

BYZANTII

KINDRED MUSTER

for Darklands: Second Edition

v2.07



Legio II Var



last updated 1st January 2024

**MIERCE
MINIATURES**



Version 2.07

HOST SILVER

BYZANTII MUSTER WENDLIST

Changes to the Byzantii muster are recorded here.

Version	Change
v2.02	The demioption's armour options now increase his C+A to a higher band
	The shoot dice of the ignilegionarii's hellfire shot weapon have increased, while the range has been decreased
	The Imago of Dis host banner range is now 12"
	The Dread invocation's effects now apply to fearless units, excepting constructs and undead
	The Bridle of Constantine's effects now affect warriors within 12"
	The damage of the Securis of Anieropolis has been increased
	The exploratorius only gains the 'marksman' ability if he is a commander
	The onager now uses the boulder template, and its shoot dice have been increased
	The focus range of all sorcerers has been reduced
	Demiequus and Hellhound available as a mount for the magus infernum primus, magus infernum and demimagus
	Removed the +M cost qualification from shot weapon artefact arrows
	Clarified the amount of attack dice for Tartarus' Edge in two hands
v2.03	Revised the Hell Pit invocation to have the 'unstable' rule instead of 'permanent'
	Added ignilegionarii to the list of warriors that can be summed by the Solomon's Seal artefact
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.04	Clarified the Invocation List used by all sorcerers
	Altered some weapon coatings to have the mundane (n) rule
v2.06	Clarified the Damned Spatha to ensure enemies fail their QUELL TESTS rather than not taking them
	Added the 'tactician' ability to the centurion, auxilia centurion, option, auxilia option, tesseraarius and auxilia tesseraarius profiles
	Ensured that scout nobles and shot engine leader nobles cannot be the general
	Added the 'disciplined' ability to a number of profiles
	Increased the SKILL of most humans that are not Levy or Wild by +10
	Slightly reduced the AUTHORITY of all humans
	Added the demicornicen profile to the Warchiefs class
	Added the auxilia ballistarius and demiballistarius profiles to the Infantry class and the muster chart
	Added manuballista shot weapon options to the auxilia option and tesseraarius
	Removed the 'fearless' trait from most warriors
	Added the taraskus secundus and taraskus profiles to the Warchief and Monstrous Infantry classes respectively, and to the muster chart
	Added the taraskruor profile to the Monstrous Cavalry class, and to the muster chart
	Added the tarask major profile to the Monstrous Beasts class, and to the muster chart
	Reduced the cost of noble shot weapon options
	Ensured demicoricens can muster some artefact instruments
V2.07	Clarified the Damned Spatha to ensure enemies fail their QUELL TESTS rather than not taking them
	Altered the focus range and silver costs of all sorcerers
	Altered the shoot dice of most and silver cost of all non-gaze shot weapons
	Altered the silver cost of Gigantic monsters
	Added the Crude Pilum combat and shot weapons to the dromedon profile

BYZANTII MUSTERING

Version 2.07

BYZANTII HOST

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

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands		Host Commands		Realm Commands
LEGIO II VAR HOST	Legio II Var General 1	Legio II Var Command 1	Legio II Var Command 0-1+	Allied Contingent 0-1	

BYZANTII COMMANDS

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

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

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

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

BYZANTII UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

BYZANTII COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Box	Pledge Box	Petition Box
<div>Legio II Var</div> <div>CENTURION</div> <div>93</div>	<div>Legionarius</div> <div>0-1</div> <div>Legionarius+</div> <div>Praetorianus</div> <div>0-1</div> <div>Kataphractarii Equitatus</div> <div>0-1</div>	<div>Legionarius</div> <div>160-1+</div> <div>Legionarius+</div> <div>Praetorianus</div> <div>240-1+</div> <div>Praetorianus+</div> <div>Kataphractarii Equitatus</div> <div>210-1+</div>	

