star Military Figures’ Steampunk range (such as Special Branch, Anarchists, and Greerson’s Growlers), along with Napoleonic kits from Perry Miniatures and Warlord Games (these sprues are especially useful for Cultist conversions and firearms).

Special Thanks

Warlords of Erehwon creator and games designer extraordinaire Rick Priestley has previously kindly provided hours of contributions to several of my blog articles (all of which can be read here https://johnwombat.wordpress.com/), for which I am very grateful. When I communicated the idea of creating a Cthulhu warband force list for Warlords of Erehwon Rick was immediately receptive and offered much encouragement, advice, and support. In addition to being a wargaming wizard, he really is a jolly nice guy too. Thank you, Rick!
Conduit of Cthulhu (Chieftain)

Warlord Warrior Unit  
Points value: 140

**Special:** You must include one Conduit of Cthulhu in your warband and one only.

<table>
<thead>
<tr>
<th>Unit: Conduit of Cthulhu (Chieftain)</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Conduit of Cthulhu with axe or sword</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>8</td>
<td>9</td>
<td>Tough, Baleful Glare, 2 x HtH, Magic Level 1, Follow, Telepathic Command</td>
</tr>
<tr>
<td>2 x Cthulhu Acolytes with axe or sword</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>8</td>
<td>Howling Horror</td>
</tr>
</tbody>
</table>

Options:
- Upgrade Conduit of Cthulhu to Magic Level 2 @ 25 pts
- Upgrade Conduit of Cthulhu to Magic Level 3 @ 50 pts
- Upgrade Conduit of Cthulhu to Tough 2 @ 10 pts
- Upgrade Conduit of Cthulhu to Tough 3 @ 25 pts

Cthulhu Champion

Warlord Warrior Unit  
Points value: 75

**Special:** You can include a maximum of one Cthulhu Champion in your warband.

<table>
<thead>
<tr>
<th>Unit: Cthulhu Champion</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Cthulhu Champion with axe or sword</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>9</td>
<td>Tough, 2 x HtH, Hero, Vengeful</td>
</tr>
</tbody>
</table>

Options:
- Give Cthulhu Champion huge sword or big axe @ Free
- Give Cthulhu Champion Ferocious Charge @ 5 pts
- Upgrade Cthulhu Champion to Tough 2 @ 10 pts
- Upgrade Cthulhu Champion to Tough 3 @ 25 pts

Cthulhu Cultists

Warlord Warrior Unit  
Points value: 50

<table>
<thead>
<tr>
<th>Unit: Cthulhu Cultists</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Cthulhu Cultist Leader with club, light armour</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>Zealous</td>
</tr>
</tbody>
</table>
### Cthulhu Cultists

**Warlord Warrior Unit**  
**Points value: 60**

| Unit: Cthulhu Cultists | Ag | Acc | Str | Res | Init | Co | Special  
|------------------------|----|-----|-----|-----|------|----|----------|
| 4 x Cthulhu Cultist with club, light armour | 5  | 5   | 5   | 5   | 7    | 7  | Zealous  

**Options:**
- Give unit pitchforks, bill or glaives @ Free per model
- Give unit swords or axes @ 1 pt per model
- Give unit daggers @ 2 pts per model
- Add up to 5 Cthulhu Cultists @10 pts each

### Cthulhu Cultists Gunners

**Warlord Warrior Unit**  
**Points value: 60**

| Unit: Cthulhu Cultists | Ag | Acc | Str | Res | Init | Co | Special  
|------------------------|----|-----|-----|-----|------|----|----------|
| 1 x Cthulhu Cultist with club, mixed firearms, light armour | 5  | 5   | 5   | 5   | 7    | 7  | Zealous  
| 4 x Cthulhu Cultist with club, mixed firearms, light armour | 5  | 5   | 5   | 5   | 7    | 7  | Zealous  

**Options:**
- Give unit pitchforks, bill or glaives @ Free per model
- Give unit daggers @ 2 pts per model
- Add up to 5 Cthulhu Cultists Gunners @12 pts each

### Mutants

**Warlord Warrior Unit**  
**Points value: 50**

| Unit: Cthulhu Cultists | Ag | Acc | Str | Res | Init | Co | Special  
|------------------------|----|-----|-----|-----|------|----|----------|
| 1 x Mutant Leader with club, light armour | 5  | 5   | 5   | 5   | 7    | 7  | Tough  
| 4 x Mutants with club, light armour | 5  | 5   | 5   | 5   | 7    | 7  | Tough  

