

KINDRED MUSTER
for Darklands: Second Edition
v2.07



Beornica



Dēra



Mierce





last updated 1st Fanuary 2024



ANGLECYNN MUSTER

Version 2.07

	Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT	Mass	Orders
GENERAL:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMPANIONS:													
CMP 1:													
CMP 2:													
CMP 3:													
CMP 4:													
CMP 5:													
COMMANDER:													
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UNIT 2:													
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HOST SILVER

ANGLECYNN MUSTER WENDLIST Changes to the Anglecynn muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
V2.02	The cost of the gebür 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 forwiglere and wiglere
	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 Colit Halos 9. During arreaus algorithm to the free part of the feeth and audituments.
	Split Helm & Byrne armour element into two armour elements for the forthe\(\text{gn}\), the\(\text{gn}\) 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, gebür
	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 forthegn and thegn
	Removed werwulf hunter as sworn unit option for a werwulf forthegn
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 forthegn, wereofor thegn and sleanbera thegn
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
	Spears now have the 'Add or Replace' rule where they are options
v2.04	Clarified the equipment used by werbera warriors in the Bear-Men rule
	Restricted some weapon coatings to mundane (1)
v2.06	Added the 'tactician' ability to the Penda the Bloody-Handed, Joanna, forthegn, werbera forthegn, thegn, ordfruma and werbera thegn profiles
	Ensured that scout nobles cannot be the general Added the 'disciplined' ability to the Penda the Bloody-Handed, Joanna, forthe\(\bar{q}\)n, werbera forthe\(\bar{q}\)n, ordfruma, werbera the\(\bar{q}\)n, \(\bar{q}\) gesith, duguth, ceorl, ceorl bowman, \(\bar{q}\)esith \(\bar{e}\)ored, \(\delta\)erad, \(\delta\)erad, deran \(\bar{e}\)ored, \(\delta\)erad, \(\delta
	and ceorl bowman Fored 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

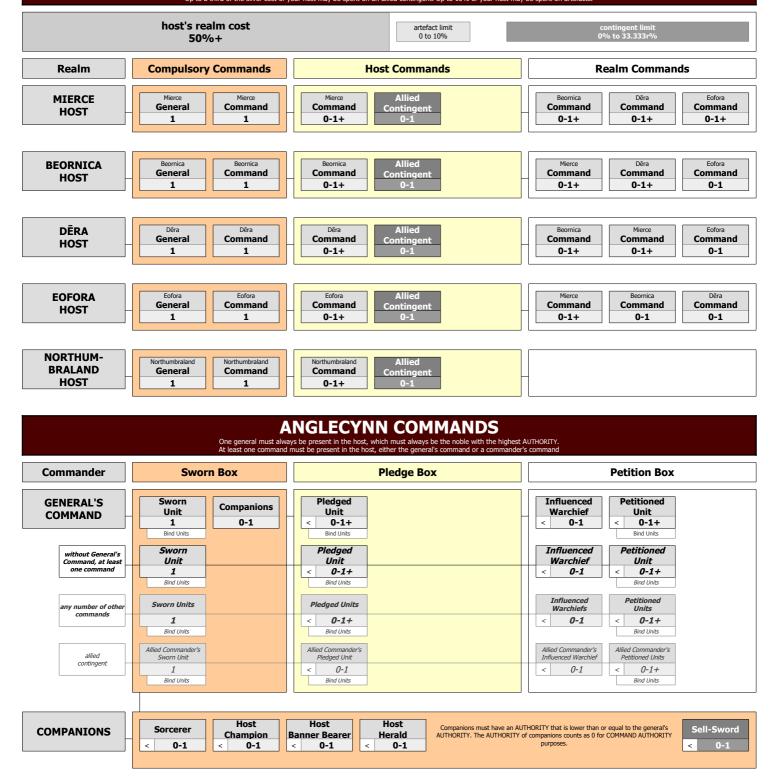
Version 2.07

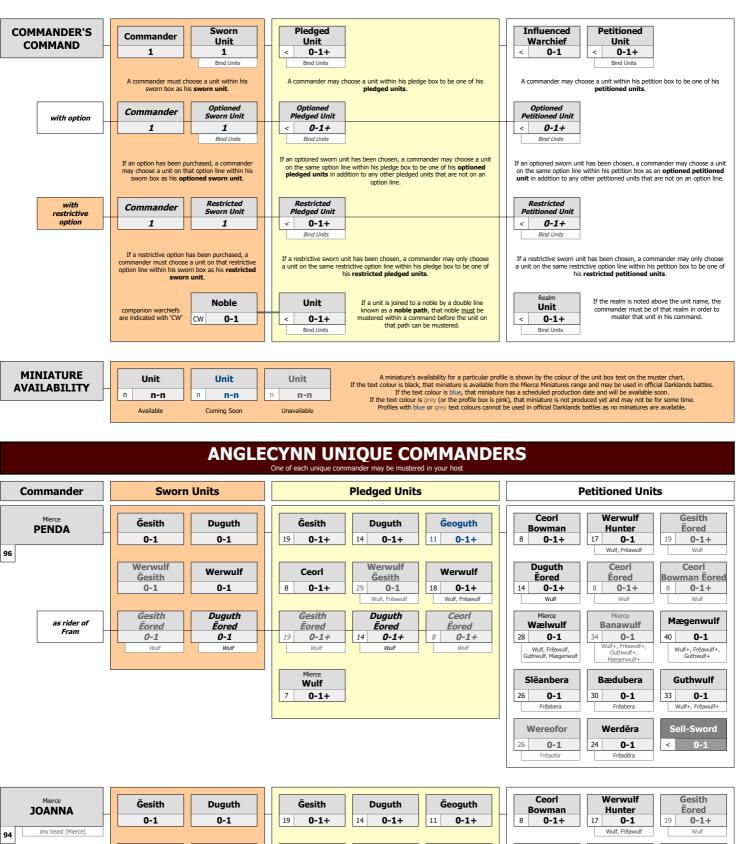
ANGLECYNN HOST

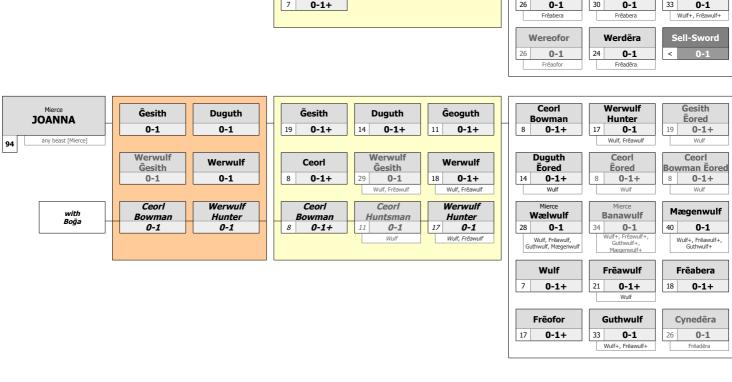
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

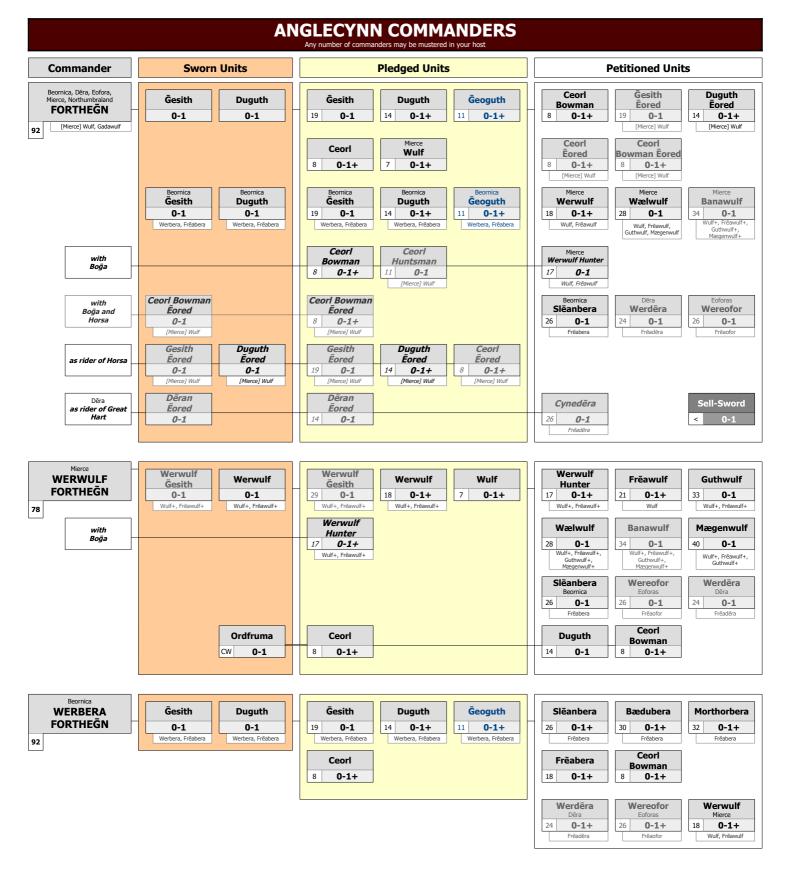
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.

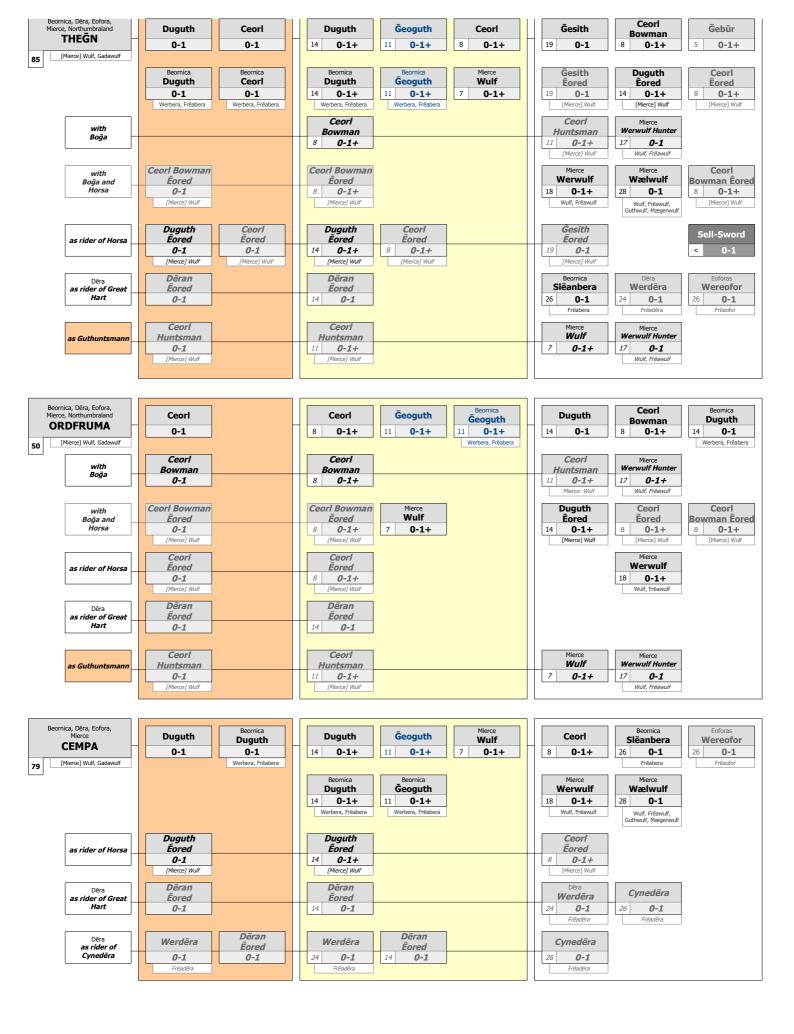
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.

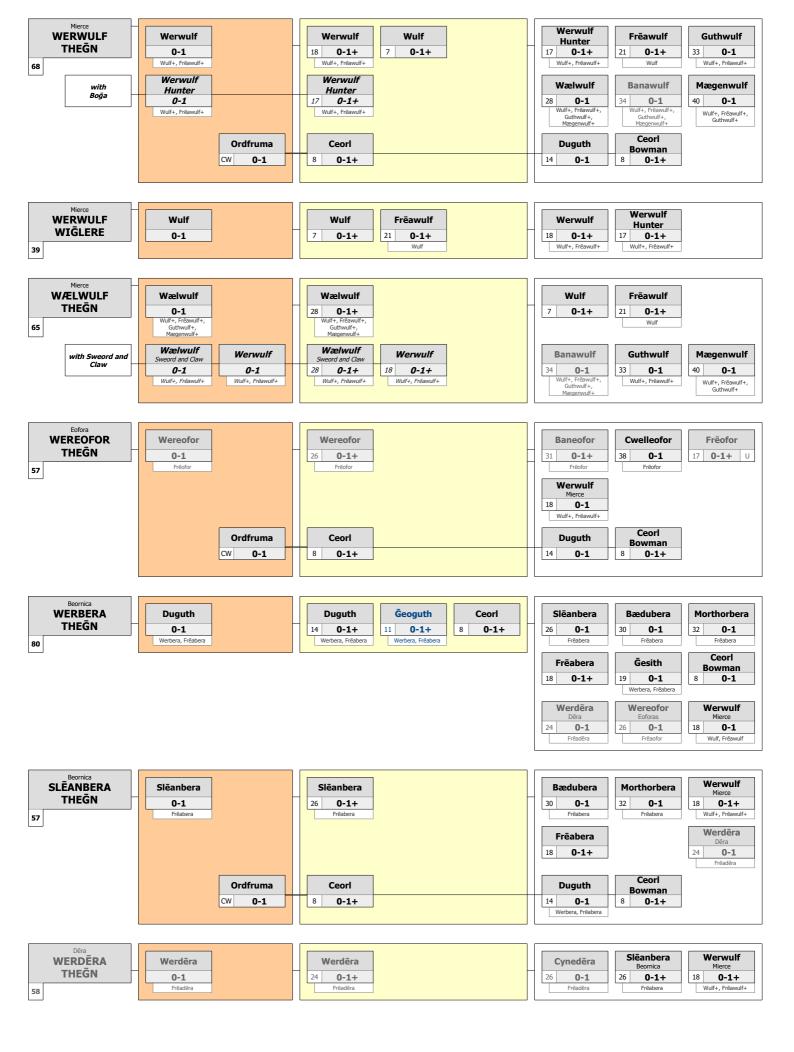


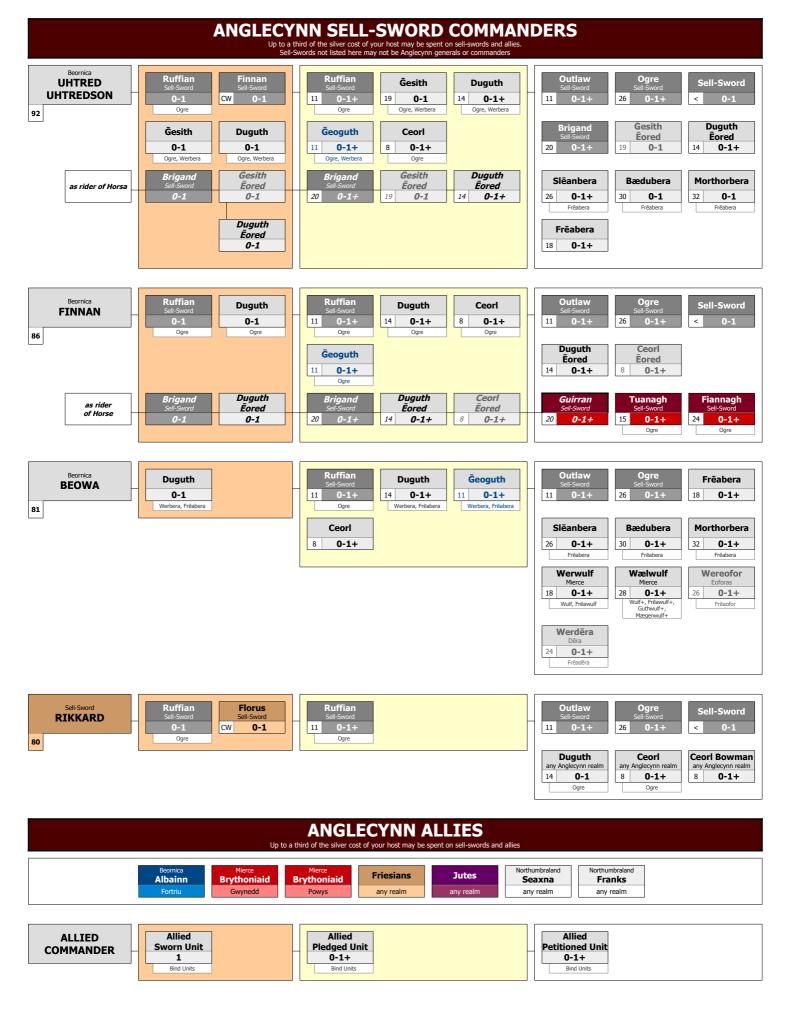












ANGLECYNN RULES

ABILITY	Ability Rules
Howler	Pack How!: A unit with the Howler ability may perform a Howl action (which is also a command action) 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 Howl action. To perform a Howl action, the unit simply declares that it has done so. When it performs a Howl action the Howling unit gains the following benefits dependent upon their active the rich reit is the standard of the performance of the perform
Shapeshifter Werberan are Gesceapu, shape-shifters of old, and can shift their form between human and bear virtually at will.	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 trapagement reactions the Shapeshifter's unit performs, simultaneously with the other <i>command actions</i> or trapagement reactions the Shapeshifter's unit performs, simultaneously with the other <i>command actions</i> or two <i>Engagement reactions</i> simultaneously). Start as Human: Each Shapeshifter migst begin the battle in human form. 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 on the battlefield. The Shapeshifter in bear form miniature on the substitution by the shapeshifter in bear form miniature on the battlefield, other 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 in the Shapeshifter in bear form miniature on the battlefield, other warriors are <i>Displaced</i> by the Shapeshifter in bear form in the Shapeshifter in battlefield, nothing happens. After successfully performing a <i>Shift action</i> into bear form, the Shapeshifter in bear form miniature on the battlefield, other warriors are <i>Displaced</i> by the Shapeshifter in bear form, the Shapeshifter in mediately regains D5 WOUNDS, should he have been wounded previously. This cannot take his bear form's WOUNDS above its basic value. Fearsome: If any Shapeshifter suggestions are suggested with the Shapeshifter's unit must perform a VALOUR TEST. Wounded Anger: If the Shapeshifter in the shapeshifter unit must perform a VALOUR TEST. Wounded Anger