<div>Legio II Var, Dis</div> <div>DEMIURION</div> <div>83</div>	<div>Demilegionarius</div> <div>0-1</div> <div>Ignilegionarius</div> <div>with Manuballista</div> <div>as rider of Demiequus</div> <div>Demiequitatus</div> <div>0-1</div> <div>as rider of Hellhound or Behema</div> <div>Demicanisarius</div> <div>0-1</div>	<div>Demilegionarius</div> <div>180-1+</div> <div>Ignilegionarius</div> <div>Demiballistarius</div> <div>170-1+</div> <div>Ignilegionarius</div> <div>170-1+</div> <div>Demiequitatus</div> <div>180-1+</div> <div>Demicanisarius</div> <div>180-1+</div>	<div>Demiballistarius</div> <div>170-1+</div> <div>Ignilegionarius</div> <div>170-1+</div> <div>Demifiend</div> <div>Dis</div> <div>210-1+</div> <div>Fiend</div> <div>Dis</div> <div>260-1+</div> <div>Hellhound</div> <div>Dis</div> <div>210-1+</div> <div>Hellion</div> <div>Dis</div> <div>260-1</div>
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<div>Legio II Var</div> <div>AUXILIA CENTURION</div> <div>87</div>	<div>Auxiliarius</div> <div>0-1</div> <div>Auxiliarius+</div> <div>Gladiator Primus</div> <div>CW0-1</div> <div>mounted</div> <div>Gladiator Primus</div> <div>CW0-1</div> <div>as rider of Equus</div> <div>Auxilia Equitatus</div> <div>0-1</div> <div>as Elephantarius Centurion</div> <div>Elephantus War Tower</div> <div>0-1</div>	<div>Auxiliarius</div> <div>160-1+</div> <div>Auxiliarius+</div> <div>Auxilia Equitatus</div> <div>210-1+</div> <div>Elephantus War Tower</div> <div>380-1+</div>	<div>Auxilia Sagittarius</div> <div>160-1+</div> <div>Auxilia Ballistarius</div> <div>160-1+</div> <div>Auxilia Bestiarius</div> <div>210-1</div> <div>any Beast</div> <div>Gladiatorius</div> <div>210-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div> <div>Retiarius</div> <div>200-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div> <div>Myrmillo</div> <div>200-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div> <div>Gladiator Equitatus</div> <div>210-1</div> <div>Auxilia Equitatus</div> <div>160-1+</div> <div>Exploratorius</div> <div>160-1</div> <div>Dromedus</div> <div>210-1+</div> <div>Dromedon</div> <div>Hyaenus</div> <div>220-1+</div> <div>Hyaena</div> <div>Vultus</div> <div>260-1+</div> <div>Sell-Sword</div> <div><0-1</div>
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<div>Legio II Var, Dis</div> <div>MAGUS INFERNUM PRIMUS</div> <div>52</div>	<div>Sacerdos Infernum</div> <div>0-1</div>	<div>Sacerdos Infernum</div> <div>200-1+</div>	
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<div>Legio II Var</div> <div>OPTION</div> <div>85</div>	<div>Legionarius</div> <div>0-1</div> <div>Legionarius+</div> <div>Praetorianus</div> <div>0-1</div> <div>Kataphractarii Equitatus</div> <div>0-1</div>	<div>Legionarius</div> <div>160-1+</div> <div>Legionarius+</div> <div>Praetorianus</div> <div>240-1+</div> <div>Praetorianus+</div> <div>Kataphractarii Equitatus</div> <div>210-1+</div>	
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Legio II Var

