

ANGLECYNN

KINDRED MUSTER

for Darklands: Second Edition

V2.07



Beornica



Dēra



Mierce



Eofora



last updated 1st January 2024

**MIERCE
MINIATURES**



Version 2.07

HOST SILVER

Changes to the Anglecynn muster are recorded here.

Version	Change	
v2.02	The cost of all sight invocations has been altered	
	The cost of the ġebūr dagger has been reduced	
	The guthuntsmann noble option now has the 'Muster with (bow)' requirement	
	The Guthwerod warrior rule for the guthfanaberend and the guthornblawere now states companions, not host's command	
	All human commanders can muster wulf units in their muster boxes	
	Penda may now muster guthwulfas as petitioned units	
	Penda's C+A value with Fram is fixed	
	The guthuntsmann only gains the 'marksman' ability if he is a commander	
	Frēawulfas bite combat weapon is reduced to 1 damage*	
	Penda's profile has been completely revised	
	The focus range of all sorcerers has been reduced	
	Horsling profile added; available as a mount for the forwiġlere and wiġlere	
	Removed the +M cost qualification from shot weapon artefact arrows	
	Clarified how long the Cloak of the Black Bear talisman artefact lasts	
	The Ear of Coenwulf enchanted artefact has been altered to cause fumbled invokes	
	Equipment used during the Angered invocation has been clarified	
	Split Helm & Byrne armour element into two armour elements for the fortheġn, theġn and ordfruma	
	Added spear, sword and mount options to the cempa	
	Added gadawulf profile and Bind abilities to nobles where appropriate	
	Added Bind (Wulf) abilities to nobles where appropriate	
	Cost of wulfas / freawulfas reduced slightly	
	Wulfas and frēawulfas now have the 'strength in numbers' trait	
	Reduced unit option costs for ceorl, ceorl bowmen, ceorl huntsman, ġebūr	
	Ensured werwulf armour options increase C+A bands as appropriate	
	Ensured duguth armour option increases C+A bands as appropriate	
	Ensured all instrument artefacts of the type Tune are not dependent upon mass	
	Removed ceorl bowman as sworn unit option for a fortheġn and theġn	
	Removed werwulf hunter as sworn unit option for a werwulf fortheġn	
	v2.03	Altered the Claws of Cynewald banner artefact so that it only works on combat weapons of the type 'claws'
		Removed the ability to double the maximum size of a unit within Penda's Woden's Hunt warrior rule
Clarified that the Butcher's Bill for units that are mustered using the Penda's Wulfbyrne rule are at full silver cost		
Clarified the Killer's Howl instrument artefact regarding how many frenzied attack dice are added		
Ensured that the Killer's Howl instrument artefacts effects are only applied to wulf warriors		
Ensured that the gadawulf is included in invocations that use Marked Wulfas		
Add ordfruma companion warchief options on the muster chart for the werwulf fortheġn, werwulf theġn, wereofor theġn and sleanbera theġn		
Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts		
v2.04	Spears now have the 'Add or Replace' rule where they are options	
	Clarified the equipment used by werbera warriors in the Bear-Men rule	
v2.06	Restricted some weapon coatings to mundane (1)	
	Added the 'tactician' ability to the Penda the Bloody-Handed, Joanna, fortheġn, werbera fortheġn, theġn, ordfruma and werbera theġn profiles	
	Ensured that scout nobles cannot be the general	
	Added the 'disciplined' ability to the Penda the Bloody-Handed, Joanna, fortheġn, werbera fortheġn, theġn, ordfruma, werbera theġn, ġesith, duguth, ceorl, ceorl bowman, ġesith ċored, dċeran ċored, duguth ċored, ceorl ċored and ceorl bowman ċored profiles	
	Increased the SKILL of most humans that are not Levy or Wild by +10	
	Slightly reduced the AUTHORITY of all humans	
	Reduced the cost of noble shot weapons	
	Altered the availability of the Cempa to Available	
	Altered the function of the Thing-Horn artefact due to allowing heralds to perform <i>Inspire actions</i>	
	V2.07	Altered the focus range and silver costs of all sorcerers
Altered the shoot dice of most and and silver cost of all non-gaze shot weapons		
Altered the silver cost of Gigantic monsters		

ANGLECYNN MUSTERING

Version 2.07

ANGLECYNN HOST

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.

host's realm cost 50%+		artefact limit 0 to 10%	contingent limit 0% to 33.333r%
Realm	Compulsory Commands	Host Commands	Realm Commands
MIERCE HOST	<div>Mierce General 1</div> <div>Mierce Command 1</div>	<div>Mierce Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Beornica Command 0-1+</div> <div>Dëra Command 0-1+</div> <div>Eofora Command 0-1+</div>
BEORNICA HOST	<div>Beornica General 1</div> <div>Beornica Command 1</div>	<div>Beornica Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Mierce Command 0-1+</div> <div>Dëra Command 0-1+</div> <div>Eofora Command 0-1</div>
DËRA HOST	<div>Dëra General 1</div> <div>Dëra Command 1</div>	<div>Dëra Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Beornica Command 0-1+</div> <div>Mierce Command 0-1+</div> <div>Eofora Command 0-1</div>
EOFORA HOST	<div>Eofora General 1</div> <div>Eofora Command 1</div>	<div>Eofora Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Mierce Command 0-1+</div> <div>Beornica Command 0-1</div> <div>Dëra Command 0-1</div>
NORTHUMB- BRALAND HOST	<div>Northumbreland General 1</div> <div>Northumbreland Command 1</div>	<div>Northumbreland Command 0-1+</div> <div>Allied Contingent 0-1</div>	

ANGLECYNN COMMANDS

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.
At least one command must be present in the host, either the general's command or a commander's command

Commander	Sworn Box	Pledge Box	Petition Box
GENERAL'S COMMAND	<div>Sworn Unit 1 <small>Bind Units</small></div> <div>Companions 0-1</div>	<div>Pledged Unit < 0-1+ <small>Bind Units</small></div>	<div>Influenced Warchief < 0-1</div> <div>Petitioned Unit < 0-1+ <small>Bind Units</small></div>
without General's Command, at least one command	<div>Sworn Unit 1 <small>Bind Units</small></div>	<div>Pledged Unit < 0-1+ <small>Bind Units</small></div>	<div>Influenced Warchief < 0-1</div> <div>Petitioned Unit < 0-1+ <small>Bind Units</small></div>
any number of other commands	<div>Sworn Units 1 <small>Bind Units</small></div>	<div>Pledged Units < 0-1+ <small>Bind Units</small></div>	<div>Influenced Warchiefs < 0-1</div> <div>Petitioned Units < 0-1+ <small>Bind Units</small></div>
allied contingent	<div>Allied Commander's Sworn Unit 1 <small>Bind Units</small></div>	<div>Allied Commander's Pledged Unit < 0-1 <small>Bind Units</small></div>	<div>Allied Commander's Influenced Warchief < 0-1</div> <div>Allied Commander's Petitioned Units < 0-1+ <small>Bind Units</small></div>
COMPANIONS	<div>Sorcerer < 0-1</div> <div>Host Champion < 0-1</div> <div>Host Banner Bearer < 0-1</div> <div>Host Herald < 0-1</div>	Companions must have an AUTHORITY that is lower than or equal to the general's AUTHORITY. The AUTHORITY of companions counts as 0 for COMMAND AUTHORITY purposes.	
			<div>Sell-Sword < 0-1</div>

COMMANDER'S COMMAND	<table><tr><td>Commander</td><td>Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander must choose a unit within his sworn box as his sworn unit.</p>	Commander	Sworn Unit	1	1	Bind Units		<table><tr><td>Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>A commander may choose a unit within his pledge box to be one of his pledged units.</p>	Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Influenced Warchief</td><td>Petitioned Unit</td></tr><tr><td>< 0-1</td><td>< 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander may choose a unit within his petition box to be one of his petitioned units.</p>	Influenced Warchief	Petitioned Unit	< 0-1	< 0-1+	Bind Units				
	Commander	Sworn Unit																			
	1	1																			
Bind Units																					
Pledged Unit																					
< 0-1+																					
Bind Units																					
Influenced Warchief	Petitioned Unit																				
< 0-1	< 0-1+																				
Bind Units																					
with option	<table><tr><td>Commander</td><td>Optioned Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>If an option has been purchased, a commander may choose a unit on that option line within his sworn box as his optioned sworn unit.</p>	Commander	Optioned Sworn Unit	1	1	Bind Units		<table><tr><td>Optioned Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his pledge box to be one of his optioned pledged units in addition to any other pledged units that are not on an option line.</p>	Optioned Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Optioned Petitioned Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his petition box as an optioned petitioned unit in addition to any other petitioned units that are not on an option line.</p>	Optioned Petitioned Unit	< 0-1+	Bind Units						
Commander	Optioned Sworn Unit																				
1	1																				
Bind Units																					
Optioned Pledged Unit																					
< 0-1+																					
Bind Units																					
Optioned Petitioned Unit																					
< 0-1+																					
Bind Units																					
with restrictive option	<table><tr><td>Commander</td><td>Restricted Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr></table> <p>If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his restricted sworn unit.</p> <table><tr><td>Noble</td></tr><tr><td>CW 0-1</td></tr></table> <p>companion warchiefs are indicated with 'CW'</p>	Commander	Restricted Sworn Unit	1	1	Noble	CW 0-1	<table><tr><td>Restricted Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his restricted pledged units.</p> <table><tr><td>Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a unit is joined to a noble by a double line known as a noble path, that noble must be mustered within a command before the unit on that path can be mustered.</p>	Restricted Pledged Unit	< 0-1+	Bind Units	Unit	< 0-1+	Bind Units	<table><tr><td>Restricted Petitioned Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his restricted petitioned units.</p> <table><tr><td>Realm Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If the realm is noted above the unit name, the commander must be of that realm in order to muster that unit in his command.</p>	Restricted Petitioned Unit	< 0-1+	Bind Units	Realm Unit	< 0-1+	Bind Units
Commander	Restricted Sworn Unit																				
1	1																				
Noble																					
CW 0-1																					
Restricted Pledged Unit																					
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Bind Units																					
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Bind Units																					
Realm Unit																					
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Bind Units																					

MINIATURE AVAILABILITY	<table><tr><td>Unit</td><td>Unit</td><td>Unit</td></tr><tr><td>n n-n</td><td>n n-n</td><td>n n-n</td></tr><tr><td>Available</td><td>Coming Soon</td><td>Unavailable</td></tr></table>	Unit	Unit	Unit	n n-n	n n-n	n n-n	Available	Coming Soon	Unavailable	<p>A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.</p> <p>If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.</p> <p>If the text colour is blue, that miniature has a scheduled production date and will be available soon.</p> <p>If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.</p> <p>Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.</p>
Unit	Unit	Unit									
n n-n	n n-n	n n-n									
Available	Coming Soon	Unavailable									