MIERCNA GALDRU

	of the								om the Anglecynn (Mierce) Invocation List below.	
INVOCATION		Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge			Invocation Rules	С
Unseen Prowler Focus	1 2	2	Wulfas), or a Bound un Constant Effect: The N	nit containing a Marked unit, n so <i>Emerge fror</i>	any combination on called the material terrain. Additional terrain and terrain	on of Marked Prowling un	Wulfas. it, becomes	seen 6". Pro	wulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked owling units may <i>Ambush</i> enemy units and perform <i>Ambush Charge Attack</i> AMBUSH TESTS they are required to make.	
Swift as the Wulf	1 2	2 3	Marked Man: Marked v Constant Effect: Each Rules: Once per Mark;	Marked warri	only be friendly or increases hi	y warriors of t is PACE attribu	he Kin Man v ite by 1 per i	vithin the Ma nvoked die a	rked unit. nd his SKILL attribute by D10 per invoked die.	
The Wulf's Claws		2 13 14 15 16 7 8 9 10 2 13 14 15 16	53	0"	6"	30"	48"	1		
Tanglethorn Focus	1 2	2 3 4 5 6 7 8	36					1	Marked Ground Units: Marked unit cannot be a Circling unit. Invocation Effect: Each Marked warrior becomes entangled. Rules: Once per Mark; Mutable	
Unbridled Ferocity Focus	1 2	2 3	or a Bound unit containing Constant Effect: The N	ng any combin Marked unit be +1 attack die	nation of Mark ecomes a Fero per invoked di	ed Wulfas. ocious unit a	nd each Fero	cious warrio	werwulf, waelwulf, banawulf, guthwulf or maegenwulf (the Marked Wulfas), r becomes or remains frenzied . In addition to its frenzied attack die, each d +D10 MIGHT per invoked die.	
The Wulf's Hunt Focus	1 2	2 3	Wulfas), or a Bound un Immediate Effect: Ma and if it becomes so a a Wulf unit. However, in: with or beset by an ener been resolved, the Runn	nit containing a arked unit imm compulsory Att stead of Runn my unit will no ning Wulf unit formed as par nes its Engage	any combination hediately becontack action mu- hing at twice its of suffer Reflex immediately not of a Hold an	on of Marked ones active an st be perform s warriors' PAC Attack react everts to its p	Wulfas. d performs a ed afterward E, the Runni ions as a resurevious vigou	Run action (- to a point on the second seco	wulf, werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked regardless of its current vigour or orders) - which can be an <i>Engagement action</i> , on the battlefield determined by the Invoker, thus also becoming a Running <i>Ground Moves</i> up to its PACE plus 3D10". Running Wulf units that are engaged out of or through any enemy unit's attack range. Once that <i>Run action</i> has Running Wulf unit does not count as having activated that hour, if it has not it performs its <i>Run action</i> and any <i>Engagement actions</i> or <i>Attack actions</i> before	
The Wulf's Jaws	1 2	2 3 4 5 6 7 8 9	73	0"	0"	15"	18"	2	No Lethal Range; Pierce	
Fierce Focus	1 2	2 3	Marked Man: Marked v Constant Effect: The I frenzied attack die, each Rules: Once per Mark;	Marked unit be n Fierce warrio	ecomes a Fier or gains +1 att	ce unit and e	each Fierce w	arrior becom	es or remains frenzied until the end of its next activation. In addition to its	
Tanglethicket Focus	1 2	2 3	57	effect terra TEMPER va 4" Tangle permanenti Invocation amount of i entangled the invocati	in or any othe ilue. thicket Temp ly. The Tangle n Effect: Each invoked dice no I unless a MIGI ion regardless unted warriors	r type of effect plate: place to thicket counts n enemy warr olled by the In HT TEST (called of whether it	t terrain. When the centre of the centre of the case bushy so for within the theorem. Each do a TANGLE TESTANGLE TESTANGLE TESTANGLE TESTANGLE TESTANGLE	the 4" Tangle rub area terra Tanglethicke enemy warri TEST) is passet is passed of	eature or upon a man-made terrain feature, and not within other Tanglethicket oon units, the Mark becomes the unit within the Tanglethicket with the highest thicket area effect template upon the Marked point, which remains there ain. It when it is placed becomes entangled and each must attempt to <i>Avoid</i> the or that attempts to <i>Move</i> within the Tanglethicket immediately becomes sed, and must attempt to <i>Avoid</i> one invoked die at the basic Power+ value of or not. The MIGHT of mounts or draught beasts must be used for this test in the	
The Wulf's Charge	1 2		or a Bound unit containin Immediate Effect: Ma determined by the Invol to its PACE plus 3D10". I The equipment of the Cl Hold and Invoke Imn	ing any combinated unit immoder, thus also Resolve the Charging Wulf under the Charging unit results.	nation of Mark nediately activa becoming a C l tharge action of unit counts as ct: If performe	ed Wulfas. ates and performance harging Wulf f the Charging being unused ed as part of a	orms a comple f unit. Howe g Wulf unit - before this I Hold and In	ulsory Charge ever, instead including any inked Charge voke reaction	werwulf, waelwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), e action (regardless of its current vigour or orders) against an enemy unit of Charging at twice its warriors' PACE, the Charging Wulf unit Charge Moves up Inliked Charge Attack actions - before continuing with the Invoker's activation. Attack action and then returns to its previous status after it is resolved. 1, the Charging Wulf unit performs its Charge action and any Charge Attack erform an Attack reaction against the Engaging unit after their Charge Attack	
Change Focus	1 2	2 3 4 5	can be used during an A engaged with. Immediate Effect: On Change into Werwulf Hu around him and perman and may immediately He	Attack Invoke on the Marked war unters). Replace the sently Binds + 1 www. Once eac	action even the rior per invoke the Marked to the Marked to Werwulf war	ed die instantl warrior with unit. <i>Change</i> rrior is placed	ked unit is fri y <i>Changes</i> in a Werwulf wa d Marked mus any enemy	endly, as long to a Werwulf arrior (with the stered unit co unit they are	oguth, Ceorl or Ceorl Bowman warriors within a Marked unit. This invocation g as the Marked unit is engaged against the same enemy unit the Invoker is warrior (Thegns and Ordfrumas <i>Change</i> into Werwulf Thegns; Ceorl Bowmen e same equipment the Marked warrior was using), which <i>Displaces</i> any warrior manand warriors retain the same benefits they did before they were <i>Changed</i> engaged with or beset by must perform a <i>Panic reaction</i> . If the Marked warrior is wounded warrior's WOUNDS was reduced by.	
Wall of Shields Focus	1 2	2 3 4		Marked unit be use of a shiel	ecomes a Wal ld have the 'au	led unit and	each Walled		Kin Man that bear a shield armour element. a a -1 parry modifier (to a minimum of 1) per invoked die. All parries made by	
Tanglespine Focus	1 2	2.3	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 Avoid the amount of invoked dice rolled by the Invoker. Each enemy warrior that attempts to Move within the Tanglespine immediately becomes entangled unless a MIGHT TEST (called a TANGLE TEST) is passed, and must attempt to Avoid two 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: Mutable						
Angered Focus	1 2		or a Bound unit containi Immediate Effect: The	ng any combin e Marked unit is engaged wi	nation of Mark becomes an A	ed Wulfas. Angered uni t	and each Ar	ngered warrio	werwulf, wælwulf, banawulf, guthwulf or mægenwulf (the Marked Wulfas), or may immediately perform an <i>Attack action</i> (regardless of its current vigour) unts as being unused before this <i>Attack action</i> and returns to its previous state	
Devolve Focus	1 2	2 3		e Marked war	rior per invoke	ed die <i>Devolv</i> e	es into a Wæ	lwulf warrior	wulf Hunter warriors within a Marked unit (the Mutating warriors). with sweord and claw weapons and battered byrne armour (Werwulf Thegns w/.	

BEORNICE GALDRU Analecyan (Beornica) Invacation Liet

						ynn (Beorn							
		f the An								om the Anglecynn (Beornica) Invocation List below.			
1	Unseen Stalker Focus	1 2	Invoke Dice	Bound unit containing as Constant Effect: The I	unit may only ny combination Marked unit, n ush Charge Att	n containing now called the tack actions w	unit containing warriors of the Stalking un	ng warriors of e Kin Werbera nit, becomes u	the Kin Wert a (if in bear fo	Invocation Rules era (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera, or a rm), Slēanbera, Frēabera, Bædubera or Morthorbera. enemy units outside 6" of the Marked unit. Stalking units may Ambush enemy dditionally, Stalking units always pass any AMBUSH TESTS they are required to	Cost 6		
2	Strong as the Bear	1 2		Marked Man: Marked v Constant Effect: Each Rules: Once per Mark;	Marked warrio	only be friend or increases h	ly warriors of nis MIGHT att	the Kin Man v ribute by D10	within the Ma per invoked	rked unit. die.	7		
3	The Bear's Claws		3 4 5 6 7 8 9 10 2 13 14 15 16	68	0"	3″	24"	36"	1		3		
4	Tanglethorn Focus		3 4 5 6 7 8	36					1	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	2.3	Bound unit containing a	ny combination Marked unit be	n containing ecomes a Mig	warriors of th	e Kin Werbera	(if in bear fo	oera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera, or a orm), Slēanbera, Frēabera, Bædubera or Morthorbera. s +2D10 MIGHT per invoked die.	13		
6	The Bear's Anger	1 2		Marked Bears), or a B Immediate Effect: Ma	ound unit cont irked unit imm that <i>Attack a</i> g activated tha	taining any co nediately beco oction or Attac	ombination of omes active a ok Move action	Marked Bears nd, regardless n has been res	s. s of its own vi	pera (if in bear form), Slëanbera, Frëabera, Bædubera or Morthorbera (the gour, may perform an <i>Attack action</i> or <i>Attack Move action</i> upon the enemy units arked unit immediately reverts to its previous vigour state. The Marked unit	23		
7	The Bear's Jaws	1 2	3 4 5 6 7 8 9	83	0"	0"	18"	24"	2	No Lethal Range; Pierce	11		
8	Obdurate Focus	1 2	3	Marked Man: Marked v Constant Effect: The I gains the 'fearless' trait Rules: Once per Mark;	Marked unit be t.	ecomes an Ol				rked unit. r gains the ' stubborn ' trait. If the Obdurate warrior was already stubborn, he	8		
9	Tanglebrush Focus	1 2	: 3	47	Marked Po effect terral TEMPER va 5" Tangle. permanent! Immediat amount of i Constant (called a Ta whether its	in or any other in or any other ilue. brush Temp iy. The Tangle the Effect: Each invoked dice Effect: Each ANGLE TEST) TANGLE TEST unted warriors	er type of effective place the counts of enemy war rolled by the enemy warrious passed, and is passed or	ect terrain. When the centre of the centre o	nen placed up ne 5" Tangleb ub area terra e Tanglebrush ts to <i>Move</i> w pt to <i>Avoid</i> or	eature or upon a man-made terrain feature, and not within other Tanglebrush on units, the Mark becomes the unit within the Tanglebrush with the highest rush area effect template upon the Marked point, which remains there in. In when it is placed becomes entangled and each must attempt to Avoid the ithin the Tanglebrush immediately becomes entangled unless a MIGHT TEST ne invoked die at the basic Power+ value of the invocation regardless of s or draught beasts must be used for this test in the case of mounted warriors or	13		
10	Hardened Focus	1 2	3	Marked Bears), or a B	unit may only ound unit cont Marked Unit be	be a friendly taining any co ecomes a Ha	mbination of	Marked Bears	5.	vera (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the in the Hardened unit (a Hardened warrior) gains 1D10 Armour+ per invoked die	7		
11	The Bear's Roar	1 2	: 3	Marked Bears), or a B Constant Effect: The I	ound unit cont Marked unit, n m a <i>Roar actio</i> me shaken), a	taining any co now called a F on, will always nd must imm	mbination of loarer unit, pass their R	Marked Bears will always ha DAR TESTS ar	s. Ive the greate nd Frightened	era (if in bear form), Slēanbera, Frēabera, Bædubera or Morthorbera (the est mass in any <i>Combat action</i> regardless of its actual mass. Additionally, Roarer units become shaken regardless of their current vigour (frenzied units lose their	18		
12	Wall of Shields Focus	1 2	3 4		Marked unit be use of a shiel	ecomes a Wa ld have the 'a	lled unit and	d each Walled		Kin Man that bear a shield armour element. s a -1 parry modifier (to a minimum of 1) per invoked die. All parries made by	13		
13	The Bear's Strength	1 2	3 4 5 6	97	0"	0"	12"	15"	2	No Lethal Range; Ignores Avoids	8		
14	Implacable Focus	1 2	3 4	Marked Bears), or a B Constant Effect: The I warrior gains +2D10 CO	ked 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 ked Bears), or a Bound unit containing any combination of Marked Bears. Istant Effect: The Marked unit becomes an Implacable unit and each Implacable warrior gains the 'fearless' and 'tough' traits. Additionally, each Implacable ior gains + 2D10 CONSTITUTION per invoked die. 25: Once per Mark; Entire Mark; Transient.								
15	Mighty Focus	1 2	3 4 5 6	Marked Man: Marked v Constant Effect: The I Rules: Once per Mark;	Marked unit be	ecomes a Mig				rked unit. + + 2D10 MIGHT per invoked die.	11		

HEIRLOOMS OF THE ANGLECYNN Anglecynn Artefact List

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

Anglecynn nobles of mass 10 or less may muster any artefact as an artefact option except for brands, which may only be mustered as an artefact option by warriors of Beast privilege of any mass.

Mundane artefacts may be mustered by any vassal warrior of mass 10 or less. Jealous artefacts do not allow other artefacts to be mustered with them.

COMBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules	Cost		
Howling Blade Sorcerous Sword 1	+ 1 2	12	+12	2″			1	2	Borne	Mierce only; Add or Replace; Pierce; Parry; Quick Strike	6+M		
The wulf within speaks	Howler: The bearer ga	ains the 'howler'	and 'foreste	r' abilities if h	e did not alrea	ady have them.							
Huntsman's Ax	+ 1 2	10	+10	0.5"			1	1	Borne	Add or Replace; Hook	9+M		
1 Sorcerous Axe 2	+ 1	20	+20	0.5"			2	2	Borne	Foot only	ויודע		
Wrought beneath the hunter's moon	Scout: The bearer gains the 'scout' ability and modifies any AMBUSH TESTS he or his unit makes by -2D10.												
Gruntler Sorcerous Spear	+ 1 2	19	+19	1.5"			1	2	Borne	Eofora only; Foot only; Replace; Hedge; Quick Strike; Vicious Damage	10+M		
Made for the boar-path	Grunt: The bearer gair	ns the 'tough' tra	ait.										
Biting Sword Sorcerous Sword 4	+ 1 2 3	13	+13	0.5"			1	2	Borne	Add or Replace; Pierce; Parry; Ignores Armour	6+M		
Keen-edged and true	Biter: enemy warriors	enemy warriors struck by the Biting Sword must re-roll fated parry dice. The result of the re-roll is binding.											
Wulf's Edge Sorcerous Sword 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	Swift as the Wulf: the bearer gains +1 PACE and +2D10 SKILL (roll for this in the battle rolls step).												
Singing Spear Sorcerous Spear 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		
Into glorious battle	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 2 3 4	16	+16	0.5"			1	1	Borne	Add or Replace;	7+M		
Unferth's Gift Sorcerous Sword 7	+ 1 2 3	32	+32	0.5"			2	2	Borne	Mordant; Parry Foot only	7 + 141		
The spite of jealousy	The Gift: if the bearer of Unferth's Gift rolls a fated miss die (for any of his combat weapons) in an Attack action, that fated miss die removes one strike die if there are any. If there are no strike die, a fated strike die is removed instead. If there are no strike die, a fated strike die is removed instead. If there are no strike die.												
	+ 1 2 3 4	32	+32	1"			2	2	Borne	Add or Replace; Hook; Vicious Damage	12+M		
Sorcerous Axe Of ale and battle	Glorious Promise: the	e bearer of the	Axe of Wælh	all gains the 'i	fearless' trait	and a -1 strike mod	lifier for this combat	weapon.					
Beorning	+ 1 2 3	22	+22	0.5"			1	1	Borne	Beornica only; Replace;	0.14		
1 Sorcerous Sword 9	+ 1 2	44	+44	0.5"			2	2	Borne	Pierce; Parry Foot only	8+M		
Borne by the bear-men of old	Hard: the bearer of Be	orning gains the	e 'tough' trait										
	+ 1 2	16	+16	1.5"	16	+32	1	1	Borne	Replace; Hedge; Mounted Impact Strike; Mounted Charge+; Pierce	8+M		
Sorcerous Spear Made as the tides turned	Rivener: the bearer of	the Ordgār ma	y re-roll the r	miss dice of th	nis combat we	apon.							

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	
Bow of Scirwoda	+ 1 2 3 4 5 6	11	+11	0"	6"	48"	60"	1	2	Borne	Replace; Move and Shoot; Ride and Shoot	8+M	
Bow Forged in the forest	For the Skilled: Only	y warriors with a	SKILL attribu	te of 60 or mo	re may bear	this weapon.							
Sky Claws	+ 1 2	9	+9	-	-	-	-	1	-	Borne	Replace	7	
Arrows ² Wulf-blades	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.												
Tiwsgār	1 2 3	12	+12	0"	3″	16"	24"	2	1	Borne	Add; Move and Shoot; Ride and Shoot; Impetus Shot	12+M	
Sorcerous Throwing Spear The spear of the Ōs	BeastBane: The Tiwsgār causes vicious damage against warriors of the class Beast or Monstrous Beast. Additionally, the Tiwsgār always returns to its bearer after being thrown (meaning, it has infinite sho and cannot be destroyed or negated by any means.												
Wælcyrge's Wend	+ 1 2	14	+14	0"	9″	48"	72"	2	2	Borne	Replace	10+M	
Sorcerous Bow The sky beyond	Wender: Circling warriors damaged by Wælcyrge's Wend must immediately Land involuntarily upon a point within 24" of the bearer.												
Woden's Pain	-	12	+12	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce	3	
Sorcerous Arrows 5 Vengeance is his	Sacrificial: A unit wounded by Wöden's Pain must perform a Panic reaction immediately.												
Ælfārwe	-	9	+9	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Terrible Damage	11	
Sorcerous Arrows The ælfar strike	Swift Shots: evade rolls are modified by +1 against Ælfārwe shots.												
Tiwsboga	+ 1 2 3	18	+18	0"	9″	48"	60"	2	2	Borne	Add or Replace	5+M	
Sorcerous Bow The bow of the Ōs	Unerring: The beare	r of the Tiwsbog	a has a -1 sh	oot modifier w	hen using the	e Tiwsboga.							
Yewborn Bow Sorcerous Bow 8	+ 1 2 3 4	18	+18	0"	6"	36"	48"	2	2	Borne	Add or Replace; Pierce	7+M	
Wrought of the ancient yew	Flesh-finder: Evades	s against shot did	e from the Y	ewborn Bow a	re performed	with a +1 e	ade modifier						
Beora's Bow	+ 1	30	+30	0"	6"	36"	48"	2	2	Borne	Replace; Pierce	4+M	
Sorcerous Bow The mightiest of bows	For the Mighty: only	warriors with a	MIGHT attrib	ute of 40 or n	nore may bea	r this weapor	1.						
	+ 1 2	12	+12	-	-	-	-	1	2	Borne	Mierce only; Add or Replace; Move and Shoot; Ride and Shoot; Quick Shot	6+M	
Soaked in the blood of wolves	Forester: the bearer	gains the 'forest	er' ability and	counts wood	ed terrain as	open terrain	for line of sigl	nt 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
Scirmæl Combat Weapon Forging	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	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 become prone and unconscious. Scouts: Only warriors under SCOUT orders at the beginning of the battle and of the Kin 'Man' may use this weapon coating. Rules: Add; Mundane Artefact (1)	Borne	2
Foxesglōfa Weapon Coating	Rules: Add; Venom Damage; Mundane Artefact (1)	Borne	1
1 Wōdewistle Weapon Coating	Rules: Add; Death Damage (2); Mundane Artefact (1)	Borne	2

ARMOUR ARTEFACT	Armour+	C+A	Ha	lands	Class	Armour Rules	Cost					
Pyre Greaves	. 7	+7		0	Worn	Add or Replace	5+M					
Sorcerous Greaves Of once-burnt staves	Burned: the wearer gains the 'resistar	nt (fire, hellfi	trait.									
Wulfborn	4	+4		0	Worn	Mierce only; Add; Quick Parry	2+M					
Armour Emblem Swift as the wulf	Mierce: Only warriors of the Mierce re	alm may be	he Wulfborn emblem.									
Ida's Board	16	+16		0	Worn	Add or Replace; Parry; Aura Parry; Shieldwall	11+M					
Sorcerous Shield The heirloom of ancient times	Blade Turner: the bearer gains a part	a parry modifier of -2.										
Corselet of Hammered	17	+17		0	Worn	Add or Replace; Thwart	9+M					
Iron Sorcerous Corselet Skilfully wrought of folded iron	Impervious: The Corselet of Hammered Iron cannot be negated by any means.											
	11	+11		0	Worn	Add or Replace	5+M					
Skull Helm Sorcerous Helmet The skull of the beast	of Beornica: the wearer (if of the Bed	ornica réalm) a realm) gain	es Feral and frenzied, but adds two frenzied attack dice to his primary ins the 'stubborn' trait and adds +2D10 to his MIGHT, rolled in the Bat he 'tough' trait and adds +2D10 to his CONSTITUTION, rolled in the Ba forester' trait and adds +1 to his PACE.	attle Rolls	step.	ead of one.						
Armour of	10	+10		0	Worn	Replace	4+M					
Beaten Leather Light Armour Made of the swiftest	Light: The wearer gains +1 PACE.											
Hama's Helm	8	+8		0	Worn	Add or Replace	6+M					
Helmet Only the worthy may wear	Tough: the wearer of Hama's Helm ga	ains a -1 parı	nodifier.									
Hama's Mail	35	+35		0	Worn	Replace; Ignores Weapons	9+M					
Corselet Only the strong may wear	Weapon-Turner: the wearer of Hama	a's Mail gains	-1 parry modifier.									
Pelt Shield	. 12	+12		1	Borne	Add or Replace; Parry; Shieldwall	2+M					
Shield Of freely given pelts	The bearer gains a parry modifier of -:	1 when using	e Pelt Shield.									
Blade Breaker	24	+24		0	Worn	Add or Replace	9+M					
Sorcerous Corselet Wrought of broken blades	Tough: the wearer gains the 'tough' a Blade Breaker: if the wearer rolls a fi		ust roll a D5. On the roll of a 5 the weapon that was parried is destroy	oyed.								