TESSERARIUS

52

Praetorianus Tesserarius

Kataphractarii Equitatus

as rider of Equus

Legionarius

0-1

Legionarius+

Praetorianus

0-1

Kataphractarii Equitatus

0-1

Legionarius

16

0-1+

Legionarius+

Praetorianus

24

0-1

Praetorianus+

Kataphractarii Equitatus

21

0-1

Legio II Var

AUXILIA OPTION

72

with Arcus

with Manuballista

as Exploratorius Option

as Bestiarius Option

as Machinarius Option

as rider of Equus

as Elephantarius Option

Auxiliarius

0-1

Auxiliarius+

Auxilia Sagittarius

0-1

Auxilia Ballistarius

0-1

Exploratorius

0-1

Auxilia Bestiarius

0-1

any Beast

Any Shot Engine

0-1

Auxilia Equitatus

0-1

Elephantus War Tower

0-1

Auxiliarius

16

0-1+

Auxiliarius+

Auxilia Sagittarius

16

0-1+

Auxilia Ballistarius

16

0-1+

Exploratorius

16

0-1

Auxilia Bestiarius

21

0-1+

any Beast

Skorpio

19

0-1+

Ballista

22

0-1+

Onager

22

0-1+

Auxilia Equitatus

21

0-1+

Elephantus War Tower

38

0-1+

Gladiator Primus

CW

0-1

mounted

Gladiator Primus

CW

0-1

Auxilia Sagittarius

16

0-1+

Auxilia Ballistarius

16

0-1+

Exploratorius

16

0-1

Auxilia Bestiarius

21

0-1+

any Beast

Skorpio

19

0-1+

Ballista

22

0-1+

Onager

22

0-1+

Auxilia Equitatus

21

0-1+

Elephantus War Tower

38

0-1+

Auxilia Sagittarius

16

0-1+

Auxilia Ballistarius

16

0-1+

Auxilia Bestiarius

21

0-1

any Beast

Gladiatorius

21

0-1+

Gladiator+, Retiarius+, Myrmillo+

Auxilia Equitatus

16

0-1+

Exploratorius

16

0-1

Dromedus

21

0-1+

Dromedon

Hyaenus

22

0-1+

Hyaena

Vultur

26

0-1

Taraskus

26

0-1

Gladiator Equitatus

21

0-1

Sell-Sword

<

0-1

Legio II Var AUXILIA TESSERARIUS <div>50</div>	Auxiliarius <div>0-1</div> <div>Auxiliarius+</div>		Auxiliarius <div>16</div> <div>0-1+</div> <div>Auxiliarius+</div>			Auxilia Sagittarius <div>16</div> <div>0-1+</div>		Auxilia Ballistarius <div>16</div> <div>0-1+</div>		Auxilia Bestiarius <div>21</div> <div>0-1</div> <div>any Beast</div>	
	Gladiator Primus <div>CW</div> <div>0-1</div>					Gladiatorius <div>21</div> <div>0-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div>		Retiarius <div>20</div> <div>0-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div>		Myrmillo <div>20</div> <div>0-1+</div> <div>Gladiator+, Retiarius+, Myrmillo+</div>	
	<i>with Arcus</i>	Auxilia Sagittarius <div>0-1</div>	Auxilia Sagittarius <div>16</div> <div>0-1+</div>	Auxilia Ballistarius <div>16</div> <div>0-1+</div>	Exploratorius <div>16</div> <div>0-1</div>	Auxilia Equitatus <div>16</div> <div>0-1+</div>	Exploratorius <div>16</div> <div>0-1</div>				
	<i>with Manuballista</i>	Auxilia Ballistarius <div>0-1</div>	Auxilia Ballistarius <div>16</div> <div>0-1+</div>	Auxilia Sagittarius <div>16</div> <div>0-1+</div>	Exploratorius <div>16</div> <div>0-1</div>						
	<i>as Exploratorius Tesserarius</i>	Exploratorius <div>0-1</div>	Exploratorius <div>16</div> <div>0-1+</div>								
	<i>as Bestiarius Tesserarius</i>	Auxilia Bestiarius <div>0-1</div> <div>any Beast</div>	Auxilia Bestiarius <div>21</div> <div>0-1+</div> <div>any Beast</div>	Auxilia Bestiarius <div>21</div> <div>0-1+</div> <div>Dromedus, Vultur</div>							
	<i>as Machinarius Tesserarius</i>	Any Shot Engine <div>0-1</div>	Skorpio <div>19</div> <div>0-1+</div>	Ballista <div>22</div> <div>0-1+</div>	Onager <div>22</div> <div>0-1+</div>						
	<i>as rider of Equus</i>	Auxilia Equitatus <div>0-1</div>	<div>mounted</div> Gladiator Primus <div>CW</div> <div>0-1</div>	Auxilia Equitatus <div>21</div> <div>0-1+</div>			Gladiator Equitatus <div>21</div> <div>0-1</div>				
	<i>as Elephantarius Tesserarius</i>	Elephantus War Tower <div>0-1</div>	Elephantus War Tower <div>38</div> <div>0-1+</div>					Sell-Sword <div><</div> <div>0-1</div>			