ANGLECYNN UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander		Sworn Units		Pledged Units			Petitioned Units		
<div>Mierce PENDA</div>		<div>Ġesith</div> <div>0-1</div>	<div>Duguth</div> <div>0-1</div>	<div>19</div> <div>Ġesith</div> <div>0-1+</div>	<div>14</div> <div>Duguth</div> <div>0-1+</div>	<div>11</div> <div>Ġeoguth</div> <div>0-1+</div>	<div>8</div> <div>Ceorl Bowman</div> <div>0-1+</div>	<div>17</div> <div>Werwulf Hunter</div> <div>0-1</div> <div>Wulf, Frĕawulf</div>	<div>19</div> <div>Gesith Ėored</div> <div>0-1+</div> <div>Wulf</div>
96	<div>as rider of Fram</div>	<div>Werwulf Ġesith</div> <div>0-1</div>	<div>Werwulf</div> <div>0-1</div>	<div>8</div> <div>Ceorl</div> <div>0-1+</div>	<div>29</div> <div>Werwulf Ġesith</div> <div>0-1</div> <div>Wulf, Frĕawulf</div>	<div>18</div> <div>Werwulf</div> <div>0-1+</div> <div>Wulf, Frĕawulf</div>	<div>14</div> <div>Duguth Ėored</div> <div>0-1+</div> <div>Wulf</div>	<div>8</div> <div>Ceorl Ėored</div> <div>0-1+</div> <div>Wulf</div>	<div>8</div> <div>Ceorl Bowman Ėored</div> <div>0-1+</div> <div>Wulf</div>
		<div>Gesith Ėored</div> <div>0-1</div> <div>Wulf</div>	<div>Duguth Ėored</div> <div>0-1</div> <div>Wulf</div>	<div>19</div> <div>Gesith Ėored</div> <div>0-1+</div> <div>Wulf</div>	<div>14</div> <div>Duguth Ėored</div> <div>0-1+</div> <div>Wulf</div>	<div>8</div> <div>Ceorl Ėored</div> <div>0-1+</div> <div>Wulf</div>	<div>28</div> <div>Mierce Waelwulf</div> <div>0-1</div> <div>Wulf, Frĕawulf, Guthwulf, Mægenwulf</div>	<div>34</div> <div>Mierce Banawulf</div> <div>0-1</div> <div>Wulf+, Frĕawulf+, Guthwulf+, Mægenwulf+</div>	<div>40</div> <div>Mægenwulf</div> <div>0-1</div> <div>Wulf+, Frĕawulf+, Guthwulf+</div>
				<div>Mierce Wulf</div> <div>7</div> <div>0-1+</div>			<div>26</div> <div>Slĕanbera</div> <div>0-1</div> <div>Frĕabera</div>	<div>30</div> <div>Bædubera</div> <div>0-1</div> <div>Frĕabera</div>	<div>33</div> <div>Guthwulf</div> <div>0-1</div> <div>Wulf+, Frĕawulf+</div>
							<div>26</div> <div>Wereofor</div> <div>0-1</div> <div>Frĕaofor</div>	<div>24</div> <div>Werdĕra</div> <div>0-1</div> <div>Frĕadĕra</div>	<div><</div> <div>Sell-Sword</div> <div>0-1</div>

Mierce JOANNA		Ġesith 0-1		Duguth 0-1	
94	any beast [Mierce]				
with <i>Boġa</i>		Werwulf Ġesith 0-1		Werwulf 0-1	
		Ceorl Bowman 0-1		Werwulf Hunter 0-1	

Ġesith 19 0-1+		Duguth 14 0-1+		Ġeoguth 11 0-1+	
Ceorl 8 0-1+		Werwulf Ġesith 29 0-1 Wulf, Frĕawulf		Werwulf 18 0-1+ Wulf, Frĕawulf	
Ceorl Bowman 8 0-1+		Ceorl Huntsman 11 0-1 Wulf		Werwulf Hunter 17 0-1 Wulf, Frĕawulf	

Ceorl Bowman 8 0-1+		Werwulf Hunter 17 0-1 Wulf, Frĕawulf		Ġesith Ėored 19 0-1+ Wulf	
Duguth Ėored 14 0-1+ Wulf		Ceorl Ėored 8 0-1+ Wulf		Ceorl Bowman Ėored 8 0-1+ Wulf	
Mierce Waelwulf 28 0-1 Wulf, Frĕawulf, Guthwulf, Mægenwulf		Mierce Banawulf 34 0-1 Wulf+, Frĕawulf+, Guthwulf+, Mægenwulf+		Mægenwulf 40 0-1 Wulf+, Frĕawulf+, Guthwulf+	
Wulf 7 0-1+		Frĕawulf 21 0-1+ Wulf		Frĕabera 18 0-1+	
Frĕofof 17 0-1+		Guthwulf 33 0-1 Wulf+, Frĕawulf+		Cynedĕra 26 0-1 Frĕadĕra	

ANGLECYNN COMMANDERS

Any number of commanders may be mustered in your host

Commander		Sworn Units		Pledged Units			Petitioned Units		
Beornica, Dēra, Eofora, Mierce, Northumbreland FORTHEĠN		Ġesith 0-1		Duguth 0-1		Ġeoguth 0-1+			
92	[Mierce] Wulf, Gadawulf			19	0-1	14	0-1+	11	0-1+
				Ceorl 8	0-1+	Mierce Wulf 7	0-1+		
		Beornica Ġesith 0-1	Beornica Duguth 0-1	Beornica Ġesith 19	0-1	Beornica Duguth 14	0-1+	Beornica Ġeoguth 11	0-1+
		Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera	Werbera, Frēabera
with Boġa				Ceorl Bowman 8	0-1+	Ceorl Huntsman 11	0-1		
						[Mierce] Wulf			
with Boġa and Horsa		Ceorl Bowman Ġored 0-1		Ceorl Bowman Ġored 8	0-1+	Ceorl Bowman Ġored 8	0-1+		
		[Mierce] Wulf		[Mierce] Wulf		[Mierce] Wulf			
as rider of Horsa		Ġesith Ġored 0-1	Duguth Ġored 0-1	Ġesith Ġored 19	0-1	Duguth Ġored 14	0-1+	Ceorl Ġored 8	0-1+
		[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf	[Mierce] Wulf
Dēra as rider of Great Hart		Dēran Ġored 0-1		Dēran Ġored 14	0-1				
		</							

<div>Mierce</div> <div>WERWULF FORTHEĠN</div> <div>78</div>		<div>with</div> <div>Boġa</div>		<div>Werwulf Ġesith</div> <div>0-1</div> <div>Wulf+, Frēawulf+</div>		<div>Werwulf</div> <div>0-1</div> <div>Wulf+, Frēawulf+</div>		<div>Ordfruma</div> <div>CW</div> <div>0-1</div>	

Beornica		Werbera, Frēabera		Werbera, Frēabera		Werbera, Frēabera		Werbera, Frēabera		Frēabera		Frēabera		Frēabera		Frēadēra		Frēaofor		Wulf, Frēawulf			
WERBERA FORTHEĠN		Ġesith		Duguth		Ġesith		Duguth		Ġeoguth		Slēanbera		Bædubera		Morthorbera		Frēabera		Ceorl Bowman		Werwulf	
0-1		0-1		0-1		0-1+		0-1+		0-1+		0-1+		0-1+		0-1+		0-1+		0-1+		0-1+	
92		19		14		11		26		30		32		18		8		24		26		18	
		8																					
		Ceorl																					
		0-1+																					

Beornica, Dēra, Eofora, Mierce, Northumbra land		Duguth		Ceorl		Duguth		Ġeoguth		Ceorl		Ġesith		Ceorl Bowman		Ġebūr	
THEĠN		0-1		0-1		14 0-1+		11 0-1+		8 0-1+		19 0-1		8 0-1+		5 0-1+	
85	[Mierce] Wulf, Gadawulf	Beornica Duguth 0-1 Werbera, Frēabera		Beornica Ceorl 0-1 Werbera, Frēabera		Beornica Duguth 14 0-1+ Werbera, Frēabera		Beornica Ġeoguth 11 0-1+ Werbera, Frēabera		Mierce Wulf 7 0-1+		Ġesith Ėored 19 0-1 [Mierce] Wulf		Duguth Ėored 14 0-1+ [Mierce] Wulf		Ceorl Ėored 8 0-1+ [Mierce] Wulf	
with Boġa						Ceorl Bowman 8 0-1+						Ceorl Huntsman 11 0-1+ [Mierce] Wulf		Mierce Werwulf Hunter 17 0-1 Wulf, Frēawulf			
with Boġa and Horsa		Ceorl Bowman Ėored 0-1 [Mierce] Wulf				Ceorl Bowman Ėored 8 0-1+ [Mierce] Wulf						Mierce Werwulf 18 0-1+ Wulf, Frēawulf		Mierce Waelwulf 28 0-1 Wulf, Frēawulf, Guthwulf, Mægenwulf		Ceorl Bowman Ėored 8 0-1+ [Mierce] Wulf	
as rider of Horsa		Duguth Ėored 0-1 [Mierce] Wulf		Ceorl Ėored 0-1 [Mierce] Wulf		Duguth Ėored 14 0-1+ [Mierce] Wulf		Ceorl Ėored 8 0-1+ [Mierce] Wulf				Ġesith Ėored 19 0-1 [Mierce] Wulf				Sell-Sword < 0-1	
Dēra as rider of Great Hart		Dēran Ėored 0-1				Dēran Ėored 14 0-1						Beornica Slēanbera 26 0-1 Frēabera		Dēra Werdēra 24 0-1 Frēadēra		Eoforas Wereofor 26 0-1 Frēaofor	
as Guthuntmann		Ceorl Huntsman 0-1 [Mierce] Wulf				Ceorl Huntsman 11 0-1+ [Mierce] Wulf						Mierce Wulf 7 0-1+		Mierce Werwulf Hunter 17 0-1 Wulf, Frēawulf			

<div>Beornica, Dēra, Eofora, Mierce, Northumbraland</div> <div>ORDFRUMA</div> <div>50</div> <div>[Mierce] Wulf, Gadawulf</div>	<div>Ceorl</div> <div>0-1</div>				<div>Ceorl</div> <div>8</div> <div>0-1+</div>	<div>Ġeoguth</div> <div>11</div> <div>0-1+</div>	<div>Beornica Ġeoguth</div> <div>11</div> <div>0-1+</div> <div>Werbera, Frēabera</div>				<div>Duguth</div> <div>14</div> <div>0-1</div>	<div>Ceorl Bowman</div> <div>8</div> <div>0-1+</div>	<div>Beornica Duguth</div> <div>14</div> <div>0-1</div> <div>Werbera, Frēabera</div>	
	<div>with Boġa</div>	<div>Ceorl Bowman</div> <div>0-1</div>				<div>Ceorl Bowman</div> <div>8</div> <div>0-1+</div>					<div>Ceorl Huntsman</div> <div>11</div> <div>0-1+</div> <div>Mierce: Wulf</div>	<div>Mierce Werwulf Hunter</div> <div>17</div> <div>0-1+</div> <div>Wulf, Frēawulf</div>		
	<div>with Boġa and Horsa</div>	<div>Ceorl Bowman Ėored</div> <div>0-1</div> <div>[Mierce] Wulf</div>				<div>Ceorl Bowman Ėored</div> <div>8</div> <div>0-1+</div> <div>[Mierce] Wulf</div>	<div>Mierce Wulf</div> <div>7</div> <div>0-1+</div>				<div>Duguth Ėored</div> <div>14</div> <div>0-1+</div> <div>[Mierce] Wulf</div>	<div>Ceorl Ėored</div> <div>8</div> <div>0-1+</div> <div>[Mierce] Wulf</div>	<div>Ceorl Bowman Ėored</div> <div>8</div> <div>0-1+</div> <div>[Mierce] Wulf</div>	
	<div>as rider of Horsa</div>	<div>Ceorl Ėored</div> <div>0-1</div> <div>[Mierce] Wulf</div>				<div>Ceorl Ėored</div> <div>8</div> <div>0-1+</div> <div>[Mierce] Wulf</div>							<div>Mierce Werwulf</div> <div>18</div> <div>0-1+</div> <div>Wulf, Frēawulf</div>	
	<div>Dēra as rider of Great Hart</div>	<div>Dēran Ėored</div> <div>0-1</div>				<div>Dēran Ėored</div> <div>14</div> <div>0-1</div>								
	<div>as Guthuntmann</div>	<div>Ceorl Huntsman</div> <div>0-1</div> <div>[Mierce] Wulf</div>				<div>Ceorl Huntsman</div> <div>11</div> <div>0-1+</div> <div>[Mierce] Wulf</div>					<div>Mierce Wulf</div> <div>7</div> <div>0-1+</div>	<div>Mierce Werwulf Hunter</div> <div>17</div> <div>0-1</div> <div>Wulf, Frēawulf</div>		