BANNER ARTEFACT	Banner Artefact Rules	Cost
Ealdhyrne Sorcerous Banner Finial	Old Horn: the bearer and any unit he has Joined 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 Dēra realm may bear the Ealdhyme. Host Banner Bearer: the Ealdhyme may only be borne by a host banner bearer.	3+M
1 Howling Banner Sorcerous Banner	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
Claws of Cynewald Sorcerous Banner Finial	Murderous: the bearer and the unit he has Joined 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
Wulfshead Sorcerous Banner Emblem	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
W ōdenwīsa Sorcerous Banner	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
Wermund's Honour Sorcerous Banner Emblem	The Glory of the Angles: the bearer and any unit he has Joined gain +1 attack die on any weapon of the type Spear.	6+M
Banner of the Wolfborn Sorcerous Banner	For Miercel: the bearer of the Banner of the Wolfborn and the unit he has Joined 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
Banner of Tamtun Sorcerous Banner	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
Pride of Dunholm	Implacable: the bearer and any unit he has Joined 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
Tytila's Tusks Sorcerous Emblem	Nails: the bearer and any unit he has Joined gain the 'tough' trait and the 'pierce' rule for their primary combat weapons. Eofora only: Only warriors of the Eofora realm may bear Tytila's Tusks. Host Banner Bearer: Tytila's Tusks may only be borne by a host banner bearer.	7+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
Battle Dirge	To Their Death: each enemy Living unit that fails a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction regardless of their new heart (except for frenzied units).	6
Thing-Horn Instrument	Man only: only mustered heralds of the Kin Man may bear a Thing-Horn. Inspirer: the bearer may re-roll all INSPIRE TESTS while bearing the Thing-Horn. The second roll is binding. Rules: Mundane Artefact	1+M
Cry of Wælhall	Welhall Awaits: one enemy Living unit that fails a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction with a panic modifier of +10.	4
Waldere's Breath Sorcerous Instrument	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
Thunor's Call	God of Thunder: warriors that are Inspired 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	Angered: a unit that performs the Killer's Howl with a Howl action 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 Howl. This only applies to warriors of the Kin wulf, gadawulf, frēawulf, weelwulf, banawulf, guthwulf and meagenwulf. Rules: Mundane Artefact Mierce only: only warriors of the Mierce realm with the 'howler' ability may perform the Killer's Howl.	8
Horn of Tamtun Sorcerous Instrument	To Battle!: Should the bearer perform a successful Inspire action, the next Flank action 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	Quickened: a successful Roar action 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 between the hour. Rules: Mundane Artefact Roarers only: only warriors with the 'Roarer' ability may perform the Roar of the Rock.	4
Forester's Horn Sorcerous Instrument	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
Shield Thunder	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
Ear of Coenwulf Sorcerous Pendant	Listener: the wearer of the Ear of Coenwulf may swap earth rolls of 0 during an Earth reaction, thus causing fumbled invoked dice. Should he do so, however, he suffers 1 wound per 1 fumbled invoked dies wapped. Rules: Add or Replace	Worn	7+M
Amber Seal Sorcerous Brooch	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 2 Amber Seal is destroyed. Rules: Ado or Replace	Worn	6+M
Arm-Ring of Heorot Sorcerous Vambrace	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 3 parries. Rules: Add or Replace	Worn	5+M
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
Cloak of the Black Bear Sorcerous Cloak	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 Attack action; 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
Crookback Tusk Sorcerous Pendant	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
Forgotten Leaf Sorcerous Brooch	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
Friga's Eye Sorcerous Pendant	Friga 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
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
Wulfbone Rings Sorcerous Vambraces	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 ARTEFAC	Т	Enchanted Artefact Rules	Class	Cost
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
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
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
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
Pelt of Scīrwōda	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
Wulfsceath 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
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. Rules: Add.	Worn	3+M
Eostre's Tears Sorcerous Belt-Hung Potion	8	Invigorated: the bearer may drink Eostre's Tears at any point in his activation. Once drunk, Eostre's Tears increases the drinker's WOUNDS by D5. Rules: Add or Replace; One Use Only	Borne	6+M
Irksome Ferrets Ferrets	9	Nasty Bites: Graze dice caused by the bearer of the Irksome Ferrets become damage dice. Rules: Add	Borne	3+M
Cnebba's Tooth Sorcerous Pendant	10	Pack Wulf: The wearer of Cnebba's Tooth may Bind to a unit of wulfas when mustered. Whilst Bound to the wulfas, the wearer of Cnebba's Tooth cannot be Attacked by any enemy warrior under any circumstances; enemy warriors must Attack the wulfas instead. To facilitate this, wulfas within the wearer's Bound unit must be Fetch Moved 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
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
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
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
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
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
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
Mark of the Maun Brand	8	Tough: the bearers of the Mark of the Maun gain the 'tough' trait.	Natural	1+UM
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
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

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Anglecynn	Mierce	Man Werwulf	War	ord	No	ble	Elite	Unique +		М	ass 1	Base 30r	Size	87	7
PEN	NDA	Pace	Sk	ill	Mig	ght	Constitution	Wou	ınds	Fort	itude	Auth	ority	Tem	per
Fea	nrless	5	9	1	5	1	47	9)	g	96	9	6	29	9
Abil	lities	Forester; Disciplined; Sh	ieldwall; Tacti	cian; Overlo	rd (Mierce, Be	eornica, Dēra)									
Wound	d Track	1 2 3 4 5 6 7 8 9													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Ru	ules			Į.
Næd	gling	1 2 3 4 5 6 7 8	16	67	0.5"			1	1	Borne	Switch (Næg			Parry	
Sorcero	us Sword ads of Beowulf's shattered	1 2 3 4 5 6 7	32	83	0.5"			2	2	Borne	Vicious Dama	nat Broke the age	wyrm;		
OMBAT WEA	PON OPTIONS	1 2 3 4 5 Claws **Attack Dice**	19 Weapon+	70 м+w	0.5 " Att Rge	Charge+	M+W+Ch	1 Damage*	1 Hands	Borne Class	Weapon Ru		ious Damage	Vicious Dama	age <i>Co</i>
	and Claws Sword; Claws		19	70	0.5 "			1	1	Borne			ious Damage	Vicious Dama	age
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Sp	lfgār pear	1 2 3 4 5 6 7 8	15	66	1.5 "	15	81	1	1	Borne	(Nægling); Mo	ounted Impact	Strike; Mounte	d Charge+	
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Sp Wulfgār a Spear,	pear and Claws ;; Claws		15 19	66 70		-		-	1	Borne Borne	(Næḡling); Mo Add; Switch (Næḡling and Claws)	ounted Impact Mounted Imp Vicious Dan	Strike; Mounte pact Strike; Mo	d Charge+	
Sp Wulfgār a Spear,	near and Claws	1 2 3 4 5 Wulfgār	15 19 Armour+	66 70 C+A	1.5 "	-		1	1 1 Hands	Borne	(Næğling); Mo Add; Switch (Næğling	ounted Impact Mounted Imp Vicious Dan	Strike; Mounte pact Strike; Mo	d Charge+	0
Wulfgār a Spear, ARM Wulfl	pear and Claws ; Claws IOUR byrne	1 2 3 4 5 Wulfgāi 1 2 3 4 5 Claws	15 19 Armour+	66 70 C+A	1.5 " 0.5 "	15	81	1 1	1 1 Hands	Borne Class Worn	(Næḡling); Mc Add; Switch (Næḡling and Claws) Armour Rul Wulf head ei	ounted Impact Mounted Imp Vicious Dan les	Strike; Mounte pact Strike; Mo	d Charge+	
Spear, Wulfgār a Spear, ARM Wulfl Helm; Br	near and Claws ; Claws	1 2 3 4 5 Wulfgār 1 2 3 4 5 Claws Wulf head emblem: P	15 19 Armour+ 13 enda's helm an Wulfbyrne is a	66 70 C+A 60 d breastplat	1.5 " 0.5 " e exaggerates	a both his batt		1 1 1	1 1 Hands 0 wears the W	Borne Borne Class Worn Julfbyrne, he	(Nægling); Mo Add; Switch (Nægling and Claws) Armour Rui Wulf head et	Mounted Impact Mounted Imp Vicious Dan les mblem	Strike; Mounte pact Strike; Mo nage	d Charge+ Dunted Charge	0
Sp. Wulfgār a Spear. ARM Wulfl Helm; Bi In ancient heirdom of P noth protects its wearer Wulf	pear and Claws ; Claws IOUR byrne reastplate reastplate and enhances his ferocity Escyld	1 2 3 4 5 Wulfgār 1 2 3 4 5 Claws Wulf head emblem: P	15 19 Armour+ 13 enda's helm an Wulfbyrne is a	66 70 C+A 60 d breastplat	1.5 " 0.5 " e exaggerates	a both his batt	81 tle-cries and his feral aspec	1 1 1	1 1 Hands 0 wears the W	Borne Borne Class Worn Julfbyrne, he	(Nægling); Mo Add; Switch (Nægling and Claws) Armour Rui Wulf head et	Mounted Impact Mounted Imp Vicious Dan les mblem	Strike; Mounte pact Strike; Mo nage	d Charge+ Dunted Charge	0
Wulfgar a Spear ARM Wulfl Helm; Bi An ancient heirdom of P both protects its wearer Wulf Months and the swiftness with the swif	pear and Claws ; Claws IOUR byrne reastplate enads line, the Wulftyrne and enhances his ferocity icidid ses of wolves, the Wulfsyrld	1 2 3 4 5 Wulfgār 1 2 3 4 5 Claws Wulf head emblem: P	15 19 Armour+ 13 enda's helm an Wulfbyrne is as down, but the	66 70 C+A 60 d breastplat a powerful speir silver con	1.5 " 0.5 " e exaggerates ymbol of Pendst is as norma	a both his batt	81 tle-cries and his feral aspec	1 1 1	1 1 Hands 0 wears the Worf it. When m	Borne Borne Class Worn Julfbyrne, heustering, the	(Nægling); Mc Add; Switch (Nægling and Claws) Armour Rul Wulf head et e is Fearsome. e silver cost of a	Mounted Impact Mounted Imp Vicious Dan les mblem	Strike; Mounte pact Strike; Mo nage	d Charge+ Dunted Charge	0
Wulfgar a spear ARM Wulfi Helm; Bi in ancient heirboom of Poth protects its wearer Wulfi Wulfi was a spear with the swiftness can deflect the	pear and Claws ; Claws IOUR byrne reastplate rends' line, the Wulfbyrne and enhances his ferocity scscyld iield	1 2 3 4 5 Wulfgār 1 2 3 4 5 Claws Wulf head emblem: P Powerful Symbol: The halved, rounding fraction	15 19 Armour+ 13 enda's helm an Wulfbyrne is as down, but the	66 70 C+A 60 d breastplat a powerful speir silver con	1.5 " 0.5 " e exaggerates ymbol of Pendst is as norma	a both his batt	81 tle-cries and his feral aspec	1 1 1	1 1 Hands 0 wears the Worf it. When m	Borne Borne Class Worn Julfbyrne, heustering, the	(Nægling); Mc Add; Switch (Nægling and Claws) Armour Rul Wulf head et e is Fearsome. e silver cost of a	Mounted Impact Mounted Imp Vicious Dan les mblem	Strike; Mounte pact Strike; Mo nage	d Charge+ Dunted Charge	
Wulfgar a Spear, ARM Wulff In Helm; Bi n ancient heirloom of P oth protects its wearer Wulff Sh habued with the swiftnes can deflect the WARRIO WOGEN Penda is the leader o ten accompanied by	pear and Claws ; Claws IOUR byrne reastplate reastplate and enhances his ferocity scyld ield ield so so f wolves, the Wulfsyrid quickest of blows	Wulf head emblem: P Powerful Symbol: The halved, rounding fraction Wulf-Swift: Penda's W Rules Wulf Master: One unit werwulf, wælkwulf, banar Ferocious: Penda beco banawulf, guthwulf or a bilities. Leader: Penda must lee	15 19 Armour+ 13 13 wulfbyrne is as down, but the 12 ulfscyld has the 12 ulfscyld has the 14 ulfscyld has the 14 ulfscyld has the 15 ulfscyld has	66 70 C+A 60 d breastplate a powerful syetic silver coor 72 e Quick Par wulf, waelwuor mægenwe	e exaggerates mibol of Pend st is as normal ry rule.	s both his battle and his rule for the purp	81 tle-cries and his feral aspec	1 1 1 1 t. While Penda side because of the command becommand become of the command become any other unit his it as normal bin it is as normal bin i	1 1 Hands 0 a wears the W f it. When m 1	Borne Class Worn Vulfbyrne, he ustering, the Borne unit with a for the purpand that is n y, Penda gai	(Neegling): Mc Add; Switch (Neegling) and Claws): Armour Rul Wulf head et is Fearsome. silver cost of a Wulf-Swift n AUTHORITY oos of flusher wins the 'flanker'	Mounted Impact Mounted Imp Vicious Dan les mblem of 0 and any ing. uulf, gadawult ability, but ke	strike; Mounte nact Strike; M nage other units o f, frēawulf, w sses the 'disci	of Charge nunted Charge that is not a not f the Kin wulf, erwulf, waelwul plined' and 'tax	frēaw
Wulfgär a Spear, ARM Wulfi Helm; Bi In ancient heirloom of P poth protects its wearer Wulf Sh mbued with the withrus can deflect the i WARRIO Woden Penda is the leader o the accompanied by ba	pear and Claws ; Claws IDUR byrne reastplate reastplate indis line, the Wulfbyrne and enhances his ferocity is scylid ield so of wolves, the Wulfscyld quickest of blows DR RULES I'S Hunt of Woden's Hunt and is the beasts of the wild in	1 2 3 4 5 Wulfgār 1 2 3 4 5 Claws Wulf head emblem: P Powerful Symbol: The halved, rounding fraction Wulf-Swift: Penda's W Rules Wulf Master: One unit werwulf, waelwulf, banar Ferocious: Penda beco banawulf, guthwulf or m abilities.	15 19 Armour+ 13 13 wulfbyrne is as down, but the 12 ulfscyld has the 12 ulfscyld has the 14 ulfscyld has the 14 ulfscyld has the 15 ulfscyld has	66 70 C+A 60 d breastplate a powerful syetic silver coor 72 e Quick Par wulf, waelwuor mægenwe	e exaggerates mibol of Pend st is as normal ry rule.	s both his battle and his rule for the purp	81 tle-cries and his feral aspec, and warriors flock to his soses of the Butcher's Bill. rulf unit) included in his co and halve their AUTHORITM appon and may not include lich may include nobles with	1 1 1 1 t. While Penda side because of the command becommand become of the command become any other unit his it as normal bin it is as normal bin i	1 1 Hands 0 a wears the W f it. When m 1	Borne Class Worn Vulfbyrne, he ustering, the Borne unit with a for the purpand that is n y, Penda gai	(Neegling): Mc Add; Switch (Neegling) and Claws): Armour Rul Wulf head et is Fearsome. silver cost of a Wulf-Swift n AUTHORITY oos of flusher wins the 'flanker'	Mounted Impact Mounted Imp Vicious Dan les mblem of 0 and any ing. uulf, gadawult ability, but ke	strike; Mounte nact Strike; M nage other units o f, frēawulf, w sses the 'disci	of Charge nunted Charge that is not a not f the Kin wulf, erwulf, waelwul plined' and 'tax	frēawi

FRAM Unit Size Hands Realm Kindred Kin Class Privilege Acuity Ubiquity Cost 1 Base Size 70x40mm Beast Ardent Mount; Mount Only Wild Uncommon 8 Anglecynn Mierce Vassal Constitution **FRAM** Pace Skill Might Wounds **Fortitude Authority Temper** 9 21 40 25 4 36 40 26 Insensate; Fearless Abilities Bulk Charger; Forester Wound Track 1 2 3 4 **COMBAT WEAPON** Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules **Trampling Hooves** 1 2 3 10 31 1" 0 Natural Sightless Strike ARMOUR C+A Class Armour Rules Armour+ Hands Horswærd 7 32 0 Worn ANG-MRC-0002-400 - Penda the Bloody-Handed on Horse

					J	OA	NN.	A								
Kindred	Realm	Kin	Cla	icc	Drivi	ilege	Acı	uitv	Ubio	wity		ınds	Uni	t Size	C	ost
Killuleu	Keaiiii	KIII	Cic	133	FIIV	liege	Au	ancy	ODIC	luicy		2		1		031
Anglecynn	Mierce	Man	War	lord	No	ble	EI	ite	Unique	+ Rare	М	ass 1		e Size Imm	8	80
JOANNA		Pace	Sk	ill	Mig	ght	Consti	tution	Wot	ınds	Fort	itude	Auth	ority	Ten	nper
Fearless		5	7	8	4	3	2	9		5	٩	98	ç	94	2	26
Abilities		Beast Handler; Discipli	ned; Forester; S	Shieldwall; T	actician; Overi	lord (Mierce,	Beornica, Dēr	a, Eofora)								
Wound Track		1 2 3 4 5 6														
COMBAT WEA	PON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	_	1 2 3 4 5 6	12	55	0.5"				1	1	Borne	Mirror-Brigh	t. CJ	Parry		
Brihtsweor	d	1 2 3 4 5	24	67	0.5"				2	2	Borne	Mirror-Brigh	t; Goad	Foot only		
Sword		Mirror-bright: the Bri	htsweord gives	Joanna a -1	strike modifier	when Attac	king enemy wa	arriors.								,
SHOT WEAPON OF	PTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			Cos
Вода Воw		1 2 3	9	52	0"	9"	36"	60"	1	2	Borne	Add; Scout				3
ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	iles			
Wulfbyrne			11	40						0	Worn	Enduring Ar	mour			
Light Armour	•	Enduring Armour: Th	ne Wulfbyrne mo	odifies Joann	na's parry, evad	de and sight	avoid rolls by	-1. This is cu	mulative with	her Wulfscylo	i.					
Wulfscvld			12	52						1	Borne	Enduring Sh	ield; Parry			
Shield		Enduring Shield: The	Wulfscyld modi	fies Joanna'	s parry, evade	and sight av	oid rolls by -1	. This is cum	ulative with he	er Wulfbyrne.						
WARRIOR RU	ILES	Rules														
Freya's Hear		Beast Master: Joanna Attack, Shoot or Invoki failed, that Beast or Mo Beast must perform a	<i>e</i> against her - o onstrous Beast n	r any Beast nust select a	or Monstrous I different warr	Beast in her of ior to Attack,	command - if to Shoot or Invi	they pass a Fooke that does	ORTITUDE TE	ST (called a I	HEARTH TES	T), including fr	enzied or Fe	ral units. If the	HEARTH TE	EST is
MOUNT OPTIO	NS .	Mount Option Rules		, ,									Mass	Mount+	C+A	Cos
Horsa Beast Mou	nt	May ride a Horsa; Ride	er gains the Flan	ker ability									3			8
MOUNT ARMOUR O	PTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cos
Horswærd Bard	dina		6	46						0	Worn	Add				1

					FO	RT FOR-	HE(ĠΝ									
Kindred	Realm	Kin	Cla	ss	Privi	ilege	Acı	iity	Ubiq	uity		ands 2	Uni	Size	_ (Cost	
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Man	Warl	ord	No	ble	Vete	eran	Uncor	nmon		lass		e Size		34	
FORT	HEĞN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Tei	mpe	er
		5	83	3	4	4	3	1	7	,	ç	90	ç)2		23	
Abi	lities	Bind [Mierce] (Gadawult	f, Wulf); Discipl	lined; Shield	dwall; Tacticial	7							1				
Woun	d Track	1 2 3 4 5 6 7															
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
Swa	eord	1 2 3 4 5 6 7	9	53	0.5 "				1	1	Borne	Parry					
	vord	1 2 3 4 5 6	18	62	0.5 "				2	2	Borne	Foot only					
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Foot only Weapon Rules Add or Replace (Sweord); Mounted Impact Strike; Mounted Charge+; Hedge					Cost
Gār	* Spear	1 2 3 4 5 6 7	9	53	1.5 "	9	62		1	1	Borne		ld or Replace (Sweord); Mounted Impact			3	-3
Æ	X Axe	1 2 3 4 5 6 7	9	53	0.5 "				1	1	Borne				look		0
Æ	x Axe	1 2 3 4 5 6	18	62	0.5 "				2	2	Borne	Replace (Sv	veora)	F	oot only		U
Sweord and	d Æx Sword; Axe	1 2 3 4 5 6 7 8 9	12	<i>56</i>	0.5 "				1	2	Borne	Replace (Sv	veord); Hool	or Parry; (Duick Strike		0
Two Sweo	rds Two Swords	1 2 3 4 5 6 7 8 9	12	<i>56</i>	0.5 "				1	2	Borne	Replace (Sv	veord); Parry	r; Quick Stri	ke		0
Guthamo	OF Warhammer	1 2 3 4 5 6	18	62	1 "				2	2	Borne	Replace (Sv	veord); Foot	only			0
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules				Cost
Вод	ia Bow	1 2 3	10	54	0"	9"	36"	60"	1	2	Borne	Add					3
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles				
	elm _{Imet}		4	35						0	Worn						
	rne rselet		12	47						0	Worn						
	yld nield		11	58						1	Borne	Parry					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles				Cost
Guthby	rne Corselet		17	63						0	Worn	Replace (B)	rne)				2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	(Cost
Horsa	Beast Mount	May ride a Horsa; Rider	gains the Flani	ker ability									3				8
Great Ha	rt Beast Mount	[Dēra] May ride a Great	Hart; Rider ga	ins the Flan	ker and Fores	ter abilities							3				23
MOUNT ARM	OUR OPTIONS		Armour+	C+A	with a	option				Hands	Class	Armour Ru	ıles			(Cost
Horswa	erd Barding		8	66	+Corselet	71				0	Worn	Add; Mount	ed only				1