Legio II Var GLADIATOR PRIMUS																		
	77			as rider of Equus or Leónis														
							Gladiator 0-1 Gladiator+, Retiarius+, Myrmillo+			Gladiator 21 0-1+ Gladiator+, Retiarius+, Myrmillo+			Retiarius 20 0-1+ Gladiator+, Retiarius+, Myrmillo+			Myrmillo 20 0-1+ Gladiator+, Retiarius+, Myrmillo+		
							Gladiator Equitatus 0-1			Gladiator Equitatus 21 0-1+								
							Auxiliarius 16 0-1+ Auxiliarius+			Auxilia Bestiarius 21 0-1 any Beast			Dromedus 21 0-1+ Dromedon					
							Auxilia Equitatus 21 0-1+			Hyaenus 22 0-1+			Sell-Sword < 0-1					

Legio II Var, Dis MAGUS INFERNUM <div>32</div>	Sacerdos Infernum <div>0-1</div>	Sacerdos Infernum <div>20</div> <div>0-1+</div>		
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Legio II Var, Dis DEMIOPTION		Demilegionarius 0-1 Ignilegionarius		Demilegionarius 18 0-1+ Ignilegionarius		Demiballistarius 17 0-1+		Ignilegionarius 17 0-1+	
with Manuballista		Demiballistarius 0-1		Demiballistarius 17 0-1+		Ignilegionarius 17 0-1+			
as Demibestiarius		Hellhound Dis 0-1		Hellhound Dis 0-1+					
as rider of Demiequus		Demiequitatus 0-1		Demiequitatus 18 0-1+					
as rider of Hellhound or Behema		Demicanisarius 0-1		Demicanisarius 18 0-1+					
						Hellhound Dis 0-1		Hellion Dis 0-1	
						24		32	

Legio II Var, Dis DEMIMAGUS <div>39</div>	Demilegionarius <div>0-1</div> <div>Ignilegionarius</div>	Ignilegionarius <div>0-1</div>	Demilegionarius <div>18</div> <div>0-1</div> <div>Ignilegionarius</div>	Ignilegionarius <div>17</div> <div>0-1+</div>	Demifiend <div>Dis</div> <div>24</div> <div>0-1</div>	Fiend <div>Dis</div> <div>29</div> <div>0-1</div>
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Legio II Var