<div>Beornica, Dēra, Eofora, Mierce</div> <div>CEMPA</div> <div>79</div> <div>[Mierce] Wulf, Gadawulf</div>	<div>Duguth</div> <div>0-1</div>	<div>Beornica Duguth</div> <div>0-1</div> <div>Werbera, Frēabera</div>				<div>Duguth</div> <div>14</div> <div>0-1+</div>	<div>Ġeoguth</div> <div>11</div> <div>0-1+</div>	<div>Mierce Wulf</div> <div>7</div> <div>0-1+</div>				<div>Ceorl</div> <div>8</div> <div>0-1+</div>	<div>Beornica Slēanbera</div> <div>26</div> <div>0-1</div> <div>Frēabera</div>	<div>Eoforas Wereofor</div> <div>26</div> <div>0-1</div> <div>Frēaofor</div>
						<div>Beornica Duguth</div> <div>14</div> <div>0-1+</div> <div>Werbera, Frēabera</div>	<div>Beornica Ġeoguth</div> <div>11</div> <div>0-1+</div> <div>Werbera, Frēabera</div>				<div>Mierce Werwulf</div> <div>18</div> <div>0-1+</div> <div>Wulf, Frēawulf</div>	<div>Mierce Wælwulf</div> <div>28</div> <div>0-1</div> <div>Wulf, Frēawulf, Guthwulf, Mægenwulf</div>		
	<div>as rider of Horsa</div>	<div>Duguth Ēored</div> <div>0-1</div> <div>[Mierce] Wulf</div>				<div>Duguth Ēored</div> <div>14</div> <div>0-1+</div> <div>[Mierce] Wulf</div>					<div>Ceorl Ēored</div> <div>8</div> <div>0-1+</div> <div>[Mierce] Wulf</div>			
	<div>Dēra as rider of Great Hart</div>	<div>Dēran Ēored</div> <div>0-1</div>				<div>Dēran Ēored</div> <div>14</div> <div>0-1</div>					<div>Dēra Werdēra</div> <div>24</div> <div>0-1</div> <div>Frēadēra</div>	<div>Cynedēra</div> <div>26</div> <div>0-1</div> <div>Frēadēra</div>		
<div>Dēra as rider of Cynedēra</div>	<div>Werdēra</div> <div>0-1</div> <div>Frēadēra</div>	<div>Dēran Ēored</div> <div>0-1</div>				<div>Werdēra</div> <div>24</div> <div>0-1</div> <div>Frēadēra</div>	<div>Dēran Ēored</div> <div>14</div> <div>0-1</div>				<div>Cynedēra</div> <div>26</div> <div>0-1</div> <div>Frēadēra</div>			

Mierce
WERWULF THEĜN

68

Werwulf

0-1

Wulf+, Frëawulf+

Werwulf Hunter

0-1

Wulf+, Frëawulf+

Ordfruma

CW0-1

Werwulf

180-1+

Wulf+, Frëawulf+

Werwulf Hunter

170-1+

Wulf+, Frëawulf+

Ceorl

80-1+

Wulf

70-1+

Werwulf Hunter

170-1+

Wulf+, Frëawulf+

Frëawulf

210-1+

Wulf

Guthwulf

330-1

Wulf+, Frëawulf+

Wælwulf

280-1

Wulf+, Frëawulf+, Guthwulf+, Mægenwulf+

Banawulf

340-1

Wulf+, Frëawulf+, Guthwulf+, Mægenwulf+

Mægenwulf

400-1

Wulf+, Frëawulf+, Guthwulf+

Duguth

140-1

Ceorl Bowman

80-1+

Mierce
WERWULF WIGLERE

39

Wulf

0-1

Wulf

70-1+

Frëawulf

210-1+

Wulf

Werwulf

180-1+

Wulf+, Frëawulf+

Werwulf Hunter

170-1+

Wulf+, Frëawulf+

Mierce
WÆLWULF THEĜN

65

Wælwulf

0-1

Wulf+, Frëawulf+, Guthwulf+, Mægenwulf+

Wælwulf

0-1

Wulf+, Frëawulf+

Werwulf

0-1

Wulf+, Frëawulf+

Wælwulf

280-1+

Wulf+, Frëawulf+, Guthwulf+, Mægenwulf+

Wælwulf

280-1+

Wulf+, Frëawulf+

Werwulf

180-1+

Wulf+, Frëawulf+

Wulf

70-1+

Frëawulf

210-1+

Wulf

Banawulf

340-1

Wulf+, Frëawulf+, Guthwulf+, Mægenwulf+

Guthwulf

330-1

Wulf+, Frëawulf+

Mægenwulf

400-1

Wulf+, Frëawulf+, Guthwulf+

Eofora
WEREOFOR THEĜN

57

Wereofor

0-1

Frëofor

Ordfruma

CW0-1

Wereofor

260-1+

Frëofor

Ceorl

80-1+

Baneofor

310-1+

Frëofor

Cwelleofor

380-1

Frëofor

Frëofor

170-1+

U

Werwulf Mierce

180-1

Wulf+, Frëawulf+

Duguth

140-1

Ceorl Bowman

80-1+

Beornica
WERBERA THEĜN

80

Duguth

0-1

Werbera, Frëabera

Duguth

140-1+

Werbera, Frëabera

Geoguth

110-1+

Werbera, Frëabera

Ceorl

80-1+

Slëanbera

260-1

Frëabera

Frëabera

180-1+

Werdëra Dëra

240-1

Frëadëra

Bædubera

300-1

Frëabera

Frëabera

190-1

Werbera, Frëabera

Werdeofor Eoforas

260-1

Frëaofor

Morthorbera

320-1

Frëabera

Ceorl Bowman

80-1

Werwulf Mierce

180-1

Wulf, Frëawulf

Beornica
SLËANBERA THEĜN

57

Slëanbera

0-1

Frëabera

Ordfruma

CW0-1

Slëanbera

260-1+

Frëabera

Ceorl

80-1+

Bædubera

300-1

Frëabera

Frëabera

180-1+

Duguth

140-1

Werbera, Frëabera

Morthorbera

320-1

Frëabera

Ceorl Bowman

80-1+

Werwulf Mierce

180-1+

Wulf+, Frëawulf+

Werdëra Dëra

240-1

Frëadëra

Dëra
WERDËRA THEĜN

58

Werdëra

0-1

Frëadëra

Werdëra

240-1+

Frëadëra

Cynedëra

260-1

Frëadëra

Slëanbera Beornica

260-1+

Frëabera

Werwulf Mierce

180-1+

Wulf+, Frëawulf+

ANGLECYNN SELL-SWORD COMMANDERS

Up to a third of the silver cost of your host may be spent on sell-swords and allies.
Sell-Swords not listed here may not be Anglecynn generals or commanders

<div>Beornica</div> <div>UHTRED</div> <div>UHTREDSON</div> <div>92</div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>0-1</div><div>Ogre</div></div></div>	<div><div><div>Finnan</div><div>Sell-Sword</div><div>CW 0-1</div></div></div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>11 0-1+</div><div>Ogre</div></div></div>	<div><div><div>Ġesith</div><div></div><div>19 0-1</div><div>Ogre, Werbera</div></div></div>	<div><div><div>Duguth</div><div></div><div>14 0-1+</div><div>Ogre, Werbera</div></div></div>	<div><div><div>Outlaw</div><div>Sell-Sword</div><div>11 0-1+</div></div></div>	<div><div><div>Ogre</div><div>Sell-Sword</div><div>26 0-1+</div></div></div>	<div><div><div>Sell-Sword</div><div></div><div>< 0-1</div></div></div>
	<div><div><div>Ġesith</div><div></div><div>0-1</div><div>Ogre, Werbera</div></div></div>	<div><div><div>Duguth</div><div></div><div>0-1</div><div>Ogre, Werbera</div></div></div>	<div><div><div>Ġeoguth</div><div></div><div>11 0-1+</div><div>Ogre, Werbera</div></div></div>	<div><div><div>Ceorl</div><div></div><div>8 0-1+</div><div>Ogre</div></div></div>		<div><div><div>Brigand</div><div>Sell-Sword</div><div>20 0-1+</div></div></div>	<div><div><div>Gesith</div><div>Ēored</div><div>19 0-1</div></div></div>	<div><div><div>Duguth</div><div>Ēored</div><div>14 0-1+</div></div></div>
	<div><div><div>Brigand</div><div>Sell-Sword</div><div>0-1</div></div></div>	<div><div><div>Gesith</div><div>Ēored</div><div>0-1</div></div></div>	<div><div><div>Brigand</div><div>Sell-Sword</div><div>20 0-1+</div></div></div>	<div><div><div>Gesith</div><div>Ēored</div><div>19 0-1</div></div></div>	<div><div><div>Duguth</div><div>Ēored</div><div>14 0-1+</div></div></div>	<div><div><div>Slēanbera</div><div></div><div>26 0-1+</div><div>Frēabera</div></div></div>	<div><div><div>Bædubera</div><div></div><div>30 0-1</div><div>Frēabera</div></div></div>	<div><div><div>Morthorbera</div><div></div><div>32 0-1</div><div>Frēabera</div></div></div>
<div>as rider of Horsa</div>		<div><div><div>Duguth</div><div>Ēored</div><div>0-1</div></div></div>				<div><div><div>Frēabera</div><div></div><div>18 0-1+</div></div></div>		

<div>Beornica</div> <div>FINNAN</div> <div>86</div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>0-1</div><div>Ogre</div></div></div>		<div><div><div>Duguth</div><div></div><div>0-1</div><div>Ogre</div></div></div>		<div><div><div>Ruffian</div><div>Sell-Sword</div><div>110-1+</div><div>Ogre</div></div></div>			<div><div><div>Duguth</div><div></div><div>140-1+</div><div>Ogre</div></div></div>		<div><div><div>Ceorl</div><div></div><div>80-1+</div><div>Ogre</div></div></div>		<div><div><div>Outlaw</div><div>Sell-Sword</div><div>110-1+</div></div></div>		<div><div><div>Ogre</div><div>Sell-Sword</div><div>260-1+</div></div></div>		<div><div><div>Sell-Sword</div><div></div><div><0-1</div></div></div>	
					<div><div><div>Ġeoguth</div><div></div><div>110-1+</div><div>Ogre</div></div></div>						<div><div><div>Duguth</div><div>Ēored</div><div>140-1+</div></div></div>		<div><div><div>Ceorl</div><div>Ēored</div><div>80-1+</div></div></div>				
	<div>as rider of Horse</div>	<div><div><div>Brigand</div><div>Sell-Sword</div><div>0-1</div></div></div>		<div><div><div>Duguth</div><div>Ēored</div><div>0-1</div></div></div>		<div><div><div>Brigand</div><div>Sell-Sword</div><div>200-1+</div></div></div>		<div><div><div>Duguth</div><div>Ēored</div><div>140-1+</div></div></div>		<div><div><div>Ceorl</div><div>Ēored</div><div>80-1+</div></div></div>		<div><div><div>Guirran</div><div>Sell-Sword</div><div>200-1+</div></div></div>		<div><div><div>Tuanagh</div><div>Sell-Sword</div><div>150-1+</div><div>Ogre</div></div></div>		<div><div><div>Fiannagh</div><div>Sell-Sword</div><div>240-1+</div><div>Ogre</div></div></div>	