					FOR	FOR-W	vy-lə-rə	EK								
Kindred	Realm	Kin	Cla		Duite	ilege	Acı	.ia.	Ubiq		Ha	nds	Unit	: Size	Co	
Kinureu	Realm	KIII	Cla	155	Priv	liege	ACI	iity	Obiq	uity		2		1	Co	St
Anglecynn	Beornica, Dēra, Eofora, Mierce	Man	War	lord	No	ble	w	ild	Ra	re	М	ass		e Size mm	6	3
500 14/3		_			2.41											
FORW	IĞLERE	Pace	Sk	3 11	Mi	ght	Consti	tution	Wor	ınds	Fort	itude	Tem	ıper		
Inse	nsate	5 44 38 28 5 81 40											7	4		
Abil	lities											Focus Ra	nge: 11'			
Wound	d Track	1 2 3 4 5												Eartl	Dice: 1 2	3 4 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	eord	1 2 3 4	8	46	0.5 "				1	1	Borne					
	enstæf ous Staff	1	4	42	1 "				1	1	Borne	Mægenstæf	Artefact; So	rcerous Dama	ge	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	rne selet		4	32						0	Worn					
ARTE	FACTS	Artefact Rules														
	enstæf ous Staff	Of Middle-Earth Pow 2D10 (called the Stron											tions, before	he has perfor	med any <i>acti</i>	ions, roll
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Horsling	Beast Mount	May ride a Horsling; Ri	der gains the Fi	anker ability	/								2			4
Horsa	Beast Mount	May ride a Horsa; Ride	r gains the Flan	ker ahility									3			6

				W	ER	WU	LF WER-world	FOR-thay	RTI	1EG	N					
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı		Ubiq	uity		nds	Unit Size	Co	st
		ļ	16					w					ass	Base Size	5	^
Anglecynn	Mierce	We	erwulf	Warl	ora	NO	ble	W	ila	Uncon	nmon		2	40mm	5	9
WERWULF	FORTHEĞN	P	ace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate;	Fearsome		7	70	0	5	4	4	5	1	1	8	19	78	2	4
Abil	ities	Bulk Charg	ger; Forester;	Howler; Kinsm	an (Beornica	, Dēra)										
Wound	l Track	1 2 3 4	5 6 7 8 9 1	0 11												
COMBAT	WEAPON	Atta	ick Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Swe	ord	1 2 3 4	5 6 7 8	9	63	0.5 "				1	1	Borne	Parry; Quick	c Strike		
Sw	ord	1 2 3 4	5 6 7	18	72	0.5 "				2	2	Borne	Switch (Rak	ing Claws)		
. Raking		1 2 3		12	66	0.5"				1	1	Natural	Quick Strike			
Snappir		1 2 3		15	69	0"				2	0	Natural				
COMBAT WEA	PON OPTIONS	Atta	ack Dice	Weapon+	M+W	Att Rge				Damage*	Hands	Class	Weapon R	ules		Cost
Gār	Spear	1 2 3 4	5 6 7 8	9	63	1.5 "				1	1	Borne	Add or Repi	lace (Sweord); Hedge		2 -7
SHOT WEAP	ON OPTIONS	Sho	oot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		Cost
Bo <u>ā</u>	a Bow	1 2 3 4		9	63	0"	9"	36"	60"	1	2	Borne	Add			4
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
By:				11	56						0	Worn				
ARMOUR	OPTIONS			Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles		Cost
2 Helm	Helmet			5	61						0	Borne	Add			1
3 Scyla	Shield			10	66	+Helm	<i>71</i>				1	Borne	Add; Parry;	Shieldwall		2

			W	ER	BEI	RA WER-ber-a	FOI FOR-thay	ŖTŀ	ΙΕĠ	N				
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv	На	nds	Unit Size	Cost
			-					s human)		,		ass	1 Base Size	
Anglecynn	Beornica	Werbera	Warl	ord	No	ble			Uncor	nmon			30mm/50mm	69
WERBERA FORTHEGN Pace Skill Might Constitution Wounds Fortitude Authority														Temper
as human: Inse	nsate; Stubborn	5	83	3	4	5	3	2	7	7	9	3	92	18
as bear: Insensate; Stui	bborn; Tough; Fearsome	6	6:	1	6	2	6	1	1	5	8	3	64	30
Abil	ities	as human: Shapeshifter	(Forthegn); Ta	ctician; as b	ear: <i>Bulk Cha</i>	rger; Foreste	r; Roarer; as e	ither: Kinsma	ın (Mierce, Dê	ēra)				
Wound	l Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14											
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Ber	æx	1 2 3 4 5 6 7	8	53	1 "				1	1	Borne	Hook; hum	an form	
Human F	orm - Axe	1 2 3 4 5 6	16	61	0.5 "				2	2	Borne	Human forr	n	
Ber	æx	1 2 3 4 5 6 7 8 9	8	70	1 "				1	1	Borne	Hook; bear	form	
Bear Fo	m - Axe	1 2 3 4 5 6 7 8	16	78	0.5 "				2	2	Borne	Switch (Rak	ing Claws); Bear form	
	Claws	1 2 3 bea	14	76	0 "				1	1	Natural	Grab; Parry	; Bear form	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
	Nato	humar	5	37						0	Worn	Human forr	n	
Gut	ласе													

						THE	EGN										
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Uni	t Size	C	Cost	
	Beornica, Dēra, Eofora,		·		<u> </u>						_	2 lass	Bas	1 e Size		-	
Anglecynn	Mierce, Northumbraland	Man	Ward	chief	No	ble	Vete	eran	Com	mon		1	30)mm	-	21	
TH	IEĞN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auti	ority	Ter	npe	er
		5	7	8	3	8	2	4	5	5	8	34		35		22	
A	bilities	Bind [Mierce] (Gadawu	ılf, Wulf); Discip	lined; Shield	dwall; Tacticia	n	<u>'</u>										
Wou	ınd Track	1 2 3 4 5															
СОМВА	T WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules				
Sv	veord	1 2 3 4 5	9	47	0.5 "				1	1	Borne	Parry					
	Sword	1 2 3 4	18	56	0.5 "				2	2	Borne	Foot only					
COMBAT WE	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules			(Cost
G	ār Spear	1 2 3 4 5	9	47	1.5 "	9	56		1	1	Borne	Add or Rep. Strike; Mou	lace (Sweord Inted Charge	l); Mounted Im +; Hedge	pact	1	-2
	Ex Axe	1 2 3 4 5	9	47	0.5 "				1	1	Borne	Replace (Si		Hoo			0
^	EX Axe	1 2 3 4	18	<i>56</i>	0.5 "				2	2	Borne	Replace (3)	webru)	Foo	t only		U
Sweord a	nd Æx Sword; Axe	1 2 3 4 5 6 7	9	47	0.5 "				1	2	Borne	Replace (Si	weord); Hoo	k or Parry; Qui	ick Strike		1
Two Swe	eords Two Swords	1 2 3 4 5 6 7	9	47	0.5 "				1	2	Borne	Replace (Si	weord); Parr	y; Quick Strike			1
Guthan	nor Warhammer	1 2 3 4	18	56	1 "				2	2	Borne	Replace (Si	weord); Foot	only			0
SHOT WEA	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules			(Cost
Bo	oga Bow	1 2	9	47	0"	9"	36"	60"	1	2	Borne	Add					2
AR	MOUR		Armour+	C+A						Hands	Class	Armour Ru	ules				
	and Byrne et; Corselet		4	28						0	Worn						
В	yrne Orselet		11	39						0	Worn						
S	Scyld Shield		10	49						1	Borne	Parry					
ARMOU	R OPTIONS		Armour+	C+A						Hands	Class	Armour Re	ules			(Cost
Guthb	yrne Corselet		15	<i>53</i>						0	Worn	Replace (B)	yrne)				2
NOBLE	OPTIONS	Noble Option Rules														(Cost
Guthfanaber	end Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abili	ty											7
Guthornbl	awere Host Herald	May bear the Host's In	strument. Gains	the Host H	erald ability												7
Guthhur	ntsmann Scout	Foot only; Muster with	(bow); gains th	e Forester,	Scout and Ski	rmisher abilit	ies and, if he i	s a command	der, the Marks	man ability;	cannot be th	e general					5
MOUN	T OPTIONS	Mount Option Rules											Mass	Mount+	C+A	(Cost
Horsa	Beast Mount	May ride a Horsa; Ride	r gains the Flan	ker ability									3				7
Great H	lart Beast Mount	[Dēra] May ride a Grea	nt Hart; Rider ga	ins the Flan	ker and Fores	ter abilities							3				20
MOUNT ARI	MOUR OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Re	ules			(Cost
Horsu	værd Barding		7	56	+Corselet	60				0	Worn	Add					1

ORDFRUMA Hands **Unit Size** Kindred Realm Kin Class Privilege Acuity Ubiquity Cost Base Size Mass Beornica, Dēra, Eofora, Mierce, Northumbraland Man Warchief Drilled 12 Anglecynn Noble Common **ORDFRUMA** Might Skill Constitution Wounds **Pace Fortitude Authority** Temper 5 62 33 20 **77** 50 **17 Abilities** Bind [Mierce] (Gadawulf); Disciplined; Shieldwall; Tactician Wound Track 1 2 3 4 **COMBAT WEAPON** Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules 1 2 3 4 9 0.5 " 42 Parry Sweord 1 1 Borne 0.5 " 1 2 3 18 **51** 2 2 Borne Foot only COMBAT WEAPON OPTIONS Charge+ M+W+Ch Weapon Rules Weapon+ Att Rge Damage* Add or Replace (Sweord); Mounted Impact Strike; Mounted Charge+; Hedge Paplace (Sweord) Hook 1 2 3 4 **Gār** Spear 9 42 1.5 " Borne 1 0 **51** 1 2 3 4 1 2 3 0.5 Borne Æx Axe Replace (Sweord) 0 0.5 " 18 Borne Foot only Sweord and Æx Sword; Axe 1 2 3 4 5 6 9 42 0.5 " 1 2 Borne Replace (Sweord); Hook or Parry; Quick Strike 1 Two Sweords Two Swords 1 2 3 4 5 6 9 42 0.5 " 1 1 Borne Replace (Sweord); Parry; Quick Strike 1 " 123 18 0 Guthamor Warhammer 51 2 2 Replace (Sweord); Foot only Borne SHOT WEAPON OPTIONS Shoot Dice Weapon+ M+WMin Rge Lth Rge Eff Rge Max Rge Damage* Hands Class Shot Weapon Rules Cost 9 Add Вода Вом 36" 60" **ARMOUR** Armour+ C+A Hands Class **Armour Rules Helm and Byrne** 4 24 0 Byrne 35 11 0 Worn Scyld 44 9 1 Borne Parry **NOBLE OPTIONS** Noble Option Rules Cost May bear the Host's Banner. Gains the Host Banner Bearer ability Guthfanaberend Host Banner Bearer 7 May bear the Host's Instrument. Gains the Host Herald ability Guthornblawere Host Herald Foot only; Muster with (bow); gains the Forester, Scout and Skirmisher abilities and, if he is a commander, the Marksman ability; cannot be the general **Guthhuntsmann** Scout 4 **MOUNT OPTIONS** Mount Option Rules Mount+ Cost Horsa Beast Mount May ride a Horsa; Rider gains the Flanker ability 3 6 Great Hart Beast Mount [Dēra] May ride a Great Hart; Rider gains the Flanker and Forester abilities 17 **MOUNT ARMOUR OPTIONS** Armour+ C+A Hands Class Armour Rules Cost Horswærd Barding 0 Worn Add NG-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; ANGDRA-1235 - Leofwen, Fane Bearer of Dēra

							1PA	\											
Kindred	Realm	Kin	Cla		Deix	ilege	Acı	itu	Ubiq	uitu	На	ınds	Uni	t Size		Cost			
Kinureu			Cla	155	Priv	liege	ACI	ity	Obiq	uity		2		1		JOSE			
Anglecynn	Beornica, Dēra, Eofora, Mierce	Man	Ward	chief	No	ble	Vete	ran	Uncor	mmon	М	ass 1		e Size Imm	:	29			
CEI	MPA	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auti	ority	Ter	mper			
		5	8:	2	4	1	3	0	•	5	8	38	7	79	:	23			
Abi	ilities	Host Champion; Bind [M	fierce] (Gadaw	ulf, Wulf); D	Disciplined														
Woun	d Track	1 2 3 4 5 6																	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules						
	l and Æx	1 2 3 4 5 6 7 8	10	51	0.5 "				1	2	Borne	Hook or Pa	ry; Quick St						
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost			
ı Gā i	" Spear	1 2 3 4 5 6	10	51	1.5 "	10	61		1	1	Borne			l and Axe); Mo Charge+; Hed		1 -1			
sweo	ord Sword	1 2 3 4 5 6	10 20	51 61	0.5 "				1 2	1 2	Borne Borne	Replace (Si	veord and A	Ex) Par	ry t only	1			
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles						
	byrne rselet		16	46						0	Worn								
	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ıles			Cost			
2 Heln	1 Helmet		5	51						0	Worn	Add				1			
3 Scyl	d Shield		11	<i>57</i>	+Helm	62				1	Borne	Add; Parry;	Shieldwall			2			
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost			
Horsa	Beast Mount	May ride a Horsa; Rider	gains the Flan	ker ability									3			7			
Great Ha	rt Beast Mount	Dēra only; May ride a G	reat Hart; Ride	r gains the I	Flanker and F	orester abiliti	es						3			22			
MOUNT ARM	OUR OPTIONS		Armour+	C+A	+Helm	+Helm	+H & Sh			Hands	Class	Armour R	ıles			Cost			
3 Horswa	erd Barding		6	52	<i>57</i>	63	68			0	Worn	Add				1			

					W		LER ·lə-rə	RE								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubio	juity	На	nds	Uni	t Size	Co	st
Anglecynn	Beornica, Dēra, Eofora, Mierce	Man	Ward	chief	No	ble	W	ild	Uncor	mmon	М	ass 1		e Size	4	2
WIĞI	LERE	Pace	Sk	ill	Mig	ght	Const	tution	Wou	ınds	Fort	itude		nority	Ten	per
Insen	sate	5	3	5	3	4	2	6		1	7	76	3	30	6	3
Abili	ities	Bind [Mierce] (Gadawu	lf, Wulf); Dissip	ater; Earthe	r; Forester; S	orcerer (1)									Focus R	ange: 8"
Wound	Track	1 2 3 4													Earth Dice:	1 2 3 4 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Swe		1 2 3	7	41	0.5 "				1	1	Borne	Parry				
2 Girds		1	3	37	1 "				1	1	Borne	Girdstæf Ar	tefact; Sorce	erous Damage		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
1 Byr			8	34						0	Worn					
ARTEF	ACTS	Artefact Rules														
Girds		Of Middle-Earth Pow the Gird roll). The res	er Comes: The ult of the Gird ro	e Girdstæf in oll is the amo	creases the Wount, in inches	iglere's focus that the Wi	range by D10 glere's focus r) inches. At the ange is increa	ne beginning onesed by for the	of each of the at activation.	e Wiğlere's ad	ctivations, befo	ore he has pe	erformed any a	actions, roll a	D10 (called
MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Horsling	Beast Mount	May ride a Horsling; Ri	der gains the Fl	anker ability	,								2			3
Horsa Be	east Mount	May ride a Horsa; Ride	r gains the Flan	ker ability									3			5

								EOP)							
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acu	iitv	Ubiq	uitv		nds	Unit Size	Co	st
-								-					2 ass	Base Size		
Anglecynn	eornica, Dēra, Eofora, Mierce		Man	Ward	hief		ble vidual	Vete	eran	Com	mon	M	ass 1		13	2
SCEC	SCEOP Pace Skill Might Constitution Wounds Fortitude Authority Temper														per	
5 46 32 18 3 96 21													21	3!	5	
Abiliti	ies	Host H	Herald; Bind [Miero	e] (Gadawulf,	Wulf); Augu	rer; Discipline	ed									
Wound 1	Track	1 2 3														
COMBAT W	VEAPON	A	ttack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ri	ules		
Sweo		1 2 3		8	40	0.5 "				1	1	Borne	Parry			
COMBAT WEAP	ON OPTIONS	A	Ittack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Sweord and A	Ex Sword; Axe	1 2 3	4 5	9	41	0.5 "				1	2	Borne	Replace (Su	eord); Hook or Parry		2
WARRIOR	RULES	Rules	;													
Heart	ten		ration: The Sceop FORTITUDE TEST				deeds. Any fi	riendly unit wi	thin 10" of a	Sceop may us	e his FORTIT	UDE, rather	than their unit	leader's, commander's or	general's FOR	TITUDE,
						AA	IG-MRC-12	290 - Aldhe	lm							

			(GU	THE		AB		END							
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	iitv	Ubio	quity		nds	Unit	Size	Co	ost
	Beornica, Dēra, Eofora,									,		2 ass	Race	Size		
Anglecynn	Mierce, Northumbraland	Man	Wan	chief	No	ble	Dri	lled	Com	nmon	- 14	1	301		1	7
GUTHFAN	IABEREND	Pace	Sk	till	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Auth	ority	Ten	nper
		5	4	8	3	1	1	5	:	3	8	3	1	8	1	.5
Abil	lities	Host Banner Bearer; E	ind [Mierce] (Ga	adawulf, Wu	lf); Disciplined	; Shieldwall										
Wound	d Track	1 2 3														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Swe	eord	1 2 3	8	39	0.5 "				1	1	Borne	Parry				
	vord	1 2	16	47	0.5 "				2	2	Borne	Foot only				
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les			
	nd Byrne Corselet		13	28						0	Worn					
	yld nield		10	38						1	Borne	Parry				
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Horsa E	Beast Mount	May ride a Horsa; Rid	er gains the Flar	ker ability									3			5
Great Ha	rt Beast Mount	Dēra only; May ride a	Great Hart; Ride	er gains the	Flanker and Fo	orester abiliti	es						3			14
ARTE	FACTS	Artefact Rules														
	nfana Banner	War Banner: the Gut	nfana is a host	banner and	a Fanabereno	l's host bann	er range is 18'	' .								
WARRIO	R RULES	Rules														
Guth	werod	Host Warrior: The G	uthfanaberend n	nay only be	mustered as p	art of the ger	neral's compar	ions.								
			ANG-N	4RC-12 <u>30</u>	- Wulfhere	; ANG-DRA	\-1235 - <u>Le</u>	ofwen, <u>Far</u>	ne Beare <u>r o</u>	f Dēra						

				G	UT	ΉО	RN GUTH-orm	BL -blə-wə-rə	AW	ER	Ε				
Kindred	Realm		Kin	Cla	cc	Privi	ilene	Acı	iitv	Ubiq	wity	Ha	ınds	Unit Size	Cost
					-				,		,	ļ.,	2	1	
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland		Man	Ward	hief	No	ble	Dril	led	Com	mon	М	ass 1	Base Size 30mm	12
GUTHORN	BLAWERE	ı	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
			5	46	5	3	0	1	4	3	3	7	74	17	15
Abili	ities	Host Hei	erald; Bind [Miero	re] (Gadawulf,	Wulf); Discip	olined									
Wound Track 1 2 3															
COMBAT	COMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules														
. Swe	ord	1 2 3		8	38	0.5 "				1	1	Borne	Parry		
Swo	ord	1 2		16	46	0.5 "				2	2	Borne	Foot only		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Helm an				13	27						0	Worn			
2 Scy				10	37						1	Borne	Parry		
ARTER	ACTS	Artefac	ct Rules												
Guth Host Inst			orn: the Guthorn wulf units are per							host instru	ment, when	any friendly	Wulf, Frēawul	f, Werwulf, Wælwulf, Bana	wulf, Guthwulf or
WARRIO	R RULES	Rules													
Guthv	verod	Host Wa	arrior: The Guth	nornblawere ma	ay only be m	ustered as pa	art of the gen	eral's compan	ions.						
						AN	G-MRC-12	40 - Ceonw	ulf						

			,	WE	RV	VUL WER-WI	IF THAYN	ΉE	ĠΝ							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	На	nds	Unit Size	C	ost	
Anglecynn	Mierce	Werwulf	Ward	chief	No	ble	w	ild	Com	mon	М	ass	Base Size	3	5	
WERWUL	F THEĞN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	npe	r
Insensate;	Fearsome	7	6	2	4	6	3	7	8	3	8	34	68	2	22	
Abil	ities	Bulk Charger; Forester	; Howler; Kinsm	an (Beornica	a, Dēra)											
Wound	l Track	1 2 3 4 5 6 7 8														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Swe	ord	1 2 3 4 5 6	9	55	0.5 "				1	1	Borne	Parry; Quicl	Strike			
Sw		1 2 3 4 5	18	64	0.5 "				2	2	Borne	Switch (Rak	ing Claws)			
Raking	Claws	1 2 3	12	58	0.5"				1	1	Natural	Quick Strike				
Snappir		1 2	15	61	0"				2	0	Natural					
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		C	Cost
Gār	Spear	1 2 3 4 5 6	9	<i>55</i>	2 "				1	1	Borne		ace (Sweord); Hedge		1	-1
Guthamo	r Warhammer	1 2 3 4 5	18	64	1 "				2	2	Borne	Replace (Sv Claws)	veord); Mighty Strike; Switc	h (Raking		1
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		C	Cost
ı Boğ	a Bow	1 2 3	9	<i>55</i>	0"	9"	36"	60"	1	2	Borne	Add; Scout,	Quick Shot			3
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
By:			11	48						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	iles		C	Cost
2 Helm	Helmet		5	<i>53</i>						0	Borne	Add				1
Scylo	1 Shield		10	<i>58</i>	+Helm	63				1	Borne	Add; Parry;	Shieldwall			2
NOBLE (OPTIONS	Noble Option Rules													_	Cost
Guthcempa		Gains the Host Champ	ion ability												_	8
	nd Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abilit	ty										8
Guthornblay	Vere Host Herald	May bear the Host's In	strument. Gains	the Host He	erald ability											8