**Options:**
- Give unit pitchforks, bill or glaives @ Free per model
Give unit swords or axes @ 1 pt per model
Give unit daggers @ 2 pts per model
Add up to 5 Mutants to unit @10 pts each

**Possessed**

Warlord Warrior Unit  
Points value: 100

**Special:** You can include a maximum of one unit of Possessed in your warband.

<table>
<thead>
<tr>
<th>Unit: Swamp Beast</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Possessed</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>Zealous, Frenzied Charge, Crazed Psychotic</td>
</tr>
<tr>
<td>Leader with club,</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>light armour</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 x Possessed</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>7</td>
<td>6</td>
<td>Zealous, Frenzied Charge, Crazed Psychotic</td>
</tr>
<tr>
<td>with club, light</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>armour</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Options:

Give unit pitchforks, bill or glaives @ Free per model
Give unit swords or axes @ 1 pt per model
Give unit Big axes or Huge swords @ 2 pts per model
Add up to 5 Possessed to unit @ 20 pts per model

**Winged Horrors**

Warlord Warrior Unit  
Points value: 150

**Special:** You can include a maximum of one unit of Winged Horrors in your warband

<table>
<thead>
<tr>
<th>Unit: Winged Horrors</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 x Winged Horrors</td>
<td>10</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>9</td>
<td>9</td>
<td>Flies, 2 x HtH, Savage</td>
</tr>
</tbody>
</table>

Options:

Add up to 2 Winged Horrors to unit @ 50 pts per model

**Cthulhu Slaves**

Warlord Warrior Unit  
Points value: 50

**Special:** Cthulhu Slaves

<table>
<thead>
<tr>
<th>Unit: Cthulhu Cultists</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
</table>
1 x Cthulhu Slave
Driver with club, light armour

4 x Cthulhu Slaves
with club, light armour

Options:
Give unit pitchforks, bill or glaives @ Free per model
Give unit daggers @ 2 pts per model
Give unit javelins or rocks @ 2 pts per model
Add up to 5 Cthulhu Slaves to unit @ 10 pts per model

Horrors In Clay
Monster Unit
Points value: 105

Special: You can include a maximum of one unit of Horrors In Clay in your warband.

## Horrors In Clay

<table>
<thead>
<tr>
<th>Unit: Cthulhu Cultists</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 x Horrors In Clay</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>4</td>
<td>7</td>
<td>Large, Tough, Regenerate, 3 x HtH, Slow</td>
</tr>
</tbody>
</table>

Options:
Add up to 2 Horrors In Clay to unit @ 35 pts per model

Swamp Beast of R'lyeh
Monster Unit
Points value: 60

Special: You can include a maximum of one Swamp Beast of R'lyeh unit in your warband.

## Swamp Beast of R'lyeh

<table>
<thead>
<tr>
<th>Unit: Swamp Beast</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Swamp Beast</td>
<td>4</td>
<td>3</td>
<td>6</td>
<td>8</td>
<td>7</td>
<td>7</td>
<td>Dread, Large, 3 x HtH, Blundering, Venomous, Tough, Regenerate</td>
</tr>
</tbody>
</table>

Options:
Give Swamp Beast huge sword or big axe @ Free
Give Swamp Beast improbably vast sword or bloomin’ big axe @ 1 pt
Hounds of Tindalos

Monster Unit

Points value: 45

**Special:** You can include a maximum of one unit of Hounds of Tindalos in your warband.

<table>
<thead>
<tr>
<th>Unit: Hounds of Tindalos</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Hounds of Tindalos</td>
<td>5</td>
<td>-</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>Rapid Sprint, Savage, Hounds of Tindalos</td>
</tr>
</tbody>
</table>

Options:
Add up to 2 Hounds of Tindalos to unit @ 45 pts per model

Frogswarm

Points value: Wild 75

<table>
<thead>
<tr>
<th>Unit: Swamp Beast</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 x Frogswarm – slimy things</td>
<td>6</td>
<td>-</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>8</td>
<td>3 x HtH SV0, Dread</td>
</tr>
</tbody>
</table>