<div>Beornica</div> <div>BEOWA</div> <div>81</div>	<div><div><div>Duguth</div><div></div><div>0-1</div><div>Werbera, Frēabera</div></div></div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>11 0-1+</div><div>Ogre</div></div></div>	<div><div><div>Duguth</div><div></div><div>14 0-1+</div><div>Werbera, Frēabera</div></div></div>	<div><div><div>Ġeoguth</div><div></div><div>11 0-1+</div><div>Werbera, Frēabera</div></div></div>	<div><div><div>Outlaw</div><div>Sell-Sword</div><div>11 0-1+</div></div></div>	<div><div><div>Ogre</div><div>Sell-Sword</div><div>26 0-1+</div></div></div>	<div><div><div>Frēabera</div><div></div><div>18 0-1+</div></div></div>
					<div><div><div>Slēanbera</div><div></div><div>26 0-1+</div><div>Frēabera</div></div></div>	<div><div><div>Bædubera</div><div></div><div>30 0-1+</div><div>Frēabera</div></div></div>	<div><div><div>Morthorbera</div><div></div><div>32 0-1+</div><div>Frēabera</div></div></div>
		<div><div><div>Ceorl</div><div></div><div>8 0-1+</div></div></div>			<div><div><div>Werwulf</div><div>Mierce</div><div>18 0-1+</div><div>Wulf, Frēawulf</div></div></div>	<div><div><div>Wælwulf</div><div>Mierce</div><div>28 0-1+</div><div>Wulf+, Frēawulf+, Guthwulf+, Mægenwulf+</div></div></div>	<div><div><div>Wereofor</div><div>Eoforas</div><div>26 0-1+</div><div>Frēafor</div></div></div>
					<div><div><div>Werdēra</div><div>Dēra</div><div>24 0-1+</div><div>Frēadēra</div></div></div>		

<div>Sell-Sword</div> <div>RIKKARD</div> <div>80</div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>0-1</div><div>Ogre</div></div></div>	<div><div><div>Florus</div><div>Sell-Sword</div><div>CW 0-1</div></div></div>	<div><div><div>Ruffian</div><div>Sell-Sword</div><div>11 0-1+</div><div>Ogre</div></div></div>	<div><div><div>Outlaw</div><div>Sell-Sword</div><div>11 0-1+</div></div></div>	<div><div><div>Ogre</div><div>Sell-Sword</div><div>26 0-1+</div></div></div>	<div><div><div>Sell-Sword</div><div></div><div>< 0-1</div></div></div>
				<div><div><div>Duguth</div><div>any Anglecynn realm</div><div>14 0-1</div><div>Ogre</div></div></div>	<div><div><div>Ceorl</div><div>any Anglecynn realm</div><div>8 0-1+</div><div>Ogre</div></div></div>	<div><div><div>Ceorl Bowman</div><div>any Anglecynn realm</div><div>8 0-1+</div></div></div>

ANGLECYNN ALLIES

Up to a third of the silver cost of your host may be spent on sell-swords and allies

<div>Beornica</div> <div>Albainn</div> <div>Fortriu</div>	<div>Mierce</div> <div>Brythoniaid</div> <div>Gwynedd</div>	<div>Mierce</div> <div>Brythoniaid</div> <div>Powys</div>	<div>Friesians</div> <div>any realm</div>	<div>Jutes</div> <div>any realm</div>	<div>Northumbreland</div> <div>Seaxna</div> <div>any realm</div>	<div>Northumbreland</div> <div>Franks</div> <div>any realm</div>
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<div>ALLIED</div> <div>COMMANDER</div>	<div><div><div>Allied Sworn Unit</div><div>1</div><div>Bind Units</div></div></div>	<div><div><div>Allied Pledged Unit</div><div>0-1+</div><div>Bind Units</div></div></div>	<div><div><div>Allied Petitioned Unit</div><div>0-1+</div><div>Bind Units</div></div></div>

ANGLECYNN RULES

Version 2.07

ABILITY	Ability Rules
Howler	<p>Pack Howl: A unit with the Howler ability may perform a <i>Howl action</i> (which is also a <i>command action</i>) at the beginning of one of its activations. A unit that only gains the Howler ability via a mustered herald must contain that herald when it performs a <i>Howl action</i>. To perform a <i>Howl action</i>, the unit simply declares that it has done so.</p> <p>When it performs a <i>Howl action</i> the Howling unit gains the following benefits dependent upon their acuity or their Kin: Elite, Veteran, Drilled, Trained or Wild units - become exulted and Fearless until the end of their next activation Feral units other than Guthwulfas or Mægenwulfas - become frenzied (if they were not already frenzied) and add 1 frenzy attack die to each Howling warrior's primary combat weapon. This is in addition to any other frenzied attack dice they may already have. Guthwulfas - become frenzied (if they were not already frenzied) and add 2 frenzy attack dice to each Howling warrior's primary combat weapon. This is in addition to any other frenzied attack dice they may already have. Mægenwulfas - become frenzied (if they were not already frenzied) and add 3 frenzy attack dice to each Howling warrior's primary combat weapon. This is in addition to any other frenzied attack dice they may already have.</p> <p>Charging: The Howling unit - if it is able to <i>Charge</i> - may select an enemy to <i>Charge</i> (rather than <i>Charge</i> the closest enemy) as its next <i>voluntary action</i>.</p> <p>Flankers: A Howling unit with the Flanker ability may perform an <i>embedded Howl action</i> at the beginning of a <i>Flank action</i> if it is under <i>FLANK orders</i> and is off the battlefield, and if it does so its next flank roll result is increased by 1 to a maximum of 9.</p> <p>Foresters: A Howling unit with the Forester ability may perform an <i>embedded Howl action</i> at the beginning of an <i>Emerge action</i> if it is under <i>SCOUT orders</i> and is off the battlefield.</p> <p>A unit may only perform one <i>Howl action</i> per battle.</p>
Shapeshifter <i>Werberan are Gesceapu, shape-shifters of old, and can shift their form between human and bear virtually at will.</i>	<p>Shapeshifter: A warrior with the Shapeshifter ability may perform a <i>Shift action</i> (which is also a <i>command action</i>) if he is in human form at the beginning of one of his activations, or as an <i>Engagement reaction</i>, as long as the unit the Shapeshifter is a member of may do so. All of the warriors with the Shapeshifter ability within the unit must perform the <i>Shift action</i> if one of them does so. <i>Shift actions</i> are performed in addition to any other <i>command actions</i> or <i>Engagement reactions</i> the Shapeshifter's unit performs, simultaneously with the other <i>command action</i> or <i>Engagement reaction</i> (the Shapeshifters effectively perform two <i>command actions</i> or two <i>Engagement reactions</i> simultaneously).</p> <p>Start as Human: Each Shapeshifter must begin the battle in human form.</p> <p>Shift action: Each Shapeshifter within the unit performs a <i>Shift action</i> by taking a FORTITUDE TEST, called a SHIFT TEST. If the SHIFT TEST is passed, the Shapeshifter in human form miniature is removed and replaced by the Shapeshifter in bear form miniature on the battlefield. The Shapeshifter in bear form miniature must be placed so that its base completely covers the footprint of the Shapeshifter in human form miniature's base. If there is no room to physically place the Shapeshifter in bear form miniature on the battlefield, other warriors are <i>Displaced</i> by the Shapeshifter in bear form. If the SHIFT TEST is failed, nothing happens. After successfully performing a <i>Shift action</i> into bear form, the Shapeshifter immediately regains D5 WOUNDS, should he have been wounded previously. This cannot take his bear form's WOUNDS above its basic value.</p> <p>Fearsome: If any Shapeshifter successfully shifts into bear form, any enemy units engaged with the Shapeshifter's unit must perform a VALOUR TEST. If the <i>Shift action</i> occurred because of an enemy <i>Engagement action</i>, the enemy unit <i>Engaging</i> the Shapeshifter unit must perform a VALOUR TEST.</p> <p>Wounded Anger: If the Shapeshifter suffers a wound and is in human form, he will immediately perform a <i>Shift action</i> at the end of the <i>Attack action</i> that wounded him as if he had passed a SHIFT TEST. Shapeshifters within a unit may never become a wounded warrior for their unit unless there are no non-Shapeshifter warriors left.</p> <p>Human or Bear: Some of the Shapeshifter's attributes are different in human and bear form, as are the availability and effects of some of his weapons and armour. If a weapon's rule states "Human Form", the Shapeshifter may only use that weapon while in human form. Similarly, if a weapon states "Bear Form", the Shapeshifter may only use that weapon while he is in bear form.</p> <p>While in Bear Form: While in bear form, at the end of each activation after the activation in which he shifted successfully, the Shapeshifter must take a further SHIFT TEST to remain in bear form. If the SHIFT TEST is passed, the Shapeshifter remains in bear form. If the SHIFT TEST is failed, the Shapeshifter returns to human form immediately and the Shapeshifter in bear form miniature is removed and replaced by the Shapeshifter in human form miniature on the battlefield (this will be different to the other warriors in his unit, so from now on the Shapeshifter is easily distinguishable). The Shapeshifter in human form miniature must be placed so that its base is completely within the footprint of the Shapeshifter in bear form miniature's base. The Shapeshifter in bear form's WOUNDS, if it is greater than his human form's basic WOUNDS, returns to his human form's basic WOUNDS. If it is lower than his human form's basic WOUNDS, it remains at that WOUNDS.</p> <p>Remain as a Bear: the Shapeshifter may not <i>voluntarily</i> return to human form while in bear form.</p>