			V	/EF	RWI	ULF WER-wui	W If WY-lə-rə	ΙĠΙ	ER	E				
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubiq	uity		ands	Unit Size	Cost
							1			-	_	2 lass	Base Size	
Anglecynn	Mierce	Werwulf	Ward	chief	No	ble	W	ild	Ra	ire		2	40mm	76
WERWULF	WIĞLERE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate;	Fearsome	7	4	1	4	13	3	4	8	3	8	32	39	68
Abili	ities	Augurer; Dissipater; Ea	rther; Forester,	Scout; Son	cerer [Miercna	ā Galdru] (1)								Focus Range: 10"
Wound	Track	1 2 3 4 5 6 7 8											Ea	arth Dice: 1 2 3 4 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	tules	
Swe		1 2 3 4	9	52	0.5 "				1	1	Borne	Parry		
Wulf		1 2	6	49	1 "				1	1	Borne	Wulfstæf A	rtefact; Sorcerous Damage	
Snappin		1	12	55	0"				2	0	Natural			
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules	
Byr Cors			9	43						0	Worn			
ARTER	ACTS	Artefact Rules												
Wulf		Wulf Staff: While he b				may reduce th	ne invoke valu	e of any invo	cation whose i	intended Mar	rks are Wulf I	Marks by D5, t	to a minimum of 1. Perform	this roll after the invoke
INVOC	ATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules			
Bec l Foc		1 2	a TEMPER T failed, the B Immediate there is no v	EST called a eckoned uni e Effect: Th wood terrain nus: the Inv	BECKONING t is not create e Werwulf Wig upon the bat	G TEST. The d and the We glere Beckons the field and no	BECKONING Terwulf Wiglere a unit upon to edge of the	EST is modif must immedi he creating p pattlefield is v	ied by adding iately roll upor oint, which mu	the mass of the Fumble ust be within us range, the	the Beckone Table. a wood terr	d unit to the B rain feature or	Mægenwulf (called a Beckc ECKONING ROLL. If the BEC any point along any edge o imediately roll upon the Fun	CKONING TEST is f the battlefield. If
					А	NG-MRC-1	460 - Thur	is						

			1	NA	ELV	VUI	of THAYN	THE	ĠΝ										
Kindred	Realm	Kin	Cla	55	Priv	ilege	Acı	iitv	Ubio	wity	Ha	nds	Unit Size	- 0	ost				
Milaica	Realin	Kill	Ciu			ilege	Acc	,	ODIC	laicy		2	1		030				
Anglecynn	Mierce	Wælwulf	Ward	hief	No	ble	Fe	ral	Uncor	mmon	М	ass 3	Base Size 50mm	4	19				
WÆLWUL	.F THEĞN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper				
Insensate;	Fearsome	8	52	2	5	7	4	9	1	1	8	34	65	3	34				
Abili	ities	Bulk Charger; Forester;	Howler; Leape	-															
Wound	l Track	1 2 3 4 5 6 7 8 9 10	11																
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules							
Raking		1 2 3 4 5 6 7 8 9 10	11	68	0.5"				1	2	Natural	<u> </u>							
Slaverir Bi		1 2	18	75	0"				2	0	Natural								
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules		Cost				
Sweord a	and Claw	1 2 3 4 5 Sweord	9	66	1 "				1	1	Borne		aking Claws); Parry; Quick	Strike;	-1				
Sword	; Claw	1 2 3 4 Claw	11	68	0.5 "				1	1	Natural	Wild			-1				
Great Cla	NS Vambraces	1 2 3 4 5 6 7 8 9 10	15	<i>72</i>	1 "				1	2	Borne	Replace (R	aking Claws); Pierce; Quic	k Strike	2				
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules						
Mai			4	53						0	Worn								
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	rmour Rules						
Battered B	Syrne Corselet		11	60						0	Worn	Replace (M	lantle)		1				

					RE	WER-ov-	or THAYN		-01					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	juity		nds 2	Unit Size	Cost
Anglecynn	Eofora	Wereofor	Ward	hief	No	ble	w	ild	Uncor	mmon	M	ass 4	Base Size 60mm	61
WEREOFC	R THEĞN	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	e Authority	Tempe
Insensate; Tough; S	Stubborn; Fearsome	6	5)	6	3	5	9	1	5	8	3	57	35
Abili	ities	Bulk Charger; Forester												
Wound	l Track	1 2 3 4 5 6 7 8 9	0 11 12 13 14 15											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weap	oon Rules	
Eofo Spe	rgār ear	1 2 3 4 5 6 7	12	75	2 "				2	2	Borne	Switch	h (Sweord); Pierce	
Sweord	and Fist	1 2 3 4 5 6 7 8 9	9	72	0.5 "				1	1	Borne	Switch	h (Eoforgār); Parry	
Tusk Tus		1 2	12	75	0.5"	12	87		1	0	Natural	Impac	ct Strike; Charge+	
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot	Weapon Rules	
Eofo Spe	rgār ear	1 2 3 4 5	12	12	0"	6"	18"	24"	2	1	Borne	1 2 3	Shots (3); Impetus Shot; Piero	ce
ARM	OUR		Armour+	C+A					Wound-	Hands	Class	Armo	our Rules	
Gutp			11	70						0	Worn			
NOBLE C	OPTIONS	Noble Option Rules												(
Guthfanaberer	nd Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	ty								
Guthornblay	vere Host Herald	May bear the Host's Ins	trument. Gains	the Host He	erald ability									

					WE	ERE	ER WER-bei	A THE	ĠΝ						
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acuity	Ubiq	uity		nds	Unit Size	Co	st
Anglecynn	Beornica		Werbera	Ward	hief	No	ble	Veteran (as human) Wild (as bear)	Uncor	nmon		ass ./3	Base Size 30mm/50mm	4	4
WERBERA	A THEĞN		Pace	Sk	ill	Mi	ght	Constitution	Wou	ınds	Fort	itude	Authority	Tem	per
as human: Insen	sate; Stubborn		5	7:	1	3	8	29	5	5	g	0	80	10	6
as bear: Insensate; Toug	h; Stubborn; Fearsome		6	5	7	5	5	55	1	3	7	' 4	64	29	9
Abilit	ties	as hur	man: Disciplined; S	Shapeshifter (Ti	hegn); Tacti	ician; as bear:	Bulk Charge	; Forester; Roarer; as eithe	er: <i>Kinsman (N</i>	Nierce, Dēra))				
Wound	Track	1 2 3	4 5 6 7 8 9 10	11 12 13											
COMBAT \	WEAPON	A	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules		
, Bera	æx	1 2 3		8	46	1 "			1	1	Borne	Hook; Huma	an form		
Human For	rm - Axe	1 2 3		16	54	0.5 "			2	2	Borne	Human form	ı		
Bera	æx		4 5 6 7	8	63	1 "			1	1	Borne	Hook; Bear	form		
Bear Forn	n - Axe	1 2 3	4 5 6	16	71	0.5 "			2	2	Borne	Switch (Rak	ing Claws); Bear form		
2 Raking		1 2 3	bear	13	68	0 0"			1	1	Natural	Grab; Parry;	; Bear form		
ARMO	OUR			Armour+	C+A					Hands	Class	Armour Ru	iles		
Gutp	late		human	5	34					0	Worn	Human form	n		
Gutpl			bear	5	60					0	Worn	Bear form			
NOBLE O	PTIONS	Noble	e Option Rules												Cost
Guthfanaberen	d Host Banner Bearer	May b	near the Host's Ban	ner. Gains the	Host Banne	er Bearer abili	ty								9
Guthornblaw	/ere Host Herald	May b	near the Host's Inst	trument. Gains	the Host He	erald ability									9
				ANC CCD 1	200 100	D (b)); ANG-SSD-1200-30							

			S	SLĒ	AN	BE SLEE-ən-ba	RA er-e THAYN	ŢΗI	ΕĠΝ						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv	Ha	ınds	Unit Size	Cost	t
			-					,		,		2	1		
Anglecynn	Beornica	Slēanbera	Ward	hief	No	ble	W	ild	Ra	re	М	ass 5	Base Size 60mm	97	
SLĒANBER	RA THEĞN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temp	per
Insensate; Stubborn	; Tough; Fearsome	6	50	0	7	2	6	9	2	1	8	37	57	37	
Abili	ities	Bulk Charger; Forester;	Roarer; Kinsma	n (Mierce, E	Pēra)										
Wound	l Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20	21										
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
1 Bera Great		1 2 3 4 5 6 7	18	90	2 "				2	2	Borne	Hook; Migh	ty Strike; Vicious Damage		
2 Crushin		1 2	14	86	0.5"				2	0	Natural				
3 Tram		1 2 3 4	7	79	0.5 "				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
Beaten A			7	76						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
1 Byrne	Corselet		11	80						0	Worn	Replace (Be	eaten Armour)		2
NOBLE O	PTIONS	Noble Option Rules													Cost
Guthfanaberen	d Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	у									12
Guthornblaw	vere Host Herald	May bear the Host's In.	strument. Gains	the Host He	rald ability										12
					ANG	G-BRN-160	6 - Beornh	elm							

				WE	RD	ER WER-dee	A T	ΉE	ĠΝ						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	witv		nds	Unit Size	Co	st
Kinarca	Realin	Kiii	Ciu			ilege	AC	,	ODIC	laity		2	11		J.
Anglecynn	Dēra	Werdēra	Ward	hief	No	ble	w	ild	Ra	ire	M	ass 4	Base Size 70x40mm	6	1
WERDĒRA	THEĞN	Pace	Sk	ill	Mig	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Fea	ırsome	8	54	4	5	2	4	6	1	4	8	3	58	4	7
Abilitie:	s	Bulk Charger; Flanker; I	orester; Kinsm	an (Beornice	a, Mierce); Le	aper									
Wound Tr	ack	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14												
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Gār		1 2 3 4 5 6 7 8	9	61	1.5 "	9	70		1	1	Borne	Impact Strik	e; Charge+		
Slashing A	ntlers	1 2 3 4 5	10	62	1"	10	72		1	0	Natural	Impact Strik	e; Charge+; Pierce		
3 Trampling I		1 2 3 4	10	62	0"				1	0	Natural	Sightless Str	ike		
SHOT WEAPON	OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules		Cost
1 Вода во	эw	1 2 3 4 5	9	61	0"	12"	42"	64"	1	2	Borne	Add; Move a	and Shoot		4
ARMOL	JR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Battered I			9	55						0	Worn				
ARMOUR OF	PTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
1 Scyld Sh	ield		9	64						1	Borne	Add			1
NOBLE OP	TIONS	Noble Option Rules													Cost
Guthfanaberend i	Host Banner Bearer	May bear the Host's Bar	nner. Gains the	Host Banne	r Bearer abilit	y									11
Guthornblawei	re Host Herald	May bear the Host's Ins	trument. Gains	the Host He	erald ability										11
						ANG-DRA	A-1xxx - ?								

				V	VEI	RW		F G	ES	ITH	I					
kindred	realm		kin	cla			ilana			ubiq		ha	nds	unit size	silver o	
Kinarea	ream		KIN	Cle	155	priv	ilege	acı	шсу	ubiq	uity		2	3+/5+/15	Silver	.ost
anglecynn	mierce	146	erwulf	infa	ntry	high ho	rn vassal	ام	ite	uncor	nmon	m	ass	base size	19	
anglecyllii	merce	VV	eiwuii	hearti	hguard	riigii boi	III vassai	ei	ite	uncoi	IIIIIOII		2	40mm	19	
WERWUL	E ČECTTU	P	ACE	SK	ILL	MI	GHT	CONSTI	TUTION	Wou	INDS	FORT	ITUDE	AUTHORITY	TEMP	ER
WERWUL	r GESTILL		7	5	2	3	8	3	0	7	7	7	79	29	29	
traits &	abilities	insensate,	; fearsome; bii	nd+ (wulf, frēa	wulf); bulk c	harger; forest	ter; shieldwai	ý .								
1 2 3 4 5 6 7 wg 1	1 2 3 4 5 6 7 wg 2	1 2 3 4	5 6 7 wg 3	1 2 3 4 5	6 7 wg 4	1 2 3 4 5	6 7 wg 5	1 2 3 4 5	6 7 wg 6	1 2 3 4 5	6 7 wg 7	1 2 3 4 5	6 7 wg 8	1 2 3 4 5 6 7 wg 9	1 2 3 4 5 6	7 wg 10
1 2 3 4 5 6 7	wg 11	1 2 3 4	5 6 7		wg 12	1 2 3 4 5	6 7		wg 13	1 2 3 4 5	6 7		wg 14	1 2 3 4 5 6 7		wg 15
combat			ck dice	weapon+	m+w	att rge	charge+	m+w+ch		damage*	hands	class	weapon re	ules		
sweord		1 2 3 4	sweord		47	0.5 "				1	1	borne	parry			
sword;		1 2 3	gār	9	47	1.5 "				1	1	borne	hedge			
₂ raking		1 2 3		9	47	1 "				1	1	natural	switch (swe	eord or gār); quick strike		
3 snappir		1		12	50	0"				1	0	natural				
arm	our			armour+	c+a						hands	class	armour ru	les		
helm an helmet;				11	41						0	worn				
2 SC)				11	52						0	borne	parry			
unit o	otions	unit opti	ion rules													cost
frēawerwi	ılf champion	one werw	rulf gesith beco	mes the must	ered champio	n, who gains	+1 attack di	e on his prima	ary combat we	eapon						4
monewerwui	f banner bearer	one werw	rulf gesith beco	mes the must	ered banner l	pearer										3
thēotenwe	rwulf herald	one werw	rulf gesith beca	mes the must	ered herald a	nd gains the l	howler ability	,								3
						ANG-M	RC-2800 -	Wulfmund	's Pack							

					WI		V U]	LF							
Kindred	Realm	Kin	Cla	ee	Privi	lene	Acui	tv	Ubio	uitv	Ha	nds	Unit Size	silve	cost
Rinarca	Kcuiii		Cit			icgc	Acui	-,	ODIC	uicy		2	5+/10+/15	3	-
Anglecynn	Mierce	Werwulf	Infa	ntrv	Vas	sal	Wile	4	Com	mon		ass	Base Size	1	3
Angiccyiiii	THEFEE	Weiwan	1110	id y	Vu		*****	<u> </u>	Com			2	40mm		,
WERV	VULF	PACE	SKI	[LL	MIC	SHT	CONSTIT	UTION	Wou	INDS	FORT	ITUDE	AUTHORITY	TEM	PER
Insensate;	Fearsome	7	4	7	3	5	26	;	•	5	7	' 4	18	1	9
Abili	ities	Bulk Charger; Forester;	Shieldwall; Bin	d+ (Wulf, Fre	ēawulf)										
1 2 3 4 5 6 W 1	1 2 3 4 5 6 W 2	1 2 3 4 5 6 W 3	1 2 3 4 5	6 W 4	1 2 3 4 5	6 W 5	1 2 3 4 5 6	W 6	1 2 3 4 5	6 W 7	1 2 3 4 5	6 W 8	1 2 3 4 5 6 W 9	1 2 3 4 5	6 W 10
1 2 3 4 5 6	W 11	1 2 3 4 5 6		W 12	1 2 3 4 5	6		W 13	1 2 3 4 5	6		W 14	1 2 3 4 5 6		W 15
combat	weapon	attack dice	weapon+	m+w	att rge	charge+	m+w+ch		damage*	hands	class	weapon ru	les		
. swe	ord	1 2 3 4	9	44	1 "				1	1	borne	parry; quick	strike		
SWC	ord	1 2 3	18	53	1 "				2	2	borne	switch (raki	ng claws)		
₂ raking		1 2	8	43	0.5 "				1	1	natural	quick strike			
3 snappin		1	12	47	0"				1	0	natural				
combat wea	pon options	attack dice	weapon+	m+w	att rge	charge+	m+w+ch		damage*	hands	class	weapon ru			cost
ı gār	spear	1 2 3 4	8	43	2 "				1	1	borne	add or repla	nce (sweord); switch (rakin	ig claws);	1 -1
arm	our		armour+	c+a						hands	class	armour rul	es		
1 battered			3	29						0	worn				
armour	options		armour+	c+a	with o	ption				hands	class	armour rui	les		cost
1 byrne	corselet		8	34						0	worn	replace (bat	ttered byrne)		1
2 scyld			10	39	+corselet	44				1	borne	add; parry;	shieldwall; switch (raking	claws)	1
unit op		unit option rules													cost
frēawerwu	ulf champion	one werwulf becomes th	e mustered ch	ampion, who	gains +1 atta	ack die on hi	s primary comb	at weapon							4
monewerwul	f banner bearer	one werwulf becomes th													3
thēotenwei	rwulf herald	one werwulf becomes th	e mustered he	rald and gair	ns the howler	ability									3
veteran w	verwulfas	the werwulf unit become	s veteran rathe	er than wild (cost shown is	per warrior)	, gaining +10 s	kill, +5 fortitu	ude and +5 au	ıthority					2
					ANG	-MRC-290	0 - Eoric's Pa	ick							

			W	ER	W		H If HUN-ter	UN	TE	R					
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Ac	uitv	Ubio	uity	Ha	ands	Unit Size	Co	st
			-				-	,		1/		2 lass	1+/3+/10 Base Size		
Anglecynn	Mierce	Werwulf	Infa	ntry	Va	ssal	W	ild	Com	imon	М	2	40mm	1	4
WERWULF	HUNTER	PACE	SK	ILL	MI	GHT	CONST	TUTION	Wot	JNDS	FORT	ITUDE	AUTHORITY	TEM	PER
Insensate;	Fearsome	7	4	2	3	5	2	:6		5	7	72	17	1	9
Abili	ties	Bind+ (Wulf, Frēawulf),	; Bulk Charger;	Forester; So	out										
1 2 3 4 5 6	Werwulf Hunter 1	1 2 3 4 5 6	Werw	vulf Hunter 2	1 2 3 4 5	6	Werv	vulf Hunter 3	1 2 3 4 5	6	Wer	wulf Hunter 4	1 2 3 4 5 6	Werw	ulf Hunter 5
1 2 3 4 5 6	Werwulf Hunter 6	1 2 3 4 5 6	Werw	vulf Hunter 7	1 2 3 4 5	6	Werv	vulf Hunter 8	1 2 3 4 5	6	Wer	wulf Hunter 9	1 2 3 4 5 6	Werwu	lf Hunter 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
Swe	ord	1 2 3 4	9	44	1 "				1	1	Borne	Parry; Quic	k Strike		
Swo		1 2 3	18	53	1 "				2	2	Borne	Switch (Ral	king Claws)		
2 Raking		1 2	8	43	0.5 "				1	1	Natural	Quick Strike	2		
3 Snappin		1	12	47	0"				1	0	Natural				
SHOT W	•	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules		
1 Bo		1 2	9	44	0"	9″	30"	39"	1	2	Borne	Move and S	Shoot; Volley Shoot; Quick S	Shot	
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules		
Battered			3	29						0	Worn				
ARMOUR			Armour+	C+A						Hands	Class	Armour R	ules		Cost
1 Beaten Arn	nour Corselet		8	34						0	Worn	Replace (Ba	attered Byrne)		1
UNIT OF	PTIONS	Unit Option Rules													Cost
Frēawerwulf l	Hunter Champion	One Werwulf Hunter be	ecomes the mus	stered champ	ion, who gair	s +1 attack	die on his prin	nary combat i	weapon						4
Thēotenwerwu	I If Hunter Herald	One Werwulf Hunter be	ecomes the mus	stered herald	and gains the	Howler abi	lity								3
Drilled Wer	wulfas Drilled	The werwulf hunter uni	it becomes vete	eran rather th	an wild (cost	shown is pe	warrior), gai	ning +10 skill	, +3 fortitude	and +2 auth	ority				2