DROMEDUS

SECUNDUS

55

Dromedus

0-1

Dromedon

Dromedus

21

0-1+

Dromedon

Dromedon

35

0-1

Hippoxus

30

0-1

Rhinokerus

35

0-1

Vultur

26

0-1

Taraskus

26

0-1

Legio II Var

HYAENUS

SECUNDUS

59

Hyaenus

0-1

Hyaena, Canis

Hyaenus

22

0-1+

Hyaena, Canis

Hyaena

14

0-1+

Dromedus

21

0-1

Taraskus

26

0-1

Vultur

26

0-1

Hippoxus

30

0-1

U

Rhinokerus

35

0-1

U

Legio II Var

VULTUR

SECUNDUS

55

Vultur

0-1

Vultur

26

0-1+

Vulturus

30

0-1

Hyaenus

22

0-1

Hyaena, Canis

Dromedus

21

0-1

Dromedon

Hippoxus

30

0-1

U

Rhinokerus

35

0-1

U

Taraskus

26

0-1

Legio II Var

TARASKUS

SECUNDUS

53

Taraskus

0-1

Taraskus

26

0-1+

Taraskruor

0-1

as rider of Tarask

Taraskruor

0-1

Taraskruor

38

0-1

Taraskruor

38

0-1

Taraskruor

38

0-1

Tarask

39

0-1

Tarask Major

49

0-1

Vulturus

30

0-1

Hyaenus

22

0-1

Hyaena, Canis

Dromedus

21

0-1

Dromedon

Hippoxus

30

0-1

U

Rhinokerus

35

0-1

U

Legio II Var

TIAMATUS

SECUNDUS

64

Tiamatus

0-1

Skorpion Swarm+,
Skorpion Minor+

Skorpion Minor

0-1

Skorpion Swarm

Tiamatus

37

0-1

Skorpion Swarm+,
Skorpion Minor+

Skorpion Minor

20

0-1+

Skorpion Swarm

Skorpion Swarm

14

0-1+

Skorpion Major

49

0-1

Skorpion Swarm+,
Skorpion Minor+

BYZANTII SELL-SWORD COMMANDERS

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

BYZANTII ALLIES

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

Atalantes

Ilios

Infernii

Dis

ALLIED

COMMANDER

Allied Sworn Unit

1

Bind Units

Allied Pledged Unit

0-1+

Bind Units

Allied Petitioned Unit

0-1+

Bind Units

BYZANTII RULES

Version 2.07

ABILITY	Ability Rules
Hastile	Disciplinarian: The presence of an Option (that bears a Hastile) within a unit modifies any AUTHORITY TEST that unit is required to make by -2D10, called a hastile roll . Make the hastile roll before the AUTHORITY TEST is performed.
Centuria	Centuria: If a Centurion or Option with this ability is mustered as the host's general or as a commander, Legionarius units in his command may <i>Bind+</i> to any other Legionarius units when positioned on the battlefield. Auxilia Centuria: If an Auxilia Centurion or Auxilia Option with this ability is mustered as the host's general or as a commander, Auxiliarius or Auxilia Sagittarius units in his command may <i>Bind+</i> to any other Auxilia or Auxilia Sagittarius units when positioned on the battlefield.
Demicienturia	Demicienturia: If a Demiurion or Demioption with this ability is mustered as the host's general or as a commander, Demilegionarius units in his command may <i>Bind+</i> to any other Demilegionarius units when positioned on the battlefield.
Signiferi	Host Banner Bearers: the Byzantii may muster up to one Aquilifer and one Imaginifer in the host and one Signifer and one Draconarius per Centurion or Demiurion in the host. Thus, Byzantii hosts may muster more than one host banner bearer, and they may all be in the general's companions part of the general's command.
Aenatores	Host Heralds: the Byzantii may muster up to one Buccinator, one Cornicen and one Tubicen per Centurion or Demiurion in the host. Thus, Byzantii hosts may muster more than one host herald, and they may all be in the general's companions part of the general's command.

MAGUS INCANTAMENTA												
Byzantii Invocation List												
Sorcerers of the Byzantii kindred, Legio II Var realm may muster as many invocations as they wish, host cost permitting, from the Byzantii Invocation List below.												
INVOCATION		Invoke Dice									Power	Cost
		1	2	3	4	5	6	7	8	9	10	
1	Demonfire Sight	11	12									6
2	Hellfire Sight	1	2	3	4	5	6	7				15
3	Demonic Possession Focus	1	2	3								16
4	Doom Focus	1	2	3	4	5						8
5	Nourish Focus	1	2	3								10
6	Dread Focus	1	2	3	4							12
7	Quicken Focus	1	2	3								14
8	Conflagration Focus	1	2	3	4	5						22
9	Summon Demon Focus	1	2	3								17
10	Hell Pit Focus	1	2	3	4							20
11	Burning Blades Sight	11	12	13	14	15	16	17	18			12
12	Dominate Focus	1	2	3								14
13	Diabolic Fury Focus	1	2	3	4							12
14	Born of Hell Focus	1	2	3								9
15	Brimstone Focus	1	2	3	4	5						13