Anglecynn (Mierce) Invocation List

INVOCATION		Invoke Dice		Power		Min Rge		Lth Rge		Eff Rge		Max Rge		Damage*		Invocation Rules		Cost
1	Unseen Prowler Focus	1	2															6
Marked Wulf: The Marked unit may only be a friendly unit of the Kin wulf, gadawulf, frēawulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), or a Bound unit containing any combination of Marked Wulfas. Constant Effect: The Marked unit, now called the Prowling unit , becomes seen 6" . Prowling units may <i>Ambush</i> enemy units and perform <i>Ambush Charge Attack</i> actions without having to <i>Emerge from terrain</i> . Additionally, Prowling units always pass any AMBUSH TESTS they are required to make. Rules: Once per Mark; Entire Mark; Mutable																		
2	Swift as the Wulf Focus	1	2	3													8	
Marked Man: Marked warriors may only be friendly warriors of the Kin Man within the Marked unit. Constant Effect: Each Marked warrior increases his PACE attribute by 1 per invoked die and his SKILL attribute by D10 per invoked die. Rules: Once per Mark; Transient																		
3	The Wulf's Claws Sight	1	2	3	4	5	6	7	8	9	10							4
53 0" 6" 30" 48" 1																		
4	Tanglethorn Focus	1	2	3	4	5	6	7	8					1		Marked Ground Units: Marked unit cannot be a Circling unit. Invocation Effect: Each Marked warrior becomes entangled . Rules: Once per Mark; Mutable		5
36																		
5	Unbridled Ferocity Focus	1	2	3													15	
Marked Wulf: Marked unit may only be a friendly unit of the Kin wulf, gadawulf, frēawulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), or a Bound unit containing any combination of Marked Wulfas. Constant Effect: The Marked unit becomes a Ferocious unit and each Ferocious warrior becomes or remains frenzied . In addition to its frenzied attack die, each Ferocious warrior gains +1 attack die per invoked die upon his primary combat weapon and +D10 MIGHT per invoked die. Rules: Once per Mark; Entire Mark; Mutable																		
6	The Wulf's Hunt Focus	1	2	3													17	
Marked Wulf: The Marked unit may only be a friendly unit of the Kin wulf, gadawulf, frēawulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), or a Bound unit containing any combination of Marked Wulfas. Immediate Effect: Marked unit immediately becomes active and performs a <i>Run action</i> (regardless of its current vigour or orders) - which can be an <i>Engagement action</i> , and if it becomes so a <i>compulsory Attack action</i> must be performed afterward - to a point on the battlefield determined by the Invoker, thus also becoming a Running Wulf unit . However, instead of <i>Running</i> at twice its warriors' PACE, the Running Wulf unit <i>Ground Moves</i> up to its PACE plus 3D10". Running Wulf units that are engaged with or beset by an enemy unit will not suffer <i>Reflex Attack reactions</i> as a result of <i>Running</i> out of or through any enemy unit's attack range. Once that <i>Run action</i> has been resolved, the Running Wulf unit immediately reverts to its previous vigour state. The Running Wulf unit does not count as having activated that hour, if it has not activated already. If performed as part of a <i>Hold and Invoke reaction</i> , the Running Wulf unit performs its <i>Run action</i> and any <i>Engagement actions</i> or <i>Attack actions</i> before the Engaging unit resumes its <i>Engage Move</i> . Rules: Once per Mark; Entire Mark																		
7	The Wulf's Jaws Sight	1	2	3	4	5	6	7	8	9							9	
73 0" 0" 15" 18" 2 No Lethal Range; Pierce																		
8	Fierce Focus	1	2	3													7	
Marked Man: Marked warriors may only be friendly warriors of the Kin Man within the Marked unit. Constant Effect: The Marked unit becomes a Fierce unit and each Fierce warrior becomes or remains frenzied until the end of its next activation. In addition to its frenzied attack die, each Fierce warrior gains +1 attack die upon his primary combat weapon. Rules: Once per Mark; Entire Mark; Transient																		
9	Tanglethicket Focus	1	2	3													15	
57 Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Tanglethicket effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Tanglethicket with the highest TEMPER value. 4" Tanglethicket Template: place the centre of the 4" Tanglethicket area effect template upon the Marked point, which remains there permanently. The Tanglethicket counts as bushy scrub area terrain. Invocation Effect: Each enemy warrior within the Tanglethicket when it is placed becomes entangled and each must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Each enemy warrior that attempts to <i>Move</i> within the Tanglethicket immediately becomes entangled unless a MIGHT TEST (called a TANGLE TEST) is passed, and must attempt to <i>Avoid</i> one invoked die at the basic Power+ value of the invocation regardless of whether its TANGLE TEST is passed or not. The MIGHT of mounts or draught beasts must be used for this test in the case of mounted warriors or engine mounted warriors. Rules: Unstable																		
10	The Wulf's Charge Focus	1	2															23
Marked Wulf: Marked unit may only be a friendly unit of the Kin wulf, gadawulf, frēawulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), or a Bound unit containing any combination of Marked Wulfas. Immediate Effect: Marked unit immediately activates and performs a <i>compulsory Charge action</i> (regardless of its current vigour or orders) against an enemy unit determined by the Invoker, thus also becoming a Charging Wulf unit . However, instead of <i>Charging</i> at twice its warriors' PACE, the Charging Wulf unit <i>Charge Moves</i> up to its PACE plus 3D10". Resolve the <i>Charge action</i> of the Charging Wulf unit - including any <i>linked Charge Attack actions</i> - before continuing with the Invoker's activation. The equipment of the Charging Wulf unit counts as being unused before this <i>linked Charge Attack action</i> and then returns to its previous status after it is resolved. Hold and Invoke Immediate Effect: If performed as part of a <i>Hold and Invoke reaction</i> , the Charging Wulf unit performs its <i>Charge action</i> and any <i>Charge Attack actions</i> before the Engaging unit resumes its <i>Engage Move</i> . The Charging Wulf unit may perform an <i>Attack reaction</i> against the Engaging unit after their <i>Charge Attack actions</i> as normal. Rules: Once per Mark; Entire Mark																		
11	Change Focus	1	2	3	4	5											22	
Marked Man: Marked warriors may only be friendly Theġn, Ordfruma, Ġesith, Duguth, Geoguth, Ceorl or Ceorl Bowman warriors within a Marked unit. This invocation can be used during an <i>Attack Invoke action</i> even though the Marked unit is friendly, as long as the Marked unit is engaged against the same enemy unit the Invoker is engaged with. Immediate Effect: One Marked warrior per invoked die instantly <i>Changes</i> into a Werwulf warrior (Theġns and Ordfrumas <i>Change</i> into Werwulf Theġns; Ceorl Bowman <i>Change</i> into Werwulf Hunters). Replace the Marked warrior with a Werwulf warrior (with the same equipment the Marked warrior was using), which <i>Displaces</i> any warrior around him and <i>permanently Binds+</i> to the Marked unit. <i>Changed</i> Marked mustered unit command warriors retain the same benefits they did before they were <i>Changed</i> and may immediately <i>Howl</i> . Once each Werwulf warrior is placed, any enemy unit they are engaged with or beset by must perform a <i>Panic reaction</i> . If the Marked warrior is a wounded warrior, the <i>Changed</i> Werwulf warrior reduces his WOUNDS by the amount the wounded warrior's WOUNDS was reduced by. Rules: Mutate																		
12	Wall of Shields Focus	1	2	3	4													13
Marked Man: Marked warriors within the Marked unit may only be friendly warriors of the Kin Man that bear a shield armour element. Constant Effect: The Marked unit becomes a Walled unit and each Walled warrior gains a -1 parry modifier (to a minimum of 1) per invoked die. All parries made by the Walled unit with the use of a shield have the 'aura parry' rule. Rules: Once per Mark; Entire Mark; Mutable																		
13	Tanglespine Focus	1	2	3													23	
65 Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Tanglethicket effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Tanglethicket with the highest TEMPER value. 6" Tanglespine Template: place the centre of the 6" Tanglespine area effect template upon the Marked point, which remains there permanently. The Tanglespine counts as bushy scrub area terrain. Invocation Effect: Each enemy warrior within the Tanglespine when it is placed becomes entangled and each must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Each enemy warrior that attempts to <i>Move</i> within the Tanglespine immediately becomes entangled unless a MIGHT TEST (called a TANGLE TEST) is passed, and must attempt to <																		

<div> <div>BEORNICE ĠALDRU</div> <div>Anglecynn (Beornica) Invocation List</div> </div>														
Sorcerers of the Anglecynn kindred, Beornica realm may muster as many invocations as they wish, host cost permitting, from the Anglecynn (Beornica) Invocation List below.														
INVOCATION		Invoke Dice			Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Invocation Rules		Cost
1	Unseen Stalker Focus	1	2									Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera, or a Bound unit containing any combination containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera. Constant Effect: The Marked unit, now called the Stalking unit , becomes unseen to enemy units outside 6" of the Marked unit. Stalking units may <i>Ambush</i> enemy units and perform <i>Ambush Charge Attack actions</i> without having to <i>Emerge from terrain</i> . Additionally, Stalking units always pass any AMBUSH TESTS they are required to make. Rules: Once per Mark; Entire Mark; Transient		6
2	Strong as the Bear Focus	1	2	3								Marked Man: Marked warriors may only be friendly warriors of the Kin Man within the Marked unit. Constant Effect: Each Marked warrior increases his MIGHT attribute by D10 per invoked die. Rules: Once per Mark; Mutable		7
3	The Bear's Claws Sight	1	2	3	4	5	6	7	8	9	10			3
4	Tanglethorn Focus	1	2	3	4	5	6	7	8			Marked Ground Units: Marked unit cannot be a Circling unit. Invocation Effect: Each Marked warrior becomes entangled . Rules: Once per Mark; Mutable		5
5	Unconstrained Might Focus	1	2	3								Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera, or a Bound unit containing any combination containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera. Constant Effect: The Marked unit becomes a Mighty unit and each Mighty warrior gains +2D10 MIGHT per invoked die. Rules: Once per Mark; Entire Mark; Mutable		13
6	The Bear's Anger Focus	1	2									Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the Marked Bears), or a Bound unit containing any combination of Marked Bears. Immediate Effect: Marked unit immediately becomes active and, regardless of its own vigour, may perform an <i>Attack action</i> or <i>Attack Move action</i> upon the enemy units it is engaged with. Once that <i>Attack action</i> or <i>Attack Move action</i> has been resolved, the Marked unit immediately reverts to its previous vigour state. The Marked unit does not count as having activated that hour, if it has not activated already. Rules: Once per Mark		23
7	The Bear's Jaws Sight	1	2	3	4	5	6	7	8	9				11
8	Obdurate Focus	1	2	3								Marked Man: Marked warriors may only be friendly warriors of the Kin Man within the Marked unit. Constant Effect: The Marked unit becomes an Obdurate unit and each Obdurate warrior gains the ' stubborn ' trait. If the Obdurate warrior was already stubborn, he gains the ' fearless ' trait. Rules: Once per Mark; Entire Mark; Mutable		8
9	Tanglebrush Focus	1	2	3								Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Tanglebrush effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Tanglebrush with the highest TEMPER value. 5" Tanglebrush Template: place the centre of the 5" Tanglebrush area effect template upon the Marked point, which remains there permanently. The Tanglebrush counts as bushy scrub area terrain. Immediate Effect: Each enemy warrior within the Tanglebrush when it is placed becomes entangled and each must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Constant Effect: Each enemy warrior that attempts to <i>Move</i> within the Tanglebrush immediately becomes entangled unless a MIGHT TEST (called a TANGLE TEST) is passed, and must attempt to <i>Avoid</i> one invoked die at the basic Power+ value of the invocation regardless of whether its TANGLE TEST is passed or not. The MIGHT of mounts or draught beasts must be used for this test in the case of mounted warriors or engine mounted warriors. Rules: Unstable		13
10	Hardened Focus	1	2	3								Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the Marked Bears), or a Bound unit containing any combination of Marked Bears. Constant Effect: The Marked Unit becomes a Hardened unit . Each Marked warrior within the Hardened unit (a Hardened warrior) gains 1D10 Armour+ per invoked die of the type Natural . Rules: Once per Mark; Entire Mark; Mutable		7
11	The Bear's Roar Focus	1	2	3								Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the Marked Bears), or a Bound unit containing any combination of Marked Bears. Constant Effect: The Marked unit, now called a Roarer unit , will always have the greatest mass in any <i>Combat action</i> regardless of its actual mass. Additionally, Roarer units, when they perform a <i>Roar action</i> , will always pass their ROAR TESTS and Frightened units become shaken regardless of their current vigour (frenzied units lose their frenzied state and become shaken), and must immediately perform a <i>Panic reaction</i> . Rules: Once per Mark; Entire Mark; Mutable		18
12	Wall of Shields Focus	1	2	3	4							Marked Man: Marked warriors within the Marked unit may only be friendly warriors of the Kin Man that bear a shield armour element. Constant Effect: The Marked unit becomes a Walled unit and each Walled warrior gains a -1 parry modifier (to a minimum of 1) per invoked die. All parries made by the Walled unit with the use of a shield have the 'aura parry' rule. Rules: Once per Mark; Entire Mark; Mutable		13
13	The Bear's Strength Sight	1	2	3	4	5	6							8
14	Implacable Focus	1	2	3	4							Marked Bear: Marked unit may only be a friendly unit containing warriors of the Kin Werbera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the Marked Bears), or a Bound unit containing any combination of Marked Bears. Constant Effect: The Marked unit becomes an Implacable unit and each Implacable warrior gains the ' fearless ' and ' tough ' traits. Additionally, each Implacable warrior gains +2D10 CONSTITUTION per invoked die. Rules: Once per Mark; Entire Mark; Transient		16
15	Mighty Focus	1	2	3	4	5	6					Marked Man: Marked warriors may only be friendly warriors of the Kin Man within the Marked unit. Constant Effect: The Marked unit becomes a Mighty unit and each Mighty warrior gains +2D10 MIGHT per invoked die. Rules: Once per Mark; Entire Mark; Transient		11

Anglecynn Artefact List

Up to 10% of an Anglecynn host's cost may be spent on Heirlooms of the Anglecynn.