Anglecynn Becmica, Dêra, Edfora, Man Infantry High Born Vassal Elite Uncommon Mass Base Size 30mm 1 30mm 1 30mm 1 1 30mm 1 1 1 8 Sweord 1 2 3 8 8 40 0.5" 1 2 3 Sweord 1 2 3 8 8 40 0.5" 1 2 3 Sweord 1 2 3 Sweor	10 MPER 24 Gesith 10
Anglecynn Beomica, Dêra, Eofora, Mierce, Northumbraland Man Infantry High Born Vassal Elite Uncommon Mass Base Size 1 30mm 30mm Total Plant Tota	MPER 24
## Anglecynn Mierce, Northumbraland Man Hearthguard Holling Hearthguard Holling Hearthguard Hearthguar	MPER 24
Abilities [Beornica] Bind (Werbera, Frēabera); Disciplined; Shieldwall 1 2 3	24
Abilities (Beornica) Bind (Werbera, Fr\u00e4bera); Disciplined; Shieldwall 1 2 3 Gesith 1 1 2 3 Gesith 2 1 2 3 Gesith 3 1 2 3 Gesith 4 1 2 3 Gesith 5 1 2 3 Gesith 5 1 2 3 Gesith 6 1 2 3 Gesith 7 1 2 3 Gesith 7 1 2 3 Gesith 8 1 2 3 Gesith 9 1 2 3	
1 2 3 Gesith 1 1 2 3 Gesith 2 1 2 3 Gesith 2 1 2 3 Gesith 3 1 2 3 Gesith 4 1 2 3 Gesith 5 1 2 3 Gesith 5 1 2 3 Gesith 6 1 2 3 Gesith 7 1 2 3 Gesith 8 1 2 3 Gesith 9 1 2 3 1 2 3 Gesith 9 1 2 3 Gesith 9 1 2 3 Gesith 9 1 2 3 Gesith 10 1 2 3 Gesith 11 1 2 3 Gesith 12 1 2 3	Gesith 10
1 2 3 Gesith 12 1 2 3 Gesith 12 1 2 3 Gesith 12 1 2 3 Gesith 13 1 2 3 Gesith 13 1 2 3 Gesith 14 1 2 3 Gesith 15 1 2 3 Gesith 16 1 2 3 Gesith 16 1 2 3 Gesith 17 1 2 3 Gesith 18 1 2 3 Gesith 19 1 2 3 Gesith 20 1 2 3 Gesith 2	Gesith 10
1 2 3 Gesith 22 1 2 3 Gesith 22 1 2 3 Gesith 22 1 2 3 Gesith 23 1 2 3 Gesith 23 1 2 3 Gesith 24 1 2 3 Gesith 25 1 2 3 Gesith 26 1 2 3 Gesith 26 1 2 3 Gesith 27 1 2 3 Gesith 27 1 2 3 Gesith 28 1 2 3 Gesith 29 1 2 3 Gesith 29 1 2 3 Gesith 27 1 2 3 Gesith 27 1 2 3 Gesith 28 1 2 3 Gesith 28 1 2 3 Gesith 29 1 2 3 Gesith 27 1 2 3 Gesith 28 1 2 3 Gesith 28 1 2 3 Gesith 28 1 2 3 Gesith 29 1 2 3 Gesith 28 1 2 3 Gesith 27 1 2 3 Gesith 28 1 2 3 Gesith 29 1 2 3 Gesith 28 1 2 3 Gesith 2	
COMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules 1 Sword 1 2 3 8 40 0.5" 1 1 8 Borne Parry	Gesith 20
1 Swerd 1 2 3 8 40 0.5" 1 1 Borne Parry	Gesith 30
Sword 123 8 40 0.5 1 1 bottle Pally	
Cār	
2 Gar 1 2 8 40 1.5" 1 1 Borne hedge	
ARMOUR Armour+ C+A Hands Class Armour Rules	
Helm and Byrne Helmet; Corselet 11 26 0 Worn	
2 Scyld 9 35 0 Borne Parry	
UNIT OPTIONS Unit Option Rules	Cost
Wolfborn Champion One Gesith becomes the mustered champion, who gains +1 attack die on his primary combat weapon	3
Fanaberend Banner Bearer One Gesith becomes the mustered banner bearer	
Hornblawere Herald One Gesith becomes the mustered herald	2

						I)UGI		Ή							
Kindred	Realm		Kin	CI	ass	Р	Privilege	A	cuity	Ub	iquity		nds	Unit Size	С	ost
											. ,		2 lass	5+/20+/30 Base Size	_	
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland		Man	Infa	antry		Vassal	Ve	teran	Co	mmon		1	30mm		6
DUG	UTH		PACE	SK	ILL	ı	MIGHT	CONST	ITUTION	Wo	UNDS	FORT	TTUDE	AUTHORITY	TEN	1PER
			5	6	64		31	:	15		3	7	73	14	2	20
Abili	ties	[Beor	nica] Bind (Werbera	, Frēabera);	Disciplined; SI	hieldwall										
1 2 3 Duguth 1	1 2 3 Duguth 2	1 2 3	Duguth 3	1 2 3	Duguth 4	1 2 3	Duguth 5	1 2 3	Duguth 6	1 2 3	Duguth 7	1 2 3	Duguth 8	1 2 3 Duguth 9	1 2 3	Duguth 10
1 2 3 Duguth 11	1 2 3 Duguth 12	1 2 3	Duguth 13	1 2 3	Duguth 14	1 2 3	Duguth 15	1 2 3	Duguth 16	1 2 3	Duguth 17	1 2 3	Duguth 18	1 2 3 Duguth 19	1 2 3	Duguth 20
1 2 3 Duguth 21	1 2 3 Duguth 22	1 2 3	Duguth 23	1 2 3	Duguth 24	1 2 3	Duguth 25	1 2 3	Duguth 26	1 2 3	Duguth 27	1 2 3	Duguth 28	1 2 3 Duguth 29	1 2 3	Duguth 30
COMBAT	WEAPON	F	Attack Dice	Weapon+	M+W	Att Rg	ge Charge+	M+W+Ch	1	Damage	* Hands	Class	Weapon Ru	ules		
1 Gā		1 2 3		7	38	1.5	"			1	1	Borne	hedge			
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	lles		
1 Helm an				5	20						0	Worn				
2 Scy	/ld			9	29						1	Borne	Parry			
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
14elm and Mail B	yrne Helmet; Corsele			11	35						0	Worn	Replace (He	elm and Byrne)		1
UNIT OF	PTIONS	Unit	Option Rules													Cost
Wolfbori	n Champion	One L	Duguth becomes the	mustered c	hampion, who	gains +1	! attack die on his	primary co.	mbat weapon							3
Fanaberen	d Banner Bearer	One L	Duguth becomes the	mustered b	anner bearer											2
Hornblan	Vere Herald	One L	Duguth becomes the	mustered h	erald											2
						ANG-M	MRC-2100 - Ve	terans of	Maunsfeld							

						Ğ	EOG		ГН							
Kindred	Realm		Kin	CI	lass	Pri	vilege	А	cuity	UŁ	oiquity		ands	Unit Size 5+/20+/30	-	Cost
. .	Beornica, Dēra, Eofora,												ass	Base Size		_
Anglecynn	Mierce, Northumbraland		Man	Int	antry	V	'assal	ט	rilled	Cc	ommon		1	30mm		5
ĞE00	GUTH		PACE	SK	CILL	M	IGHT	CONST	TITUTION	Wo	DUNDS	FORT	TTUDE	AUTHORITY	TE	MPER
Head	dstrong		5	5	53		29		12		3	•	58	11		16
Abii	lities	[Beon	nica] Bind (Werbera	a); Shieldwal	7											
1 2 3 Geoguth 1	1 2 3 Geoguth 2	1 2 3	Geoguth 3	1 2 3	Geoguth 4	1 2 3	Geoguth 5	1 2 3	Geoguth 6	1 2 3	Geoguth 7	1 2 3	Geoguth 8	1 2 3 Geoguth 9	1 2 3	Geoguth 10
1 2 3 Geoguth 11	1 2 3 Geoguth 12	1 2 3	Geoguth 13	1 2 3	Geoguth 14	1 2 3	Geoguth 15	1 2 3	Geoguth 16	1 2 3	Geoguth 17	1 2 3	Geoguth 18	1 2 3 Geoguth 19	1 2 3	Geoguth 20
1 2 3 Geoguth 21	1 2 3 Geoguth 22	1 2 3	Geoguth 23	1 2 3	Geoguth 24	1 2 3	Geoguth 25	1 2 3	Geoguth 26	1 2 3	Geoguth 27	1 2 3	Geoguth 28	1 2 3 Geoguth 29	1 2 3	Geoguth 30
COMBAT	WEAPON	A	ttack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+CI	1	Damage	* Hands	Class	Weapon Ru	iles		
	i ār Dear	1 2 3		7	36	1.5 "				1	1	Borne	hedge			
	IOUR			Armour+	C+A						Hands	Class	Armour Rul	les		
	er Byrne rselet			2	14						0	Worn				
	yld nield			9	23						1	Borne	Parry			
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Rui	les		Cost
1 Helm & Byrr	ne Helmet; Corselet			10	31						0	Worn	Replace (Lea	ather Byrne)		1
UNIT O	OPTIONS	Unit	Option Rules													Cost
Ord o	Champion	One d	eoguth becomes th	ne mustered	champion, who	gains +1	attack die on hi	s primary c	ombat weapon							3
	nd Banner Bearer	One d	eoguth becomes th	ne mustered	banner bearer											2
Hornbla	Were Herald	One d	eoguth becomes th	ne mustered	herald											2
						ANG-I	MRC-2150 - Y	ouths of	Stæford							

						CEC	ORI	_							
Kindred	Realm	Kin		Class	Pri	vilege	Acı	uity	Ubic	uity		ınds	Unit Size	Co	st
							7.0	,		14,		2	5+/20+/30		
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Man		Infantry	V	'assal	Tra	ined	Com	imon	М	ass 1	Base Size 30mm	3	3
CEO	RL	PACE		SKILL	M	IGHT	CONSTI	TUTION	Wol	JNDS	FORT	TTUDE	AUTHORITY	TEM	PER
		5		46		29	1	3	3	3	e	54	8	1	2
Abili	ities	Disciplined													
1 2 3 Ceorl 1	1 2 3 Ceorl 2	1 2 3	eorl 3 1 2 3	Ceorl	4 1 2 3	Ceorl 5	1 2 3	Ceorl 6	1 2 3	Ceorl 7	1 2 3	Ceorl 8	1 2 3 Ceorl 9	1 2 3	Ceorl 10
1 2 3 Ceorl 11			orl 13 1 2 3	Ceorl :	4 1 2 3	Ceorl 15	1 2 3	Ceorl 16	1 2 3	Ceorl 17	1 2 3	Ceorl 18	1 2 3 Ceorl 19	1 2 3	Ceorl 20
1 2 3 Ceorl 21	1 2 3 Ceorl 22	1 2 3 Ce	orl 23 1 2 3	Ceorl 2	4 1 2 3	Ceorl 25	1 2 3	Ceorl 26	1 2 3	Ceorl 27	1 2 3	Ceorl 28	1 2 3 Ceorl 29	1 2 3	Ceorl 30
COMBAT	WEAPON	Attack Dic	e Wear	oon+ M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Gã		1 2 3	7	36	1.5 "				1	1	Borne	hedge			
COMBAT WEAR	PON OPTIONS	Attack Dice	e Weap	pon+ M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Sweor		1 2 3		7 36	0.5 "				1	1	Borne	Replace (Ga	ir); Parry; Drilled only		-1
1 Æx	Axe	1 2 3	,	7 36	0.5 "				1	1	Borne	Replace (Ga	ir); Hook; Drilled only		-1
ARM	OUR		Armo	our+ C+A						Hands	Class	Armour Ru	les		
1 Leather			4	17						0	Worn				
ARMOUR	OPTIONS		Armo	our+ C+A						Hands	Class	Armour Ru	ıles		Cost
2 Scyla	Shield		6	5 23						1	Worn	Add; Parry;	Shieldwall		1
UNIT O	PTIONS	Unit Option Rul	es												Cost
Ord Ct	nampion	One Ceorl become	es the mustere	ed champion, who	gains +1 atta	ack die on his p	orimary comba	at weapon							3
Fanaberen	d Banner Bearer	One Ceorl become	es the mustere	ed banner bearer											2
Hornblav	Vere Herald	One Ceorl become	es the mustere	ed herald											2
Drilled	Ceorl	The Ceorl unit bed	comes Drilled r	rather than Traine	d (cost shown	is per warrior)), gaining +10	SKILL, +5 FO	RTITUDE and	+5 AUTHORIT	Υ				1
					ANG-M	RC-2300 - F	reemen of	Scīrbrōc							

					CEC	OR.	L B		VM	AN						
Kindred	Realm		Kin	Cla	ass	Priv	ilege	Acı	iity	Ubic	uity		nds 2	Unit Size 5+/10+/20	Cos	
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland		Man	Infa Sup	ntry port	Va	ssal	Tra	ned	Com	mon		ass	Base Size	4	
CEORL B	OWMAN		PACE	SK	ILL	MI	GHT	CONSTI	TUTION	Wot	INDS	FORT	ITUDE	AUTHORITY	TEMI	PER
			5	4	3	3	0	1	2	3	3	6	52	8	12	2
Abili	ities	Disci	plined											·		
	1 2 3 CB 2	\rightarrow		1 2 3		1 2 3		1 2 3		1 2 3	CB 7				1 2 3	CB 10
1 2 3 CB 11				1 2 3	CB 14			1 2 3	CB 16	1 2 3	CB 17	1 2 3			1 2 3	CB 20
COMBAT		,	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
1 Sea	~	1 2		3	33	0 "				1	1	Borne				
SHOT W			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
Bo		1		8	38	0"	12"	42"	70"	1	0	Borne	Volley Shoo	ot		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ules		
1 Leather				4	16						0	Worn				
UNIT O	PTIONS	Unit	Option Rules													Cost
Ord a	hampion	One	Ceorl Bowman beco	mes the must	ered champio	n, who gains	+1 shoot die	on his prima	ry shot weap	on						3
Drilled Ceo	rl Bowmen	The (Ceorl Bowman unit l	ecomes Drille	d rather than	Trained (cos	t is per warric	r), gaining +	10 SKILL, +5 I	FORTITUDE an	d +5 AUTHOR	RITY				1
						ANG-MR	C-2400 - B	owmen of	Scīrbrōc							

				C	EO	RL		JN' UNTS-man	TSN	/AI	N					
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Acı	uity	Ubiq	uity		nds	Unit Size	Cos	st
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland		Man	Infa Sup		Va	ssal	Dri	lled	Com	mon		2 ass 1	5+/5+/10 Base Size 30mm	5	
CEORL H	UNTSMAN		PACE	SK	ILL	MI	GHT	CONSTI	TUTION	Wou	INDS	FORT	ITUDE	AUTHORITY	TEM	PER
			5	5	3	3	1	1	3	3	3	6	i 8	11	16	5
	ilities		d [Mierce] (Wulf); Dis	ciplined; Scou	,	; Forester	CH 5	1 2 3	CH 6	1 2 3	CH 7	1 2 3	CH 8	1 2 3 CH 9	1 2 3	CH 10
	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	eax	1 2		4	35	0 "				1	1	Borne				
	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
	o āa Bow	1		10	41	0"	12"	42"	70″	1	0	Borne				
ARM	10UR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
	er Byrne			4	17						0	Worn				
UNIT	OPTIONS	Un	it Option Rules													Cost
Ord (Champion	On	e Ceorl Huntsman bed	comes the mus	stered champ	ion, who gair	s +1 shoot a	lie on his prin	ary shot wea	pon						3
Veteran Ced	orl Huntsmen	The	e Ceorl Huntsman unit	becomes Vete	eran rather th	nan Drilled (co	st is per wan	rior), gaining	+10 SKILL, +5	FORTITUDE a	and +5 AUTHO	ORITY				1
						ANG-MR	C-2450 - H	untsmen of	Scirbröc							

						(GEF yo-	BUP								
Kindred	Realm		Kin	Cla	ass	Priv	ilege	Acı	iitv	Ubio	wity		nds	Unit Size	Co	st
Killurcu			Kiii	- Cit			cyc	Au	iicy	ODIC	laity	_	2	5+/25+/40		J.
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland		Man	Infa	intry	Va	ssal	Le	vy	Com	mon	М	ass	Base Size 30mm	1	L
,	GEBŪR		DAGE	CV	.	NAT	CUT	CONCT	TUTTON	Wor	INDC	FORT	TTUDE		TEM	DED
•	JEDUK		PACE	SK	ILL		GHT	CONSTI	IUIION	Wou	2טאנ		TTUDE	AUTHORITY	TEM	PEK
			5	2	6	2	27	1	0	2	2	5	56	5	7	7
	Abilities	Wort	thless													
	oūr 1 1 2 — Gebūr 2		Gebür 3		Ğebür 4		Ğebür 5		Ğebür 6		Ğebür 7		Ğebür 8			Ğebür 10
	ir 11 1 2 Gebür 12	-	Gebür 13		Ğebür 14		Ğebür 15		Gebūr 16		Ğebür 17		Ğebür 18			Gebür 20
	ir 21 1 2		Gebür 23		Gebür 24		Ğebür 25		Gebür 26		Ğebür 27		Gebür 28			Gebür 30
	ir 31 1 2 Gebür 32		Ğebür 33	1 2	Gebür 34		Gebür 35		Gebür 36		Gebür 37		Gebür 38		1 2	Ğebür 40
СОМВ	AT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les		
1	Gār Spear	1 2		6	33	1.5 "				1	1	Borne	hedge			
СОМВАТ И	VEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les		Cost
1 S	eax Dagger	1 2		3	30	0 "				1	1	Borne	Muster with	(Sling)		0
SHOT WE	APON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		Cost
ı Li	there Sling	1		6	33	0"	12"	60"	72"	1	1	Borne	Replace (Gār Shoot	; Muster with (Dagger);	Volley	1
ARMO	UR OPTIONS			Armour+	C+A						Hands	Class	Armour Rul	'es		Cost
1 S	'cyld Shield			6	16						1	Worn	Add; Shieldw	vall; Parry		1
UNI	T OPTIONS	Unit	Option Rules													Cost
0	rd Champion	One	Gebur becomes the	mustered cha	impion, who g	ains +1 atta	ck die on his	primary comb	at weapon or	r +1 shoot die	on his prima	ary shot wea	pon			3
Fanabe	erend Banner Bearer	One	Gebür becomes the	mustered bar	nner bearer											2
Horni	blawere Herald	One	Gebür becomes the	mustered her	ald											2
	ined Gebür		Gebür unit, if it is no			es Trained ra	ther than Lev	v (cost shown	is per warric	or), gaining +1	10 SKILL, +5	FORTITUDE	and +5 AUTHO	RITY, as well as the 'Disc	plined'	1
		ahilit	<u>v</u>				ANG-MR	-2350 - 2								

					W	ÆL	WU -wulf	LF							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	Co	ost
										•		2 ass	3+/5+/10 Base Size		
Anglecynn	Mierce	Wælwulf	Monstrou	s Infantry	Va	ssal	Fe	ral	Uncor	mmon		3	50mm	2	27
WÆL	WULF	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
Insensate;	Fearsome	8	4	4	4	8	3	8	9	•	7	'2	28	3	2
Abil	ities	Bind+ (Wulf, Frēawulf, G	uthwulf, Mæg	genwulf); Buli	k Charger; Fo	rester; Leap	er								
1 2 3 4 5 6 7 8 9	Wælwulf 1	1 2 3 4 5 6 7 8 9		Wælwulf 2	1 2 3 4 5	6 7 8 9		Wælwulf 3	1 2 3 4 5	6 7 8 9		Wælwulf 4	1 2 3 4 5 6 7 8 9		Wælwulf 5
1 2 3 4 5 6 7 8 9	Wælwulf 6	1 2 3 4 5 6 7 8 9		Wælwulf 7	1 2 3 4 5	6 7 8 9		Wælwulf 8	1 2 3 4 5	6 7 8 9		Wælwulf 9	1 2 3 4 5 6 7 8 9	,	Wælwulf 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Raking	Claws	1 2 3 4 5 6 7 8	9	57	0.5"				1	2	Natural	Quick Strike	1		
2 Slaverir	ng Jaws	1	12	60	0″				2	0	Natural				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
	and Claw ; Claw	1 2 3 4 Sweord 1 2 3 Claw	9	57 57	1 " 0.5 "				1	1	Borne Natural	Replace (Ra Wild	aking Claws); Parry; Quick S	Strike;	1
1 Great Cla	WS Vambraces	1 2 3 4 5 6 7 8	15	63	1 "				1	2	Borne	Replace (Ra	aking Claws); Quick Strike;	Piercing	2
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ıles		Cost
1 Battered B	Byrne Corselet		7	45						0	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Frēawæln	vulf Champion	One Wælwulf becomes to	he mustered o	champion, wh	no gains +1 a	attack die on	his primary co	mbat weapoi	7						5
Monewælw	ulf Banner Bearer	One Wælwulf becomes ti	he mustered l	banner beare	r										4
Thēotenwa	ælwulf Herald	One Wælwulf becomes to	he mustered i	herald and ga	ins the How	er ability									4

					BA	NA BAN-	WU a-wulf	LF							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	itv	Ubiq	uitv	Ha	ands	Unit Size	Co	st
							7100	,	02.4			2	1+/3+/5	-	-
Anglecynn	Mierce	Banawulf	Monstrous	Infantry	Va	ssal	Fer	al	Uncon	nmon	M	lass	Base Size	4	2
- · ·												4	60mm		_
BANA	WULF	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate;	Fearsome	8	4	7	5	5	43	3	1	3	7	78	34	3	9
Abil	ities	Bind+ (Wulf, Frēawulf, C	Guthwulf, Mæg	enwulf); Buli	k Charger; Fo	rester; Leape	er								
1 2 3 4 5 6 7 8 9 10	11 12 13 Banawulf 1	1 2 3 4 5 6 7 8 9 10	11 12 13	Banawulf 2	1 2 3 4 5	6 7 8 9 10	11 12 13 E	Banawulf 3	1 2 3 4 5	6 7 8 9 10	11 12 13	Banawulf 4	1 2 3 4 5 6 7 8 9 10	11 12 13	Banawulf 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Raking		1 2 3 4 5 6 7 8 9	16	71	0.5"				1	2	Natural	Quick Strike			
₂ Slaverir		1 2	18	73	0 0"				2	0	Natural				
UNIT O	PTIONS	Unit Option Rules													Cost
Frēabanav	vulf Champion	One Banawulf becomes	the mustered o	champion, w	ho gains +1 a	attack die on	his primary co.	mbat weapo	n						7
Thēotenba	nawulf Herald	One Banawulf becomes	the mustered i	herald and ga	ains the How	ler ability									5
						ANG-MR	C-3802 - ?								