WEALTH OF THE EMPIRE

Byzantii Artefact List

Up to 5% of a Byzantii host's cost may be spent on the Wealth of the Empire.
Byzantii 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 Artefact Rules		Cost
1	Relic of Pontius Sorcerous Sword <i>The sword that condemned</i>	+ 1 2		12	+12	0.5"				1	1	Borne	Replace; Parry	7+M	
		+ 1		24	+24	0.5"				2	2	Borne	Replace; Foot only; Parry		
		Sword of Judgement: The bearer may re-roll any AUTHORITY TEST he has to make. The result of the second roll is binding.													
1	Iron Hasta Spear <i>Of unbreakable iron</i>	+ 1 2		11	+11	1.5"	11	+22		2	1	Borne	Replace; Mounted Impact Strike; Mounted Charge+; Pierce; Vicious Damage	10+M	
		Iron hafted: The Iron Hasta cannot be destroyed by any means.													
1	Gladus of Mars Sorcerous Sword <i>Supremacy in war</i>	+ 1 2 3 4		24	+24	0.5"				1	2	Borne	Replace; Parry	8+M	
		Authoritative: The bearer gains 2D10 AUTHORITY, rolled for in the battle rolls step of the Joining Battle Sequence.													
1	Damned Spatha Sorcerous Sword <i>Born in hell</i>	+ 1 2 3 4		11	+11	0.5"				1	1	Borne	Replace; Hellfire Damage	14+M	
		+ 1 2		22	+22	0.5"				2	2	Borne	Replace; Foot only; Hellfire Damage		
		Black Blood: Warriors that are wounded by the Damned Spatha will always fail any QUELL TESTS they are forced to make for the rest of the battle and cannot use their mass to modify them.													
1	Kontus of Longinus Sorcerous Spear <i>Christ-piercer</i>	+ 1 2		18	+18	1.5"	18	+36		2	1	Borne	Replace; Mounted Impact Strike; Mounted Charge+; Pierce; Blessed Damage	7+M	
		Blood of Jesus: each warrior of the Inferni kindred within 12" of the Kontus of Longinus gains 1 wound at the end of each Byzantii activation. This cannot increase any warrior's WOUNDS beyond their basic value.													
1	Stygian Blade Sorcerous Sword <i>Blood for the Ferryman</i>	+ 1 2 3		13	+13	0.5"				1	1	Borne	Replace; Cold Damage; Parry	11+M	
		+ 1 2		26	+26	0.5"				2	2	Borne	Replace; Foot only; Cold Damage; Parry		
		Feared: the bearer gains the 'fearsome' and 'stubborn' traits.													
1	Securis of Anieropolis Sorcerous Axe <i>Death awaits</i>	+ 1 2		12	+12	0.5"				2	1	Borne	Replace; Hook; Hellfire Damage	15+M	
		+ 1		24	+24	0.5"				3	2	Borne	Replace; Foot only; Hook; Hellfire Damage		
		Black Blood: fated damage caused by the Axe of Anieropolis is doubled, after wound modifiers. Demihumans only: only warriors of the Kin Demihuman may wield the Axe of Anieropolis.													
1	Sword of Maximus Sorcerous Sword <i>The breath of vengeance</i>	+ 1 2 3 4		23	+23	0.5"				2	1	Borne	Replace; Quick Strike; Vicious Damage; Parry	13+M	
		Swift: the bearer of the Sword of Maximus gains +2 to his 'parry' weapon rule rather than the usual +1.													
1	The Lost Sword of Alexander Sorcerous Sword <i>Knot-cleaver</i>	+ 1 2 3 4		12	+12	0.5"				1	1	Borne	Replace; Vicious Damage; Parry	11+M	
		+ 1 2		24	+24	0.5"				2	2	Borne	Replace; Foot only; Vicious Damage; Parry		
		Ancient Metal: Enemies parrying strike dice from the Lost Sword of Alexander have a +1 parry modifier. Additionally, an enemy's 'tough' trait is ignored when parrying against this weapon.													
1	Tartarus' Edge Sorcerous Axe <i>The power of blood</i>	Equal		28	+28	0.5"				2	1	Borne	Replace; Hellfire Damage	15+M	
		Equal -1		56	+56	0.5"				3	2	Borne	Replace; Foot only; Hellfire Damage		
		Demihumans only: only warriors of the Kin Demihuman may wield Tartarus' Edge.													