COMBAT WEAPON ARTEFACT			Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules		Cost
1	Howling Blade Sorcerous Sword <i>The wulf within speaks</i>	1	+ 1 2	12	+12	2"				1	2	Borne	Mierce only; Add or Replace; Pierce; Parry; Quick Strike		6+M
			Howler: The bearer gains the 'howler' and 'forester' abilities if he did not already have them.												
1	Huntsman's Ax Sorcerous Axe <i>Wrought beneath the hunter's moon</i>	2	+ 1 2	10	+10	0.5"				1	1	Borne	Add or Replace; Hook		9+M
			+ 1	20	+20	0.5"				2	2	Borne	Foot only		
Scout: The bearer gains the 'scout' ability and modifies any AMBUSH TESTS he or his unit makes by -2D10.															
1	Gruntler Sorcerous Spear <i>Made for the boar-path</i>	3	+ 1 2	19	+19	1.5"				1	2	Borne	Eofora only; Foot only; Replace; Hedge; Quick Strike; Vicious Damage		10+M
			Grunt: The bearer gains the 'tough' trait.												
1	Biting Sword Sorcerous Sword <i>Keen-edged and true</i>	4	+ 1 2 3	13	+13	0.5"				1	2	Borne	Add or Replace; Pierce; Parry; Ignores Armour		6+M
			Biter: enemy warriors struck by the Biting Sword must re-roll fated parry dice. The result of the re-roll is binding.												
1	Wulf's Edge Sorcerous Sword <i>Swift as the wulf</i>	5	+ 1 2 3	12	+12	0.5"				2	2	Borne	Mierce only; Add or Replace; Pierce; Parry; Vicious Damage		12+M
			Swift as the Wulf: the bearer gains +1 PACE and +2D10 SKILL (roll for this in the battle rolls step).												
1	Singing Spear Sorcerous Spear <i>Into glorious battle</i>	6	+ 1 2 3 4	13	+13	0.5"	13	+26		1	2	Borne	Add or Replace; Hedge; Mounted Impact Strike; Mounted Charge+		6+M
			Sing: enemy warriors have a +1 parry modifier when parrying strikes from the Singing Spear. Additionally, the bearer of the Singing Spear may never be blind beset.												
1	Unferth's Gift Sorcerous Sword <i>The spite of jealousy</i>	7	+ 1 2 3 4	16	+16	0.5"				1	1	Borne	Add or Replace; Mordant; Parry		7+M
			+ 1 2 3	32	+32	0.5"				2	2	Borne	Foot only		
			The Gift: if the bearer of Unferth's Gift rolls a fated miss die (for any of his combat weapons) in an <i>Attack action</i> , that fated miss die removes one strike die if there are any. If there are no strike dice, a fated strike die is removed instead. If there are no strike dice left to remove or at all, the bearer receives 1 point of damage for each fated miss die that does not remove a strike die.												
1	Ax of Wællhall Sorcerous Axe <i>Of ale and battle</i>	8	+ 1 2 3 4	32	+32	1"				2	2	Borne	Add or Replace; Hook; Vicious Damage		12+M
			Glorious Promise: the bearer of the Axe of Wællhall gains the 'fearless' trait and a -1 strike modifier for this combat weapon.												
1	Beorning Sorcerous Sword <i>Borne by the bear-men of old</i>	9	+ 1 2 3	22	+22	0.5"				1	1	Borne	Beornica only; Replace; Pierce; Parry		8+M
			+ 1 2	44	+44	0.5"				2	2	Borne	Foot only		
Hard: the bearer of Beorning gains the 'tough' trait.															
1	Ordgār Sorcerous Spear <i>Made as the tides turned</i>	10	+ 1 2	16	+16	1.5"	16	+32		1	1	Borne	Replace; Hedge; Mounted Impact Strike; Mounted Charge+; Pierce		8+M
			Rivener: the bearer of the Ordgār may re-roll the miss dice of this combat weapon.												

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+ Gz Dmg	M+W Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules		Cost
1Bow of Scīrwōða Forged in the forest		1		11		+11	0"	6"	48"	60"	1	2	Borne	Replace; Move and Shoot; Ride and Shoot	8+M
For the Skilled: Only warriors with a SKILL attribute of 60 or more may bear this weapon.															
1Sky Claws Arrows Wulf-blades		2		9		+9	-	-	-	-	1	-	Borne	Replace	7
Brutal barbs: shot dice (but not fated shot dice) caused by the Sky Claws are doubled. Additionally, graze dice caused by the Sky Claws become damage dice.															
1Tiwsġār Sorcerous Throwing Spear The spear of the Ōs		3		12		+12	0"	3"	16"	24"	2	1	Borne	Add; Move and Shoot; Ride and Shoot; Impetus Shot	12+M
BeastBane: The Tiwsġār causes vicious damage against warriors of the class Beast or Monstrous Beast. Additionally, the Tiwsġār always returns to its bearer after being thrown (meaning, it has infinite shots) and cannot be destroyed or negated by any means.															
2Wælcyrġe's Wend Sorcerous Bow The sky beyond		4		14		+14	0"	9"	48"	72"	2	2	Borne	Replace	10+M
Wender: Circling warriors damaged by Wælcyrġe's Wend must immediately Land involuntarily upon a point within 24" of the bearer.															
1Wōden's Pain Sorcerous Arrows Vengeance is his		5		12		+12	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce	3
Sacrificial: A unit wounded by Wōden's Pain must perform a Panic reaction immediately.															
1Ælfārwe Sorcerous Arrows The ælfar strike		6		9		+9	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Terrible Damage	11
Swift Shots: evade rolls are modified by +1 against Ælfārwe shots.															
1Tiwsboġa Sorcerous Bow The bow of the Ōs		7		18		+18	0"	9"	48"	60"	2	2	Borne	Add or Replace	5+M
Unerring: The bearer of the Tiwsboġa has a -1 shoot modifier when using the Tiwsboġa.															
1Yewborn Bow Sorcerous Bow Wrought of the ancient yew		8		18		+18	0"	6"	36"	48"	2	2	Borne	Add or Replace; Pierce	7+M
Flesh-finder: Evades against shot dice from the Yewborn Bow are performed with a +1 evade modifier.															
1Beora's Bow Sorcerous Bow The mightiest of bows		9		30		+30	0"	6"	36"	48"	2	2	Borne	Replace; Pierce	4+M
For the Mighty: only warriors with a MIGHT attribute of 40 or more may bear this weapon.															
1Wulfblood Bow Sorcerous Bow Soaked in the blood of wolves		10		12		+12	-	-	-	-	1	2	Borne	Mierce only; Add or Replace; Move and Shoot; Ride and Shoot; Quick Shot	6+M
Forester: the bearer gains the 'forester' ability and counts wooded terrain as open terrain for line of sight purposes.															

Weapon Coating		Artefact Rules		Class	Cost
1	Wulfblood Weapon Coating	1	Frenzied: graze dice caused by weapons coated with Wulfblood become strike dice (for combat weapons) or shot dice (for shot weapons). Rules: Add; Mundane Artefact; Mierce only	Borne	1
1	Scirmæl Combat Weapon Forging	2	Hardened steel: a warrior parrying the strike dice of a Scirmæl weapon does so with a +1 parry modifier. Rules: Add; Mundane Artefact Swords only: Only weapons of the type 'sword' may bear this coating.	Borne	1
1	Ælfthorn Weapon Coating	3	Sleep: fated damage caused by this weapon coating, if the amount of fated damage dice caused is equal to or greater than the damaged warrior's mass, cause that damaged warrior to become prone and unconscious. Scouts: Only warriors under <i>SCOUT orders</i> at the beginning of the battle and of the Kin 'Man' may use this weapon coating. Rules: Add; Mundane Artefact (1)	Borne	2
1	Foxesglöfa Weapon Coating	4	Rules: Add; Venom Damage; Mundane Artefact (1)	Borne	1
1	Wōdewistle Weapon Coating	5	Rules: Add; Death Damage (2); Mundane Artefact (1)	Borne	2

ARMOUR ARTEFACT		Armour+	C+A	Hands	Class	Armour Rules	Cost
1	Pyre Greaves Sorcerous Greaves <i>Of once-burnt staves</i>	7	+7	0	Worn	Add or Replace	5+M
Burned: the wearer gains the 'resistant (fire, hellfire)' trait.							
1	Wulfborn Armour Emblem <i>Swift as the wulf</i>	4	+4	0	Worn	Mierce only; Add; Quick Parry	2+M
Mierce: Only warriors of the Mierce realm may bear the Wulfborn emblem.							
1	Ida's Board Sorcerous Shield <i>The heirloom of ancient times</i>	16	+16	0	Worn	Add or Replace; Parry; Aura Parry; Shieldwall	11+M
Blade Turner: the bearer gains a parry modifier of -2.							
1	Corselet of Hammered Iron Sorcerous Corselet <i>Skilfully wrought of folded iron</i>	17	+17	0	Worn	Add or Replace; Thwart	9+M
Impervious: The Corselet of Hammered Iron cannot be negated by any means.							
1	Skull Helm Sorcerous Helmet <i>The skull of the beast</i>	11	+11	0	Worn	Add or Replace	5+M
of Mierce: the wearer (if of the Mierce realm) becomes Feral and frenzied, but adds two frenzied attack dice to his primary combat weapon instead of one. of Beornica: the wearer (if of the Beornica realm) gains the 'stubborn' trait and adds +2D10 to his MIGHT, rolled in the Battle Rolls step. of Eofora: the wearer (if of the Eofora realm) gains the 'tough' trait and adds +2D10 to his CONSTITUTION, rolled in the Battle Rolls step. of Dëra: the wearer (if of the Dëra realm) gains the 'forester' trait and adds +1 to his PACE.							
1	Armour of Beaten Leather Light Armour <i>Made of the swiftest</i>	10	+10	0	Worn	Replace	4+M
Light: The wearer gains +1 PACE.							
1	Hama's Helm Helmet <i>Only the worthy may wear</i>	8	+8	0	Worn	Add or Replace	6+M
Tough: the wearer of Hama's Helm gains a -1 parry modifier.							
1	Hama's Mail Corselet <i>Only the strong may wear</i>	35	+35	0	Worn	Replace; Ignores Weapons	9+M
Weapon-Turner: the wearer of Hama's Mail gains a -1 parry modifier.							
1	Pelt Shield Shield <i>Of freely given pelts</i>	12	+12	1	Borne	Add or Replace; Parry; Shieldwall	2+M
The bearer gains a parry modifier of -1 when using the Pelt Shield.							
1	Blade Breaker Sorcerous Corselet <i>Wrought of broken blades</i>	24	+24	0	Worn	Add or Replace	9+M
Tough: the wearer gains the 'tough' ability. Blade Breaker: if the wearer rolls a fated parry he must roll a D5. On the roll of a 5 the weapon that was parried is destroyed.							