					W	ER	BEF	RA						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size 1+/3+/5	Cost
Anglecynn	Beornica	Werbera	Monstrous	s Infantry	Va	ssal		s human) as bear)	Uncor	mmon	М	ass 1/3	Base Size 30mm/50mm	26
WER	BERA	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
as humar	n: Insensate	5	4	1	3	3	1	6	3	3	7	74	24	12
s bear: Tough; Insens	sate; Stubborn; Fearsome	6	3	6	5	1	5	1	1	1	7	70	24	27
Abi	ilities	as human: Bound only (6	esith, Duguth	n, Ğeoguth); .	Shapeshifter	(Ğesith, Dugu	th, Ğeoguth);	as bear: Bull	k Charger; For	rester; Roare	r			
2 3 4 5 6 7 8 9 1	0 11 Werbera 1	1 2 3 4 5 6 7 8 9 10	11	Werbera 2	1 2 3 4 5	6 7 8 9 10	11	Werbera 3	1 2 3 4 5	6 7 8 9 10	11	Werbera 4	1 2 3 4 5 6 7 8 9 10	11 Werbe
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Ве	ræx	1 2 3	8	41	1 "				1	1	Borne	Hook; huma	an form	
Human I	Form - Axe	1 2	16	49	0.5 "				2	2	Borne	Human forn		
		1 2 3 4 5	8	59	1"				1	1	Borne	Hook; bear		
	orm - Axe	1 2 3 4	16	67	0.5 "				2	2	Borne	Switch (Rak	king Claws); Bear form	
	g Claws	1 2 3 bear	12	63	0 "				1	1	Natural	Grab; Parry	; Switch Hands (Beræx); Be	ear form
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
Gut	plate	human	4	20						0	Worn	Human forn	n	
	tplate	bear	4	55						0	Worn	Bear form		
WARRIC	OR RULES													
Bear	r-Men	warriors in human form b Unit's AUTHORITY for mu Champions, as long as th Bear: Any warrior within	efore the batt istering purpo e Werbera Ch a Bear-Man u rbera warriors	tle begins. Re uses. The unit ampion option unit may Shifts drop whates	eplace the cost becomes a line is purchase tinto a Werbe ver equipmen	st of the Dugu Bear-Man un d. Bear-Men era warrior as t they were u	th, Geoguth on the control of the co	or Gesith warn quity is that o are mustered eshifter rule. th, Geoguth o	rior with the o of the Duguth, banner beare Once each We r Gesith as so	ost of a Werk Geoguth or ers or mustere erbera warrio on as they Si	pera warrior a Gesith unit. V ed heralds be or is placed, a	and replace the Verbera warric ecome normal ' inv enemy unit	although they must not be p e Bear-Men unit's AUTHOR ors that are mustered cham Werbera warriors after a <i>Si</i> t they are engaged with or I on the Werbera profile inst	ITY with the Werbera pions become Werber hift action. peset by must perform
UNIT C	OPTIONS	Unit Option Rules												Cos
	rn Champion	One Werbera becomes the			, 4 .									5

					SL		ABE	RA							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	Ha	nds	Unit Size 1+/3+/5	Co	st
											M	2 lass	Base Size	_	_
Anglecynn	Beornica	Slēanbera	Monstrous	Infantry	Va	ssal	W	ıld	Uncor	nmon		5	60mm	5	2
SLĒAN	IBERA	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Stubbor	n; Tough; Fearsome	6	3:	3	6	52	6	3	1	7		78	26	3!	5
Abil	ities	Bind (Frēabera); Bulk (Charger; Foreste	er; Roarer											
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 S	1 1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 S 2	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 S 3	1 2 3 4 5	6 7 8 9 10	11 12 13 14 1	5 16 17 S 4	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 S 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Ber Grea		1 2 3 4 5	18	80	2 "				2	2	Borne	Hook; Migh	ty Strike; Vicious Damage		
2 Crushi		1	12	74	0.5"				2	0	Natural				
3 Tran		1 2 3	6	68	0.5 "				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Gutp	olate Armour		3	66						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
1 Beaten Arm	OUF Light Armour		8	<i>71</i>						0	Worn	Replace (G	utplate)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Frēaslēani	Dera Champion	One Slēanbera become	es the mustered	champion, v	vho gains +1	attack die on	his primary o	ombat weap	on						10
Fanaslēanbe	era Banner Bearer	One Slēanbera become	es the mustered	banner bear	rer										7
Blawaslēa	nbera Herald	One Slēanbera become	es the mustered	herald											7
					ANG-BE	N-3710 - S	Slayers of E	unholm							

					WE	ERE	OF e-of-or	OR						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size 1+/3+/5	Cost
Anglecynn	Eofora	Wereofor	Monstrous	a Infants	1/2	ssal	144	ild	Uncor			ass	Base Size	32
Anglecyfiif	Loiora	Weledidi	Monsuous	5 Illialiu y	va	5501	VV	iiu	Uncor	IIIIIOII		4	60mm	32
WERE	OFOR	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Tough;	Stubborn; Fearsome	6	3	1	5	1	4	8	1	2	7	75	26	32
Abil	lities	Bind (Frēaofor); Bulk (harger; Foreste	er										
2 3 4 5 6 7 8 9 10	11 12 Wereofor 1	1 2 3 4 5 6 7 8 9	10 11 12	Wereofor 2	1 2 3 4 5	6 7 8 9 10	11 12	Wereofor 3	1 2 3 4 5	6 7 8 9 10	11 12	Wereofor 4	1 2 3 4 5 6 7 8 9 10	11 12 Wereof
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules	
Eofo Spi	orgār _{ear}	1 2 3 4 5	12	63	2 "				2	2	Borne	Switch (Sw	eord); Pierce	
Swe		1 2 3 4 5 6	9	60	0.5 "				1	1	Borne	Switch (Eof	orgār); Parry	
Tusk	Gore	1	10	61	0.5"	10	71		1	0	Natural	Impact Stri	ke; Charge+	
	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules	
Eofo	orgār ear	1 2 3 4	12	63	0"	6"	18"	24"	2	1	Borne	1 2 3 Sho	ots (3); Impetus Shot; Pierce	2
ARM			Armour+	C+A						Hands	Class	Armour R	ules	
Gutp	olate Armour		5	53						0	Worn			
	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules	Cos
Battered By	rne Light Armour		8	61						0	Worn	Add		1
UNIT O	PTIONS	Unit Option Rules												Cos
	ofor Champion	One Wereofor become	s the mustered	champion, и	vho gains +1 a	attack die on	his primary co	ombat weapo	on					7
	for Banner Bearer	One Wereofor become	s the mustered	banner bear	er									5
Blawere	ofor Herald	One Wereofor become	s the mustered	herald										5

				Ğ	ESI	yə-SITH	EO EE-or-ed	RE	D						
Kindred	Realm	Kin	Cla	ee	Driv	ilege	Acu	itv	Uhic	uity		ınds	Unit Size	Cos	+
Killureu		KIII			File	liege	Acu	icy	ODIC	quity	_	2	5+/5+/15	Cos	,,
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Man	Cava Hearth		High Bo	rn Vassal	Elit	:e	Unco	mmon		ass 3	Base Size 60x35mm	16	5
ĞESITH	ĒORED	Pace	Sk		Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensat	re (Horsa)	5	7	3	3	<u>-</u> 84	14	4	4	4	8	36	19	34	1
НОІ	RSA	9	1:	8	3	84	_			-		-	-	-	
Abil	lities	[Mierce] Bind (Wulf);	Bulk Charger (Ho	orsa); Discip	lined; Flanker										
2 3 4 ĞĒ 1	1 2 3 4 GĒ 2	1 2 3 4 GĒ	3 1 2 3 4	ĞĒ 4	1 2 3 4	ĞĒ 5	1 2 3 4	ĞĒ 6	1 2 3 4	ĞĒ 7	1 2 3 4	ĞĒ 8	1 2 3 4 GĒ 9	1 2 3 4	ĞĒ 10
2 3 4	ĞĒ 11	1 2 3 4		ĞĒ 12	1 2 3 4			ĞĒ 13	1 2 3 4			ĞĒ 14	1 2 3 4		ĞĒ 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	tules		
Swe Sw	eord	1 2 3	8	42	0.5 "				1	1	Borne	Parry			
_	ār ear	1 2	8	42	1.5 "	8	50		1	1	Borne	Mounted In	npact Strike; Mounted Char	ge+	
	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	tules		
	g Hooves	1 2	6	40	1"				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	nd Byrne Corselet		11	25						0	Worn				
	yld ield		9	34						0	Borne	Parry			
MOUNT ARMO	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Re	ules		Cost
Horswa	erd Barding		6	40						0	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Wolfbor	"N Champion	One Gesith Eored bed	omes the muster	ed champion	n, who gains	+1 attack die	on his primary	combat wea	apon						5
Fanaberen	d Banner Bearer	One Gesith Eored bed	omes the muster	ed banner b	nearer										4
Hornblay	were Herald	One Gesith Eored bed	omes the muster	ed herald											4

					D	ĒR	AN DEER-ən	EO EE-or-ed	RE	D						
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı	uity	Ubio	quity	Ha	ands	Unit Size 5+/5+/10	c	ost
				Cav	alrv							M	2 lass	5+/5+/10 Base Size		
Anglecynn	Dēra		Man	Hearth		Va	ssal	Vete	eran	Ra	are		3	60x35mm	2	23
DĒRAN	ĒORED		Pace	Sk	ill	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Authority	Ter	nper
			5	6	1	3	4	1	4		4	-	76	14	3	30
Abi	lities	Flanker	; Forester													
2 3 4 DēĒ 1	1 2 3 4 DēĒ 2	1 2 3	4 DēĒ 3	1 2 3 4	DēĒ 4	1 2 3 4	DēĒ 5	1 2 3 4	DēĒ 6	1 2 3 4	DēĒ 7	1 2 3 4	DēĒ 8	1 2 3 4 DēĒ 9	1 2 3 4	DēĒ 10
GREAT	T HART		7	2	3	4	2	3	6		7	3	37	13	2	28
Traits &	Abilities	Bulk Ch	narger; Insensate	; Disciplined; I	Forester; Lea	per										
2 3 Great Hart 1	1 2 3 Great Hart 2	1 2 3	Great Hart 3	1 2 3	Great Hart 4	1 2 3	Great Hart 5	1 2 3	Great Hart 6	1 2 3	Great Hart 7	1 2 3	Great Hart 8	1 2 3 Great Hart 9	1 2 3	Great Hart 10
COMBAT	WEAPON	At	tack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
_	ār	1 2 3		8	42	1.5 "	8	50		1	1	Borne	Mounted Im	pact Strike; Mounted Cha	rge+	
	VEAPON		hoot Dice	14/	M+W	Min Rge	Lab Dava		Max Rge	D*	Hands	Class	Shot Weap	· · · ·		
		Si	noot Dice	Weapon+		-	Lth Rge	Eff Rge	_	Damage*		Class	Snot wear	oon Kules		
	o ga ow	1		8	42	0"	9″	36"	48"	1	2	Borne	Ride and Sh	oot		
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
	rne selet			8	22						0	Worn				
	yld _{ield}			9	31						1	Borne	Parry			
МО	UNT			Mount+	C+A						Hands	Class	Mount Rul	es		
	t Hart t Mount			7	38						0	Ridden	Each Dēran	Ēored rides a Great Hart		
MOUNT ARM	OUR OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
	ærd Barding			6	44						0	Worn	Add			1
	PTIONS	Unit O	ption Rules													Cost
Dērabo	rn Champion	One Dē	ēran Ēored becom	nes the muster	ed champion	, who gains -	+1 attack die	on his primar	y combat wea	apon						5
Fanaberen	nd Banner Bearer	One Dē	ēran Ēored becom	nes the muster	ed banner be	earer										4
Hornbla	were Herald	One Dē	ēran Ēored becom	nes the muster	ed herald											4

					D	JGI	JTI- də-GUTH	EE-or-ed	DRE	D						
Kindred	Realm	L.	in	Cla	cc	Drivi	lege	Acı	itv	Uhic	uity		nds	Unit Size	Cost	
Killureu				Cia	33	File	lege	Acc	ii.cy	ODIC	luicy		2	5+/5+/15	Cost	•
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Ma	an	Cava	alry	Vas	ssal	Vete	eran	Com	imon		ass 3	Base Size 60x35mm	11	
DUG	UTH	Pa	ice	Sk	ill	Mic	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temp	er
Insensate	e (Horsa)	5	5	60	5	3	1	1	2	4	4	8	31	14	31	
НОЕ	RSA	٩	•	18	3	3	4				-		-	-	-	
Abili	ities	[Mierce] Bir	nd (Wulf); Bui	lk Charger (Ho	rsa); Discipi	ined; Flanker										
1 2 3 4 DĒ 1	1 2 3 4 DĒ 2	1 2 3 4	DĒ 3	1 2 3 4	DĒ 4	1 2 3 4	DĒ 5	1 2 3 4	DĒ 6	1 2 3 4	DĒ 7	1 2 3 4	DĒ 8	1 2 3 4 DĒ 9	1 2 3 4	DĒ 10
1 2 3 4	DĒ 11	1 2 3 4			DĒ	12 1 3 4			DĒ 13	1 2 3 4			DĒ 14	1 2 3 4		DĒ 15
COMBAT	WEAPON	Attacl	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
1 Ga		1 2 3		8	39	1.5 "	8	47		1	1	Borne	Mounted Im	pact Strike; Mounted Char	ge+	
MOUNT COME		Attacl	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
2 Trampling		1 2		6	40	1"				1	0	Natural	Sightless Str	ike		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	les		
1 Helm an				10	22						0	Worn				
2 SC)	/ld			9	31						1	Borne	Parry			
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	les		Cost
¹ Yelm and Mail B	yrne Helmet; Corsele			16	<i>37</i>						0	Worn	Replace (He	lm and Byrne)		2
MOUNT ARMO	OUR OPTIONS			Armour+	C+A		option				Hands	Class	Armour Ru	les		Cost
3 Horswæ	erd Barding			6	<i>37</i>	+Helmet & Corselet	43				0	Worn	Add			1
UNIT O	PTIONS	Unit Optio	n Rules													Cost
Wolfbor	n Champion	One Duguth	Eored becom	nes the muste	red champio	n, who gains	+1 attack die	on his prima	ry combat we	eapon						5
Fanaberen	d Banner Bearer	One Duguth	Eored becom	nes the muste	red banner	bearer										4
Hornblav	vere Herald	One Duguth	Eored becom	nes the muste	red herald											4

					EO	RL	EO	<u>RE</u>	D						
10.1.1		10				. CHUKL	EE-Or-eu				Ha	nds	Unit Size		
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acu	ity	Ubio	luity		2	5+/5+/15	Со	st
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Man	Cava	alrv	Vas	ssal	Trair	ned	Com	mon		ass	Base Size	6	
,				,						-		3	60x35mm		
CEC	RL	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate	(Horsa)	5	4	6	3	0	13	3	3	3	6	4	8	2	3
НОЕ	RSA	9	18	8	3	4	_					-	-	_	•
Abili	ties	[Mierce] Bind (Wulf); Bu	lk Charger (Ho	orsa); Discipi	ined; Flanker				_						
1 2 3 4 CĒ 1	1 2 3 4 CĒ 2	1 2 3 4 CĒ 3	1 2 3 4	CĒ 4	1 2 3 4	CĒ 5	1 2 3 4	CĒ 6	1 2 3 4	CĒ 7	1 2 3 4	CĒ 8	1 2 3 4 CĒ 9	1 2 3 4	CĒ 10
1 2 3 4	CĒ 11	1 2 3 4		CĒ	12 1 3 4			CĒ 13	1 2 3 4			CĒ 14	1 2 3 4		CĒ 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
1 Ga		1 2 3	7	37	1.5 "	7	44		1	1	Borne	Mounted Im	pact Strike; Mounted Cha	rge+	
MOUNT COME	SAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
2 Trampling		1	6	40	1"				1	0	Natural	Sightless Str	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Leather			4	17						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
2 Scyla	Shield		6	23						1	Worn	Add; Parry			1
UNIT O	PTIONS	Unit Option Rules													Cost
Ord a	ampion	One Ceorl Eored become	s the mustere	d champion,	who gains +	1 attack die (on his primary	combat wea	pon						5
Fanaberen	Banner Bearer	One Ceorl Eored become	s the mustere	d banner be	arer										4
Hornblav	Vere Herald	One Ceorl Eored become	s the mustere	d herald											4
Drilled Ce	orl Ēored	The Ceorl Eored unit bed	omes Drilled r	ather than T	rained (cost is	per warrior)	, gaining +10 :	SKILL, +5 FO	RTITUDE and	+5 AUTHORIT	Υ				3
					ANG-MR	C-4300 - H	orsemen of	Scīrbrōc							

			CEC	DRI	B	OW HURL BOH-	MA	ŅĒ	OR	RED						
Kindred	Realm	Kin	- CI-			ilege			111-1-		Ha	nds	Unit Size	e		
Kinarea	Realm	KIII	Cla	155	Priv	ilege	Acı	шц	Ubic	luity		2	5+/5+/10		Cos	· L
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Man	Cav	alry	Va	ssal	Trai	ined	Com	mon	М	ass 3	Base Size 60x35mm		4	
CEORL I	BOWMAN	Pace	Sk	all	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authori	ity	Tem	per
Insensa	te (Horsa)	5	4	4	3	31	1	0	4	1	7	'2	8		22	2
но	RSA	9	1	8	3	84		-				-	-		-	
Ab	ilities	[Mierce] Bind (Wulf); E	Bulk Charger (Ho	orsa); Discipl	ined; Flanker								<u>'</u>			
2 3 4 CBĒ 1	. 1 2 3 4 CBĒ 2	1 2 3 4 CBĒ	3 1 2 3 4	CBĒ 4	1 2 3 4	CBĒ 5	1 2 3 4	CBĒ 6	1 2 3 4	CBĒ 7	1 2 3 4	CBĒ 8	1 2 3 4	CBĒ 9 1	2 3 4	CBĒ 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules			
	eax	1 2	3	34	0 "				1	1	Borne					
	IBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules			
	ng Hooves	1	6	40	# 1"				1	0	Natural	Sightless St	rike			
SHOT V	WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules			
	o āa ^{Bow}	1	8	39	0"	9″	36"	48"	1	2	Borne	Ride and Sh	noot			
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
	er Byrne rselet		4	14						0	Worn					
UNIT	OPTIONS	Unit Option Rules														Cost
Ord	Champion	One Ceorl Bowman Eo.	red becomes the	e mustered c	hampion, wh	o gains +1 sh	noot die on his	s primary sho	t weapon							5
Drilled Ceorl	Bowman Ēored	The Ceorl Bowman Eor	ed unit becomes	s Drilled rath	er than Train	ed (cost is per	r warrior), gai	ning +10 SKI	LL, +5 FORTIT	UDE and +5	AUTHORITY					3

					W	ERI WER-	DEF	RA						
Kindred	Realm	Kin	Cla	155	Privi	lege	Acı	ıitv	Ubic	uity		nds	Unit Size	Cost
			ļ				7.6	,	05.4	14,		2	1+/3+/5 Base Size	
Anglecynn	Dēra	Werdēra	Monstrou	s Cavalry	Vas	ssal	W	ild	Uncor	mmon	М	ass 4	70x40mm	30
WERD	DĒRA	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate;	Fearsome	8	3	3	4	4	3	8	1	1	7	74	24	44
Abili	ties	Bind (Frēadēra); Bulk (harger; Flanke	r; Forester; L	.eaper									
1 2 3 4 5 6 7 8 9 10 1	11 Werdēra 1	1 2 3 4 5 6 7 8 9	0 11	Werdēra 2	1 2 3 4 5	6 7 8 9 10	11	Werdēra 3	1 2 3 4 5	6 7 8 9 10	11	Werdēra 4	1 2 3 4 5 6 7 8 9 10 1	Werdēr
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Gā		1 2 3 4 5 6	8	52	1.5 "	8	60		1	1	Borne	Impact Strik	e; Charge+	
2 Slashing		1 2 3 4	9	53	1"	9	62		1	0	Natural	Impact Strik	e; Charge+; Pierce	
3 Trampling		1 2 3	8	52	0"				1	0	Natural	Sightless Str	rike	
SHOT WEAPO	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules	Cost
1 Boga	Bow Bow	1 2 3 4	9	<i>53</i>	0"	12"	42"	64"	1	2	Borne	Add; Move a	and Shoot	3
ARMOUR (OPTIONS		Armour+	C+A	with o	option				Hands	Class	Armour Ru	iles	Cost
1 Battered B	yrne Corselet		7	45						0	Worn	Add; Parry		1
2 Scyld	Shield		9	47	+corselet	54				1	Borne	Add		1
UNIT OF	PTIONS	Unit Option Rules												Cost
Dērabori	n Champion	One Werdēra becomes	the mustered o	champion, wh	no gains +1 a	ttack die on l	his primary co	mbat weapoi	7					6
Fanaberend	Banner Bearer	One Werdēra becomes	the mustered b	anner beare	r									5
Hornblaw	Vere Herald	One Werdēra becomes	the mustered h	nerald										5
						ANG-DRA	A-5xxx - ?							