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules		Cost				
1	Iron Darts Sorcerous Javelins <i>Forged in antiquity</i>	1	2	3	4	9	+9	0"	3"	9"	15"	2	2	Borne	1	2	3	Add or Replace; Shots (3); Foot only; Impetus Shot; Pierce; Keen	7+M
		For the Skilled: Only warriors with a SKILL attribute of 50 or more may bear this weapon.																	
1	Mors Arcuballista Sorcerous Crossbow <i>Silent Killer</i>	1	2	3		62	62	0"	9"	48"	72"	2	2	Borne	Add; Foot only; Death Damage			11+M	
		Death Incarnate: The Mors Arcuballista, if it does not damage an enemy warrior with any of its shots during a <i>Shoot action</i> , will give its bearer D5 death effect tokens once that <i>Shoot action</i> is resolved. Auxilia Only: Only Auxilia Centurions, Options or Tessararii may bear the Mors Arcuballista.																	
1	Bonded Pila Javelin <i>Shield-killer</i>	1	2	3		12	+12	0"	3"	12"	18"	1	1	Borne	1	2	3	Add or Replace; Shots (3); Foot only; Impetus Shot; Volley Shot; Mundane Artefact	6+M
		Heavy Javelin: Should the Bonded Pila be parried by the bearer of a shield that is not sorcerous, that shield is destroyed.																	
1	Nails of Golgotha Arrows or Bolts <i>Soaked in blood</i>					-	-	-	-	-	-	1	-	-	Add; Keen; Blessed Damage			8	
		Piercing Iron: Targets shot by the Nails of Golgotha have a +1 evade modifier.																	
1	Nigrum Sagittas Sorcerous Arrows or Bolts <i>No armour can turn the black arrows</i>					-	-	-	-	-	-	1	-	Borne	Replace; Pierce; Ignores Armour			7	
		Black Arrows: The Nigrum Sagittas' Ignores Armour' trait includes all types of armour, including Natural types.																	
1	Arcus Neptuni Sorcerous Bow <i>Of ancient ties</i>	+ 1	2			18	+18	0"	9"	36"	60"	1	2	Borne	Replace			8+M	
		Back to the deeps: fated damage caused by the Arcus of Neptunus to warriors with the 'amphibious' trait is doubled before any other wound modifiers are calculated.																	
1	Arcus Galliae Sorcerous Bow <i>Swift and deadly</i>	+ 1	2	3	4	5	6	12	+12	0"	6"	36"	48"	1	2	Borne	Replace; Volley Shoot (2)		11+M
		Unerring: The Arcus Galliae has a shoot modifier of -2 but enemies evading shots from it have an evade modifier of -1.																	
1	Gift of Abalaz Sorcerous Bow <i>From Infernus it rages</i>	+ 1	2	3	4	5	24	+24	0"	9"	36"	48"	1	2	Borne	Add or Replace; Hellfire Damage			12+M
		Blood Seeker: the demon trapped within the Gift of Abalaz, if its bearer does not cause damage to an enemy warrior with any of its shots during a <i>Shoot action</i> , will reduce the bearer's WOUNDS by 1 after that <i>Shoot action</i> is resolved.																	
1	Sagitta Harpyiae Sorcerous Arrows <i>Feathered of harpy wings</i>					-	-	-	-	-	-	1	-	Borne	Add			8	
		Windtaker: flying warriors damaged by Sagitta Harpyiae immediately become grounded until the end of the battle hour and must <i>involuntarily Land</i> if they are Circling.																	
1	Forged Manuballista Sorcerous Crossbow <i>Of Hispanic steel</i>	1	2	3		84	84	0"	12"	60"	88"	2	2	Borne	Add; Foot only; Vicious Damage			13+M	
		Stationary: warriors cannot <i>Move</i> and <i>Shoot</i> with the Forged Manuballista in the same activation. Auxilia Only: Only Auxilia Centurions, Options or Tessararii may bear the Forged Manuballista.																	