Banner Artefact	Banner Artefact Rules	Cost
1 Ealdhyrne Sorcerous Banner Final	1 Old Horn: the bearer and any unit he has <i>Joined</i> gains +D5 PACE, rolled for in the Battle Rolls phase and then at the end of each hour in the Hour Rolls phase of the Battle Hour Sequence. Dera only: only warriors of the Dëra realm may bear the Ealdhyrne. Host Banner Bearer: the Ealdhyrne may only be borne by a host banner bearer.	3+M
1 Howling Banner Sorcerous Banner	2 Fearsome: the banner bearer gains the 'howler' ability and both he and any unit he has <i>Joined</i> gain the 'fearsome' trait. Mierce only: Only warriors of the Mierce realm may bear the Howling Banner.	4+M
1 Claws of Cynewald Sorcerous Banner Final	3 Murderous: the bearer and the unit he has <i>Joined</i> gain the 'vicious damage' rule on any combat weapon of the type 'claws'. Mierce only: Only warriors of the Mierce realm may bear the Claws of Cynewald. Host Banner Bearer: the Claws of Cynewald may only be borne by a host banner bearer.	9+M
1 Wulfshead Sorcerous Banner Emblem	4 Vengeance: the bearer and any unit he has <i>Joined</i> gain the 'ignores armour' and 'pierce' rule on their primary combat weapon. Mierce only: Only warriors of the Mierce realm may bear the Wulfshead Banner.	2+M
1 Wödenwisa Sorcerous Banner	5 Ancient Strength: the bearer of Wödenwisa (and any unit he has <i>Joined</i>) gains +2D10 to their SKILL, rolled for in the battle rolls phase. Host Banner Bearer: the Wödenwisa may only be borne by a host banner bearer.	13+M
1 Wermund's Honour Sorcerous Banner Emblem	6 The Glory of the Angles: the bearer and any unit he has <i>Joined</i> gain +1 attack die on any weapon of the type Spear.	6+M
1 Banner of the Wolfborn Sorcerous Banner	7 For Mierce: the bearer of the Banner of the Wolfborn and the unit he has <i>Joined</i> gains an additional attack dice on their primary combat weapon. Additionally, the host banner range is increased by 2D10", the roll for which is made in the battle rolls sequence. Mierce only: Only warriors of the Mierce realm may bear the Banner of the Wolfborn. Host Banner Bearer: the Banner of the Wolfborn may only be borne by a host banner bearer.	12+M
1 Banner of Tamtun Sorcerous Banner	8 Proud: the bearer and any unit he has <i>Joined</i> gain the 'stubborn' trait and a -1 strike modifier for their primary combat weapon. Mierce only: Only warriors of the Mierce realm may bear the Banner of Tamtun.	3+M
1 Pride of Dunholm Final	9 Implacable: the bearer and any unit he has <i>Joined</i> gain the 'fearless' trait. The Pride of Dunholm is a mundane artefact. Beornica only: Only warriors of the Beornica realm may bear the Pride of Dunholm. Host Banner Bearer: the Pride of Dunholm may only be borne by a host banner bearer.	8+M
1 Tytla's Tusks Sorcerous Emblem	10 Nails: the bearer and any unit he has <i>Joined</i> gain the 'tough' trait and the 'pierce' rule for their primary combat weapons. Eofora only: Only warriors of the Eofora realm may bear Tytla's Tusks. Host Banner Bearer: Tytla's Tusks may only be borne by a host banner bearer.	7+M

Instrument Artefact	Instrument Artefact Rules	Cost
1 Battle Dirge Tune	1 To Their Death: each enemy Living unit that fails a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> regardless of their new heart (except for frenzied units).	6
1 Thing-Horn Instrument	2 Man only: only mustered heralds of the Kin Man may bear a Thing-Horn. Inspire: the bearer may re-roll all INSPIRE TESTS while bearing the Thing-Horn. The second roll is binding. Rules: Mundane Artefact	1+M
1 Cry of Wællhall Tune	3 Wællhall Awaits: one enemy Living unit that fails a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> with a panic modifier of +10.	4
1 Waldere's Breath Sorcerous Instrument	4 Horn of Fame: warriors that are <i>Inspired</i> by a herald bearing Waldere's Breath become resolute instead of any other heart and gain the 'fearless' trait until the end of the battle hour.	2+M
1 Thunor's Call Tune	5 God of Thunder: warriors that are <i>Inspired</i> by a herald performing the Thunor's Call tune instantly become an Exulted unit and gains D5 blood-lust tokens.	3
1 Killer's Howl Howl	6 Angered: a unit that performs the Killer's Howl with a <i>Howl action</i> becomes frenzied (if it was not frenzied already) and gains +D5 attack dice on its warriors' primary combat weapons (instead of just one frenzied attack die) in addition to any other benefits from the <i>Howl</i> . This only applies to warriors of the Kin wulf, gadawulf, frëawulf, werwulf, wælwulf, banawulf, guthwulf and mæsgenwulf. Rules: Mundane Artefact Mierce only: only warriors of the Mierce realm with the 'howler' ability may perform the Killer's Howl.	8
1 Horn of Tamtun Sorcerous Instrument	7 To Battle: Should the bearer perform a successful <i>Inspire action</i> , the next <i>Flank action</i> performed by a friendly unit in the current battle hour has a FLANK TEST modifier of -2D10. Perform this roll before the FLANK TEST is made. Mierce only: the Horn of Tamtun may only be borne by a warrior of the Mierce realm. Host Herald only: the Horn of Tamtun may only be borne by a host herald of the Kin Man.	6+M
1 Roar of the Rock Tune	8 Quickened: a successful <i>Roar action</i> performed by a mustered herald that purchased the Roar of the Rock increases the MIGHT of himself and his unit by +2D10 until the end of the current battle hour. Rules: Mundane Artefact Roarers only: only warriors with the 'Roarer' ability may perform the Roar of the Rock.	4
1 Forester's Horn Sorcerous Instrument	9 It is Time! should the bearer perform a successful <i>Inspire action</i> , immediately after his activation has ended (and before the initiative is passed to the enemy or the initiative is retained) one friendly unit with the 'forester' ability that is under SCOUT orders may perform an <i>Emerge action</i> from within wooded terrain (passing the resulting AMBUSH TEST without the need for an AMBUSH ROLL).	7+M
1 Shield Thunder Tune	10 Shield-bearers only: a herald must bear an armour element of the type Shield to perform this tune. The bearer's INSPIRE TEST is modified by -1 for each warrior within his unit also bearing a shield (including the herald himself). Roar of Shields: warriors that are <i>Inspired</i> by a herald performing Shield Thunder gain the 'stubborn' trait and a -1 parry modifier until the end of the current battle hour.	4

TALISMAN ARTEFACT		Talisman Artefact Rules	Class	Cost
1	Ear of Coenwulf Sorcerous Pendant	1 Listener: the wearer of the Ear of Coenwulf may swap earth rolls of 0 during an <i>Earth reaction</i> , thus causing fumbled invoked dice. Should he do so, however, he suffers 1 wound per fumbled invoked die swapped. Rules: Add or Replace	Worn	7+M
1	Amber Seal Sorcerous Brooch	2 Fate-Breaker: the wearer of the Amber Seal may discard one fated damage die caused against him per battle hour, but must roll a D10 immediately afterwards. On the roll of a 0, the <i>Amber Seal</i> is destroyed. Rules: Add or Replace	Worn	6+M
1	Arm-Ring of Heorot Sorcerous Vambrace	3 Blade-Turner: The wearer may re-roll any of his parry rolls that become damage dice (but not fated damage dice) caused by enemy combat weapons. This re-roll cannot cause fated parries. Rules: Add or Replace	Worn	5+M
1	Bluestone Amulet Sorcerous Pendant	4 Hard Target: the wearer has a -1 parry, evade and sight avoid modifier. Rules: Add or Replace	Worn	6+M
1	Cloak of the Black Bear Sorcerous Cloak	5 Tough: the wearer of the Cloak of the Black Bear gains the 'tough' trait. Additionally, enemy warriors attacking the wearer of the Cloak of the Black Bear reduce their MIGHT by 1D10 per mass to a minimum of 01 until the end of their <i>Attack action</i> ; roll once, the result applies to each different warrior attacking the wearer. Rules: Add or Replace Beornica only: only warriors of the Beornica realm may wear the Cloak of the Black Bear.	Worn	9+M
1	Crookback Tusk Sorcerous Pendant	6 Crooked Path: The wearer has a -2 parry modifier. Rules: Add or Replace Eofora only: only warriors of the Eofora realm may wear the Crookback Tusk.	Worn	8+M
1	Forgotten Leaf Sorcerous Brooch	7 Of Loam and Leaf: The wearer of the Forgotten Leaf gains the 'forester' trait. Whilst within 6" of any wooded terrain, the wearer of the Forgotten Leaf cannot be the Mark of enemy focus or sight invocations and cannot become the Target of any shot weapon. Rules: Add or Replace	Worn	7+M
1	Frīȝa's Eye Sorcerous Pendant	8 Frīȝa Protects: the bearer (who must not be a warrior that already has the 'earther' ability) gains the 'earther' ability (thus becoming an equipped earther) and has 4 earth dice with an earth range of 24".	Worn	4+M
1	Hara-Foot Belt-Hung Rabbit's Foot	9 Lucky: The wearer may re-roll the result of one D10 or one D5 per battle hour. Rules: Add	Worn	3+M
1	Wulfbone Rings Sorcerous Vambraces	10 Ferocious: All parries made by the wearer of the Wulfbone Rings are also aura parries. Additionally, the wearer of the Wulfbone Rings always passes any VALOUR TEST he is required to make and can never become afraid of any enemy unit. Mierce only: Only warriors of the Mierce realm may wear the Wulfbone Rings. Rules: Add or Replace	Worn	8+M