							JLF							
Kindred	Realm	Kin	Cla	iss	Privi	lege	Acı	itv	Ubiq	uitv	Ha	nds	Unit Size	Cost
										,	()	5+/5+/10	
Anglecynn	Mierce	Wulf	Bea	ast	Be	ast	w	ild	Com	mon	Ma	ess	Base Size	5
									-			1	40x25mm	
WU	JLF	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Forti	tude	Authority	Temper
Insensate; Small; S	Strength in Numbers	9	4	0	2	4	7	,	2	2	4	7	7	12
Abil	ities	Flanker; Forester; Howle	r; Leaper; Sco	out										
1 2 Wulf 1	1 2 Wulf 2	1 2 Wulf 3	1 2	Wulf 4	1 2	Wulf 5	1 2	Wulf 6	1 2	Wulf 7	1 2	Wulf 8	1 2 Wulf 9	1 2 Wulf 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles	
₁ Snappi	ng Bite	1 2 3	8	32	0"				1	0	Natural	Quick Strike		
1 Slashing	g Claws	1	4	28	0"				1	0	Natural			
					ANG-M	IRC-7000 -	Sweorcan	s Pack						

					GA	DA GAD-	WU ə-wulf	LF							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acui	ity	Ubiq	uity	На	nds	Unit Size	Cost	
Anglecynn	Mierce	Gadawulf	Bea	ast	Ве	ast	Wil	d	Com	mon	Ma	ass 2	Base Size 50x30mm	12	
GADA	GADAWULF Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	Strength in Numbers; ian only	9	4	5	3	3	12	2	5	5	6	3	12	18	
	lities	Bulk Charger; Bound [M.	ierce] (most no	obles); Flank	er; Forester;	Howler; Leap	per								
1 2 3 4 5															
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ng Bite	1 2 3 4	11	44	0″				1	0	Natural	Quick Strike			
	g Claws	1 2	9	42	0.5"				1	0	Natural				
WARRIO	R RULES	Rules													
Wulf-	Friend	Counter-Attack: If an gadawulf is dead can the	enemy warrior attacking war	(an attacki rior <i>Attack</i> tl	ng warrior) ne wulf noble.	wishes to Atta Additionally,	ack a noble tha the gadawulf v	t the gadaw will always A	ulf is Bound to ttack the atta	o (a wulf no cking warrior	ble), that att before he ca	acking warrior n <i>Attack</i> - mea	must <i>Attack</i> the gadawulf aning, the gadawulf <u>always</u>	first and only when the goes first.	
					ANG	-MPC-705	0-100 - Flēc	otia							

					FR	ĒA FREE-	WU ə-wulf	LF										
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	Cost				
								-		•		0	3+/5+/10					
Anglecynn	Mierce	Frēawulf	Bea	ict	Re	ast	Fe	ral	Com	mon	Ma	ass	Base Size	16				
Angiccyiiii	Tilleree	Treawaii	Dec			usc	10	rui	Com	mon		3	60x35mm	10				
FRĒA	AWULF Pace Skill Might Constitution Wounds Fortitude Authority Temper									Temper								
Insensate; Fearsome	; Strength in Numbers	9	43	3	4	2	1	8	7	7	5	5	21	29				
Abil	lities	Bulk Charger; Flanker; F	orester; Howle	r; Leaper														
1 2 3 4 5 6 7 F1	1 2 3 4 5 6 7 F 2	1 2 3 4 5 6 7 F3	1 2 3 4 5	6 7 F4	1 2 3 4 5	6 7 F 5	1 2 3 4 5	6 7 F 6	1 2 3 4 5	6 7 F 7	1 2 3 4 5	6 7 F8	1 2 3 4 5 6 7 F9	1 2 3 4 5 6 7 F 10				
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules					
	ng Bite	1 2 3 4 5 6	13	55	0″				1	0	Natural	Quick Strike	Strike; Pierce					
	g Claws	1 2	9	51	0.5"				1	0	Natural							
					ANG	-MRC-705	n - Pāoc's I	Dack										

					GRI		HART	ART						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uitv	Ubiq	uitv		nds	Unit Size	Cost
												0	1	
Anglecynn	Dēra	Great Hart	Bea		Re	ast	w	ild	Uncor	nmon	M:	ass	Base Size	13
Angiccyiiii	Data	Great riare	Moi	unt	50	usc		iiu	Oncor			3	60x35mm	15
GREAT	HART	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	nsate it only	7	2:	3	4	2	3	6	7	,	3	7	13	28
Abil	ities	Bulk Charger; Forester,	Leaper											
Wound	d Track	1 2 3 4 5 6 7												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Antlers	1 2 3 4	10	52	1"	10	62		1	0	Natural	Impact Strik	ke; Charge+	
	g Hooves	1 2	8	50	0"				1	0	Natural	Sightless St	rike	
Tran	nple				ANG-DRA-1	235-800 -	Leofwen o	n Great Ha	rt					

						S-ling	NG						
Realm	Kin	Cla	ss	Privi	ilege	Acı	iity	Ubiq	uity	Hai		Unit Size	Cost
mina Dāra Fafara		Pos	oct				-					Race Size	
ce, Northumbraland	Pony			Be	ast	W	ild	Com	mon	2)	50x30mm	2
NG	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	nds	Forti	tude	Authority	Temper
ast only	8	10	6	2	8	1	4	3	3	4	2	9	15
:k	1 2 3												
APON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles	
ooves	1 2	6	34	0.5"				1	0	Natural	Sightless Stri	ike	
\	IG St only APON	Pony Pony	Section Pony Bear	Pony Beast Mount		ica, Dera, Eofora, Pony Beast Mount Beast Mount IG Pace Skill Might Ist only 8 16 28 APON Attack Dice Weapon+ M+W Att Rge Charge+ Doves 1 2 6 34 0.5"		Beast Wild	Beast Mild Commission, Dera, Eofora, Pony Beast Mount Beast Wild Commission of Pace Skill Might Constitution Would Stronly 8 16 28 14 3				

							RSA R-sa	\						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubio	juity	На	nds	Unit Size	Cost
Anglecynn	Beornica, Dēra, Eofora, Mierce, Northumbraland	Horse	Bei <i>Mo</i>		Be	ast	w	ild	Com	mon	M	ass	Base Size 60x35mm	4
НО	HORSA Pace Skill Might Constitution Wounds Fortitude Authority Tem													
	nsate ught Beast only	9	1	8	3	4	1	7		5	3	9	13	20
Abii	lities	Bulk Charger	<u> </u>		·				<u> </u>					
Wound	d Track	1 2 3 4 5												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les	
	g Hooves	1 2	7	41	1"				1	0	Natural	Sightless Stri	ke	
AN	IG-MRC-7500-100 - B	ealdānum; ANG-MR	C- 7622-100	- Hildedēc			00 - Eorling 50-100 - Fr		C-7628-100) - Hrædar	; ANG-MR	C-7628-100	- Horses of Maunsfe	d;

	FREABERA FREE-9-BER-9													
Kindred	Realm	Kin	Cla	iss	Priv	lege	Acı	iity	Ubio	uity	Ha	nds	Unit Size	Cost
Anglecynn	Beornica	Bera	Bei Soli	ast <i>Itary</i>	Ве	ast	w	ild	Uncor	mmon	М	2 ass 4	Base Size 70x40mm	38
FRĒA	BERA	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Tough;	Insensate; Tough; Stubborn; Fearsome		3	6	5	2	5	4	1	3	8	32	18	31
Abii	lities	Bound (Slēanbera, Mo	rthorbera); Bulk	Charger; Fo	rester; Roare				_					
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1	g Claws	1 2 3 4 5 6	9	61	0"				1	2	Natural	Mighty Strik	e	
	ng Bite	1 2	10	62	0"				2	0	Natural			
	Trample 1 2			57	0"				1	0	Natural	Sightless St	rike	
					ANG-	BRN-7550	- Balg, Frē	abera						

	FREOFOR													
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv	Ha	nds	Unit Size	Cost
			ļ				7100	,	02.4	,		2	1	
Anglecynn	Eofora	Eofor	Bea	ast	Be	ast	w	ild	Uncor	nmon	M	ass	Base Size	27
												4	70x40mm	
FREC	FOR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Tough; Stubborn; Fearsome Mount or Draught Beast only		7	2	2	5	1	4	2	1	0	5	4	17	28
Abili	ities	Bulk Charger; Forester												
Wound	l Track	1 2 3 4 5 6 7 8 9 1	.0											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Goring Tus		1 2 3 4	11	62	0.5"	11	73		2	0	Natural	Impact Strik	e; Charge+; Piercing	
Maulin Bit		1 2	10	61	0"				1	0	Natural			
Trampling Tran		1 2	5	56	0"				1	0	Natural	Sightless Str	rike	
		1 2	5	56	0"	ANG-BRI	N-7550 - ?		1	0	Natural	Sightless Str	rike	

	FREADERA														
Kindred	Realm	Kin	Cla	ee	Priv	ilege	Acı	uity	Ubiq	wity	Ha	nds	Unit Size	Cost	
Killulcu	Realin	Kill	Cit			iicgc	7.0	aicy	0514	uicy	()	1+/3+/5	COSC	
Anglecynn	Dēra	Frēadēra	Bea	act	Re-	ast	\ \A	ild	Uncor	mmon	Ma	ass	Base Size	20	
Anglecymin	Dela	rreducia	Dec	130		ust	**	iiu	Officor	1111011		3	70x40mm	20	
FRĒA	DĒRA	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Forti	tude	Authority	Temper	
Insensate	Insensate; Fearsome		3	4	4	6	3	8	8	3	4	8	18	38	
Abi	lities	Bulk Charger; Bound (W	/erdēra); Fores	ter; Leaper											
1 2 3 4 5 6 7 8	Frēadēra 1	1 2 3 4 5 6 7 8		Frēadēra 2	1 2 3 4 5	6 7 8		Frēadēra 3	1 2 3 4 5	6 7 8		Frēadēra 4	1 2 3 4 5 6 7 8	Frēadēra 5	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	g Antlers	1 2 3 4 5	10	56	1"	10	66		1	0	Natural	Impact Strik	e; Charge+		
	g Hooves	1 2 3	9	55	0"				1	0	Natural	Sightless Strike			
Trample ANG-DRA-7xxx - ?															

	GUTHWULF GUTH-Wulf													
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubio	uity	Ha	nds	Unit Size	Cost
								•		•		ass	1+/1+/3 Base Size	
Anglecynn	Mierce	Guthwulf	Monstro	us Beast	Be	ast	Fe	ral	Uncor	mmon		155 fi	90x50mm	80
GUTH	WULF	Pace	Sk	till	Mig	ght	Consti	tution	Wou	ınds	Forti	itude	Authority	Temper
Insensate	Insensate; Terrifying		4	5	6	4	5	6	2	.3	7	3	33	47
Abil	lities	Bulk Charger; Flanker; F	orester; Howl	er; Leaper; R	Roarer; Bind+	(Wulf, Frēaw	rulf); Bound (V	Vælwulf, Bar	nawulf, Mæge	nwulf)				
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22 23 Gut	hwulf 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23	Guthw	ulf 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	Guthwulf 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	g Claws	1 2 3 4 5 6 7 8 9 1	14	78	1 "				1	2	Natural	Grab; Quick	Strike	
	Crushing Bite		18	82	0.5"				2	0	Natural	Quick Strike	; Pierce; Vicious Damage	
	mple	1 2 3 4	6	70	0 "				1	0	Natural	Sightless St	rike	
					ANG-	MRC-8280	- Creoda's	Pack						

			٩Æ			LF					
Kin	Cla	iss	Priv	ilege	Acuity	Ubi	quity	На	nds	Unit Size	Cost
	Monstroi	us Beast	_			_		М	ass	Base Size	100
Mægenwulf			Ве	east	Feral	R	are		9	110x60mm	160
Pace	Sk	ill	Mi	ght	Constitution	n Wo	unds	Fort	itude	Authority	Temper
9	4	1	8	32	73	3	9	8	34	40	59
Bulk Charger; Flanker;	Forester; Roare	er; Howler; L	eaper; Bind+	(Wulf, Frēav	vulf, Guthwulf); Bound	(Wælwulf, Banav	vulf)				
1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 36 37 38	9					
Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	tules	
1 2 3 4 5 6 7 8 9	18	100	1 "			1	2	Natural	Grab; Quick	c Strike	
1 2 3 4 5	24	106	0.5"			2	0	Natural	Quick Strike	e; Pierce; Vicious Damage	
Trample 1 2 3 4 5						1	0	Natural	Sightless St	rike	
	Mægenwulf Pace 9 Bulk Charger; Flanker; 1 2 3 4 5 6 7 8 9 11 12 1 2 3 4 5	Mægenwulf Monstro Soli	Magenwulf Monstrous Beast Solitary	Magenwulf Monstrous Beast Beast Solitary	Magenwulf Class Privilege	MAG-an-wulf	Name	Nag-an-wulf Nagenwulf Na	Kin Class Privilege Acuity Ubiquity Hams Magenwulf Monstrous Beast Solitary Beast Feral Rare Magenwulf Monstrous Beast Solitary Beast Feral Rare Magenwulf Might Constitution Wounds Fort Skill Might Constitution Wounds Fort Switch S	Mag-an-wulf	Kin Class Privilege Acuity Ubiquity 2 1

					BÆ		JBE e-ber-ə	RA							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubic	quity		nds 2	Unit Size	Cos	st
Anglecynn	Beornica	Bædubera	Monstroi <i>Soli</i>		Ве	ast	w	ild	Uncor	mmon	M	ass 8	Base Size 80mm	83	3
BÆDU	JBERA	Pace	Sk	till	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Authority	Tem	per
Gigantic; Insensate; Tou	ugh; Stubborn; Terrifying	7	3	3	7	2	7	4	3	1	8	86	30	49	e
Abil	lities	Bulk Charger; Forester	Roarer; Bind ('Frēabera)											
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les		
	æx t Axe	1 2 3 4 5 6 7	18	90	2 "				2	2	Borne	Mighty Strike; Grab; Vicious Damage			
2 Crushi	na Dita	1 2	14	86	0.5"				1	0	Natural	Pierce			
Tran	nple	1 2 3 4	7	79	0 "				1	0	Natural	Sightless Stri	ke		
	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapo	on Rules		
	-Trap	1 2	12	84	0"	0"	6"	9″	1	1	Borne	Shoot and Dr	ag; Pierce		
Bear-Trap: The Bear-	-Trap may only Drag one e	nemy warrior from the S	hot and Dragge	d unit.											
ARM	OUR		Armour+	C+A						Hands	Class	Armour Rul	es		
	olate Armour		4	78						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Rules Co			Cost
1 Beaten Arm	Beaten Armour Light Armour 9									0	Worn	Replace (Gut	plate)		1

MORTHORBERA MOR-thor-bar-a															
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubiq	uity	Ha	nds	Unit Size	Cost	
Anglecynn	Beornica	Morthorbera	Monstroi <i>Soli</i>		Ве	ast	w	ild	Ra	re		ass 10	Base Size	183	
MORTH	ORBERA	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
Gigantic; Insensate; Tough; Stubborn; Terrifying		8	2	3	8	5	8	8	4	2	8	2	32	54	
Abili	ties	Bind (Frēabera); Bulk Ci	harger; Foreste	er; Roarer; B	ind (Frēabera)			_						
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Raking		1 2 3 4 5 6 7 8 9 1 11 12 13 14	20	105	2 "				2	2	Natural	Mighty Strik	e; Grab; Vicious Damage		
Crushi		1 2 3	18	103	1"				2	0	Natural	Pierce; Vicio	ous Damage		
Tran		1 2 3 4 5 6 7	9	94	0"				1	0	Natural	ıral Sightless Strike; Stomp			

					BA	NE	OF(OR						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size	Cost
					_							z ass	1+/1+/3 Base Size	
Anglecynn	Eofora	Baneofor	Monstrou	ıs Beast	Ве	ast	W	ild	Uncor	nmon		7	80mm	81
BANE	OFOR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itud	e Authority	Temper
Gigantic; Insensate; Tou	gh; Stubborn; Terrifying	7	30	6	6	5	6	2	2	5	8	31	31	47
Abili		Bulk Charger; Forester,		3 4 5 6 7	0 0 10 11 12	13 14 15 16 13	10 10 20 21 22	22 24 25	Dancel	or 2 1 2 2	4 5 6 7 0	0 10 1	112 12 14 15 16 17 10 10 20 21 22 22	24 25 Baneofor
COMBAT	11 12 13 14 15 16 17 18 19 20	Attack Dice	Weapon+	M+W	Att Rge		M+W+Ch	23 24 25	Damage*	Hands	Class		1 12 13 14 15 16 17 18 19 20 21 22 23 20 20 20 20 20 20	24 25 Barreoroi
	Fafaunāu		-			Charger	PITWTCII		_		Class			
Eoforgār Spear		1 2 3 4 5 6 7 8	13	75	2 "				2	2	Borne	Grab;	Pierce; Vicious Damage	
Tusk Tus		1 2	11	73	0.5"	11	84		1	0	Natural	Impa	ct Strike; Pierce; Vicious Damage	
Tran	nple	1 2 3 4 5	6	68	0 "				1	0	Natural	Sightl	ess Strike	
SHOT W		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot	Weapon Rules	
Eofo		1 2 3 4 5 6 7	13	75	0"	6"	24"	30″	2	1	Borne	1 2 3	Shots (3); Impetus Weapon; Pi	ierce
ARM			Armour+	C+A		'				Hands	Class	Armo	our Rules	
Gutp			4	66						0	Worn			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armo	our Rules	Cost
Battered By	rne Light Armour		8	<i>33</i>						0	Worn	Repla	ce (Gutplate)	0
UNIT O	PTIONS	Unit Option Rules												Cost
Frēabaned	ofor Champion	One Baneofor becomes	the mustered o	hampion, w	ho gains +1 a	nttack die on	his primary co	mbat weapo	n					12

				(W	KWEL	EO L-ə-for	FOI	₹					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubic	uity		nds	Unit Size	Cost
Anglecynn	Eofora	Cwelleofor	Monstrou <i>Solit</i>		Ве	east	Fe	ral	Ra	ire	М	ass 10	Base Size 110x60mm	169
CWELL	EOFOR	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate; Tough; Terrifying 7 20 86 88 41 88 38												38	59	
Abi	Abilities Bulk Charger; Forester; Roarer													
Woun	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1	Gore	1 2 3 4 5 6 7 8 9 1	18	104	0 "	36	140		2	0	Natural	Impact Strik Damage	e; Impact Mighty Strike; C	harge+; Pierce; Vicious
	ng Bite	1 2 3	18	104	0″				2	0	Natural	Pierce; Vicio	ous Damage	
	mple mple	1 2 3 4 5	9	95	0"				1	0	Natural	Sightless Str	rike	
ARM	IOUR	Armour+	C+A						Hands	Class	Armour Ru	iles		
	Tough Hide 4									0	Natural			
					AN	G-EFR-846	55 - Wildes	vīn						

					CY	NE KIN-ə	DĒI -deer-ə	RA						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubio	uity	Ha	nds	Unit Size	Cost
												2	1 D Ci	
Anglecynn	Dēra	Cynedēra	Monstrou Solit		Be	ast	Wi	ld	Ra	re		ass 6	Base Size 90x50mm	62
	_ =	_				_		-		_		•		
CYNE	DĒRA	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate	; Terrifying	8	3	6	6	6	6	2	2	2	8	4	26	41
Abi	lities	Bind (Frēadēra); Bulk C	harger; Flanker	r; Forester; I	Leaper									
Woun	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22									
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	g Antlers	1 2 3 4 5 6 7	10	76	1.5"	10	86		1	0	Natural	Impact Stril	xe; Charge+	
₂ Snappi	ing Bite	1 2	14	80	0.5"				1	0	Natural			
	mple mple	7	73	0 "				1	0	Natural	Sightless St	rike		
						ANG-DR	A-8xxx - ?							