Options:
Add up to 2 Frogswarms @ 25 pts each

**WEAPON AND SPECIAL RULE SUMMARY**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Short Range</th>
<th>Long Range</th>
<th>Extreme Range</th>
<th>Strike Value (SV)</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed firearms</td>
<td>0 – 15”</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Javelin/rocks</td>
<td>0 – 10”</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cudgel or club</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Dagger or knife</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Axe or sword</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>1</td>
<td>Strength +1</td>
</tr>
<tr>
<td>Huge sword or big axe</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Pitchfork, Bill or Glaive</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>0</td>
<td>Cancels charge bonus</td>
</tr>
<tr>
<td>Bloomin’ big axe or Improbably vast sword</td>
<td>HtH</td>
<td>HtH</td>
<td>HtH</td>
<td>3</td>
<td>Heavy Laden</td>
</tr>
</tbody>
</table>

**Tough.** Can re-roll one failed Res Roll or Damage Chart result (can have value 2 or 3).

**Baleful Glare.** Ranged attack 20”, 1 + D3 pins and take a break test.
**Follow.** Can activate friendly unpinned units within 5” with the same order. Additional activated units take their turns one at a time after the original unit.

**Hero.** Friends within 10” can use unit’s Initiative value for reaction tests.

**Vengeful.** Must follow-on if unit wins combat where possible. Double attacks in follow-on combat.

**Zealous.** Ignore pins when taking break tests. Re-roll failed order tests.

**Frenzied Charge.** +1 Attack on charge.

**Crazed Psychotic.** Auto-pass order test or reaction to charge. Cannot be routed. Immune to dread. Immune to terror.

**Flies.** Moves over terrain/obstacles without penalty. Enemy cannot charge or follow-on in combat unless they can also fly or if flyers are down. Flying machines that go down over impassable terrain are destroyed.

**Savage.** Re-roll all misses the first time the unit fights close combat during the game.

**Large.** +1 to hit shooting. Can draw LOS to body. Can draw LOS to or from over non-large models.

**Regenerate.** Re-roll failed Res and take pin if successful.

**Slow.** Unit’s basic move as stated.

**Dread.** -1 to hit shooting/ close combat. -1 to break test if defeated by dreaded enemy. Dread units are immune to dread.

**Blundering.** Cannot sprint. Must test Agility for a run. Crosses obstacles as a chariot/artillery.

**Venomous.** Add one hit if any hits are scored.

**Heavy Laden.** Cannot sprint. Agility and Initiative stats reduced by -1 if Strength 5 or less.

**Rapid Sprint** The unit sprints 4M rather than 3M.

**Cthulhu Slaves.** If Cthulhu Slave Driver is removed from play opposing player takes control of unit, with additional rule of Vengeful. Cthulhu Slave Driver can sacrifice 1 x Cthulhu Slave, D6 roll; 1 = the entire Cthulhu Slave unit is removed from play, 2 or 3 = the Cthulhu Slave unit suffers 1 x pin, 4 or 5 all enemy units within 10” suffer 2 x pins, 6 all enemy units within 10” suffer 3 x pins.

**Telepathic Command.** Friends within 15” can use unit’s Command stat.

**Howling Horror.** Can be used in Shooting and Close Combat.

**Shooting**

- Each model in this unit with this special rule is able to make a single ranged attack in the Shooting phase.
- Usual Roll To Hit rules apply (make a test against the shooter’s Accuracy stat (Acc)).
- Usual line of sight (LOS) rules apply.
- If the shooter is successful, a target suffers 1 + D3 pins.
- The range of Howling Horror is 10”.
- Roll To Hit modifiers do not apply.
• Accuracy modifiers do not apply.
• Re-rolls of hits are not allowed.
• Rolls to Resist are not allowed.

Close Combat

• Each model in this unit with this special rule is able to make a single Close Combat attack in the Close Combat phase.
• Usual Roll to Hit rules apply (make a test against the combatants Strength stat (Str)).
• Strength modifiers do not apply.
• If the combatant is successful, a target suffers 1 + D3 pins.
• Roll To Hit modifiers do not apply
• Re-rolls of hits are not allowed.
• Rolls to Resist are not allowed.

Hounds of Tindalos. Standard Order dice rules do not apply. Instead, after the successful casting and concluding results of a spell by the opposing players spellcaster, the Cthulhu warband player can choose to bring the unit into active play. The unit must then be placed within 10" of the spellcaster and at least 1" away from other units.

Mixed Firearms. Mixed firearms have a range (short range only) of 15" and a Strike Value of 2.