ENCHANTED ARTEFACT		Enchanted Artefact Rules	Class	Cost
1	Peltstaff Sorcerous Staff	1 Animal Power: the bearer of the Peltstaff's TEMPER is increased by 2D10 (roll for this in the battle rolls step of the Joining Battle sequence). Additionally, the bearer of the Peltstaff increases his focus range by 2D10 if he is Invoking against friendly Marks that are not of the Kin Man. Roll for this before the focus range is measured. Rules: Replace	Borne	9+M
1	Brihtnoth's Brew Sorcerous Belt-Hung Potion	2 Dutch Courage: may be drunk at any point within the bearer's activation. Once drunk, the bearer gains the 'fearless' trait and an additional D5 attack dice on his primary combat weapon until the end of the battle hour. Rules: Add or Replace; One Use Only	Borne	5+M
1	Cloak of Icel Sorcerous Cloak	3 Swift and Strong: the Cloak of Icel increases the PACE of the wearer by D5, the SKILL of the wearer by 2D10 and the MIGHT of the wearer by 2D10. Roll for this in the battle rolls step before the battle begins and then in the hour rolls step at the end of each battle hour. Rules: Add or Replace	Worn	9+M
1	Hammer of Thunor Sorcerous Pendant	4 The God of Thunder: The wearer of the Hammer of Thunor gains the Immune (Lightning) trait and his primary combat weapon causes Lightning Damage. Rules: Add or Replace	Worn	3+M
1	Pelt of Scīrwōda Cloak	5 Scout: The bearer gains the 'forester' ability and becomes seen 6", but must be placed on SCOUT orders. Rules: Add or Replace	Worn	5+M
1	Wulfscēath Sorcerous Sheath	6 Keen: Any sword combat weapon borne by the wearer of the Wulfscēath gains +1 attack die for each hand. Rules: Add; Mierce only	Borne	3+M
1	Ægil's Boots Sorcerous Boots	7 Man Only: Ægil's Boots may only be worn by warriors of the Kin 'Man'. Ancient Power: the wearer gains +D5 PACE. Roll for this in the battle rolls step for the first battle hour and then at the end of each hour, in the hour rolls step. Rules: Add	Worn	3+M
1	Ēostre's Tears Sorcerous Belt-Hung Potion	8 Invigorated: the bearer may drink Ēostre's Tears at any point in his activation. Once drunk, Ēostre's Tears increases the drinker's WOUNDS by D5. Rules: Add or Replace; One Use Only	Borne	6+M
1	Irksome Ferrets Ferrets	9 Nasty Bites: Graze dice caused by the bearer of the Irksome Ferrets become damage dice. Rules: Add	Borne	3+M
1	Cnebba's Tooth Sorcerous Pendant	10 Pack Wulf: The wearer of Cnebba's Tooth may <i>Bind</i> to a unit of wulfas when mustered. Whilst <i>Bound</i> to the wulfas, the wearer of Cnebba's Tooth cannot be <i>Attacked</i> by any enemy warrior under any circumstances; enemy warriors must <i>Attack</i> the wulfas instead. To facilitate this, wulfas within the wearer's Bound unit must be <i>Fetch Moved</i> to within attack range of the enemy warriors if they are not already within attack range. Mierce only: only warriors of the Mierce realm may wear Cnebba's Tooth. Rules: Add or Replace	Worn	8+M

BRAND ARTEFACT		Brand Artefact Rules	Class	Cost
1	Loam-Path Sorcerous Brand	1 Flankers: Warriors with the Loam-Path brand have a -D10 modifier to their FLANK TESTS and +2 to their edge rolls. Rules: Mundane Artefact	Natural	1+UM
1	Brand of the Wood Sorcerous Brand	2 Hidden: the bearers of the Brand of the Wood are seen 12" and always pass any AMBUSH TESTS they are required to make. Foresters only: only warriors with the 'forester' trait may bear the Brand of the Wood.	Natural	3+UM
1	Cynegil's Brand Sorcerous Brand	3 Trained Beasts: the bearers of Cynegil's brand gain +2D10 SKILL, the roll for which is performed during the battle rolls sequence.	Natural	6+UM
1	Bright Scars Sorcerous Brand	4 Killers: the bearers of Bright Scars have a -1 modifier to their parry, evade and sight avoid rolls.	Natural	3+UM
1	Wulfshead Sorcerous Brand	5 Quick-Killers: the Bite combat weapon of warriors with the Wulfshead brand gain the vicious damage rule or terrible damage if it already has vicious damage. Mierce only: only warriors of the Mierce realm may bear the Wulfshead brand.	Natural	5+UM
1	Spite Brand	6 Nasty: a unit bearing the Spite brand adds 1 attack die to all combat weapons of the type Bite, Claws or Tusks.	Natural	1+UM
1	Gorer's Mark Sorcerous Brand	7 Nasty: the bearers of the Gorer's Mark re-roll any miss dice for combat weapons of the type 'Tusks'. Eofora only: only warriors of the Eofora realm may bear the Gorer's Mark.	Natural	2+UM
1	Mark of the Maun Brand	8 Tough: the bearers of the Mark of the Maun gain the 'tough' trait.	Natural	1+UM
1	Brand of Dunholm Sorcerous Brand	9 Mighty: the bearers of the Brand of Dunholm gain the Quick Strike rule on all of their combat weapons. Beornica only: only warriors of the Beornica realm may bear the Brand of Dunholm.	Natural	6+UM
1	Black-Claw Sorcerous Brand	10 Ferocious: the bearer becomes frenzied, gaining +2 frenzied attack die on his primary combat weapon instead of the usual 1. Additionally, the bearer of the Black-Claw brand adds +D10 to their PACE whenever they <i>Engage</i> an enemy unit. Roll before the engagement distance is measured. Mierce only: only Beasts of the Mierce realm may bear the Black-Claw brand.	Natural	3+UM

PEN-də DHƏ BLU-di HAN-dəd

ANG-MRC-0002-100 - Penda the Bloody-Handed on Foot; ANG-MRC-0002-400 - Penda the Bloody-Handed on Horse

(FRAM)

ANG-MRC-0002-400 - Penda the Bloody-Handed on Horse

jo-AN-a

ANG-MRC-0005 - Joanna

FOR-thayn

ANG-MRC-0002 - Penda the Bloody-Handed; ANG-MRC-0201 - Eadric; ANG-MRC-0005 - Meloda; ANG-MRC-1212 - Æthelglyth

FOR-wy-lə-rə

ANG-BRN-0260 - Rowena; ANG-MRC-1260 - Cynemon

WER-wulf FOR-thayn

ANG-MRC-1400 - Hrör

WER-ber-ə FOR-thayn

ANG-SSD-1200-100 - Beowa (human form); ANG-SSD-1200-300 - Beowa (bear form)

THAYN

ANG-MRC-0201 - Eadric; ANG-MRC-1212 - Æthelglyth; ANG-MRC-1230 - Wulfhere, Fane Bearer of Mierce; ANG-MRC-1240 - Ceonwulf, Hornblower of Mierce; ANG-MRC-1280 - Timoth, Smith of Langwith; ANG-DRA-1235 - Leofwen, Fane Bearer of Dēra

ORD-fru-ma

ANG-MRC-0201 - Eadric; ANG-MRC-1212 - Æthelglyth; ANG-MRC-1230 - Wulfhere, Fane Bearer of Mierce; ANG-MRC-1240 - Ceonwulf, Hornblower of Mierce; ANG-MRC-1280 - Timoth, Smith of Langwith; ANG-DRA-1235 - Leofwen, Fane Bearer of Dēra

CHEM-pə

ANG-MRC-1220 - Berenulf Wulfshead

WY-lə-rə

ANG-BRN-0260 - Rowena; ANG-MRC-1260 - Cynemon

SHƏ-op

ANG-MRC-1290 - Aldhelm

GUTH-fa-NA-bər-end

ANG-MRC-1230 - Wulfhere; ANG-DRA-1235 - Leofwen, Fane Bearer of Dēra

GUTH-orn-blə-wə-rə

ANG-MRC-1240 - Ceonwulf

WER-wulf THAYN

ANG-MRC-1400 - Hrör; ANG-MRC-1403 - Hunter Hrör; ANG-MRC-1480 - Werwulf Timoth

WER-wulf WY-lə-rə

ANG-MRC-1460 - Thurgis

WAL-wulf THAYN

ANG-MRC-1507 - Cearl

WER-ov-or THAYN

ANG-EFR-1606 - Broģa

WER-ber-ə THAYN

ANG-SSD-1200-100 - Beowa (human form); ANG-SSD-1200-300 - Beowa (bear form)

SLEE-ən-bər-ə THAYN

ANG-BRN-1606 - Beornhelm

WER-deer-ə THAYN

ANG-DRA-1xxx - ?

WER-wulf yə-SITH

ANG-MRC-2800 - Wulfmund's Pack

WER-wulf**ANG-MRC-2900 - Eoric's Pack**

WER-wulf HUN-ter

ANG-MRC-2950 - Sigewulf's Pack

yə-SITH

ANG-MRC-2000 - Wolfborn of Tamtun***də-GUTH***

ANG-MRC-2100 - Veterans of Maunsfeld

yə-GUTH

ANG-MRC-2150 - Youths of Stæford

CHURL

ANG-MRC-2300 - Freeman of Scīrbrōc

CHURL BOW-man

ANG-MRC-2400 - Bowmen of Scīrbrōc

CHURL HUNTS-man

ANG-MRC-2450 - Huntsmen of Scirbrōc

ya-BER

ANG-MRC-2350 - ?

WAL-wulf

ANG-MRC-3320 - Wulfric's Pack

BAN-a-wulf

ANG-MRC-3802 - ?

WER-ber-ə

ANG-BRN-3210 - ?

SLEE-ən-bər-ə

ANG-BRN-3710 - Slayers of Dunholm

WER-of-or

ANG-EFR-3710 - ?

yə-SITH EE-or-ed

ANG-MRC-4000 - Wolfborn Riders of Tamtun

DEER-ən EE-or-ee

ANG-MRC-4xxx - ?

də-GUTH EE-or-ed

ANG-MRC-4100 - Veteran Riders of Maunsfeld

CHURL EE-or-ed

ANG-MRC-4300 - Horsemen of Scīrbrōc

CHURL BOH-man EE-or-ed

ANG-MRC-4400 - Riders of Scīrbrōc

WER-deer-a

ANG-DRA-5xxx - ?

WULF

ANG-MRC-7000 - Sweorcan's Pack

GAD-ə-wulf

ANG-MRC-7050-100 - Flēotig

FREE-ə-wulf

ANG-MRC-7050 - Rēoc's Pack

GRAYT HART

ANG-DRA-1235-800 - Leofwen on Great Hart

HORS-ling

ANG-MRC-7566-100 - Trēowlic

HOR-sa

ANG-MRC-7500-100 - Bealdānum; ANG-MRC-7622-100 - Hildedēor; ANG-MRC-7623-100 - Eorling; ANG-MRC-7628-100 - Hrædan; ANG-MRC-7628-100 - Horses of Maunsfeld; ANG-MRC-7850-100 - Fram

FREE-a-BER-a

ANG-BRN-7550 - Balg, Frēabera

FREE-ə-FOR

ANG-BRN-7550 - ?

FREE-a-DEER-a

ANG-DRA-7xxx - ?

GUTH-wulf

ANG-MRC-8280 - Creoda's Pack

MAG-ə-n-wulf

ANG-MRC-8615 - Cnebba; ANG-MRC-8616 - Icel

BAD-ə-ber-ə

ANG-BRN-8146 - Ergred

MOR-thor-bər-ə

ANG-BRN-8450 - Mihtlāf; ANG-BRN-8451 - Beowald

BAN-a-for

ANG-EFR-8110 - ?

KWELL-ə-for

ANG-EFR-8465 - Wildeswin

KIN-ə-deer-ə

ANG-DRA-8xxx - ?