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1 Fire Shot Weapon Coating	Brazier: a brazier object must be placed within 2" of the unit purchasing the Fire weapon coating. Rules: Add; Fire Damage; Mundane Artefact	Borne	1
1 Mandragora Combat Weapon Coating	Condemned: A wounded warrior that suffers fated damage from a weapon coated in Mandragora is condemned to hell. If the wounded warrior is not dead, the wounded warrior's player must roll a D10 (called an infernus die) for each fated damage die it receives. On the roll of a 0 on any infernus dice from the same <i>Attack action</i> , the wounded warrior is dragged to infernus and is dead . However, if there are no rolls of 0 on the infernus dice and there is a roll of a 9 after the same <i>Attack action</i> , the bearer of the Mandragora is dragged to hell instead and is, to all intents and purposes, dead. Rules: Add; Combat weapons only	Borne	12+M
1 Hellfire Shot Weapon Coating	Brazier: a brazier object must be placed within 2" of the unit purchasing the Hellfire weapon coating. Rules: Add; Hellfire Damage; Mundane Artefact (1)	Borne	2
1 Brimstone Weapon Coating	Sulfur: Brimstone causes corrosion damage as well as fume damage, an exception to the normal rules barring more than one type of effect damage cause by a weapon. Rules: Add; Corrosion Damage; Fume Damage; Mundane Artefact (1)	Borne	1
1 Stonesblood Weapon Coating	Black Gold: each wounded warrior that is hit by Stonesblood - i.e., that suffers a strike die or a shot die from a weapon coated in Stonesblood - gains a stonesblood token . Should that unit suffer a strike die or a shot die from fire damage or hellfire damage, that damage is immediately doubled and the unit gains double the amount of fire tokens and hellfire tokens. Stonesblood tokens are removed at the end of the battle hour, after <i>Quell actions</i> are performed. Rules: Add; Hellfire Damage; Mundane Artefact	Borne	3

Armour Artefact		Armour+	C+A	Hands	Class	Armour Artefact Rules	Cost
1	Leviathan Hide Light Armour <i>The hide of the beast</i>	18	+18	0	Natural	Add or Replace; Tough	5+M
		Natural: the Leviathan Hide moulds to the skin so that it counts as Natural armour, even though it is worn.					
1	Lorica of Tartarus Sorcerous Heavy Armour <i>From the Gates</i>	36	+36	0	Worn	Add or Replace; Ignores Weapons	9+M
		Adamantine: The Lorica of Tartarus cannot be ignored by the 'ignores armour' rule and cannot be destroyed by any means.					
1	Segmentata of Blood Sorcerous Heavy Armour <i>Unclean</i>	23	+23	0	Worn	Add or Replace	6+M
		The Call: Living enemies have a strike modifier of +1 against the wearer of the Segmentata of Blood.					
1	Burnt Armour Sorcerous Corselet <i>Wrought in hell</i>	16	+16	0	Worn	Add or Replace; Thwart	7+M
		Tough: The bearer gains the 'resistant (fire, hellfire)' trait.					
1	Ancile IV Sorcerous Shield <i>One of the twelve</i>	30	+30	1	Borne	Replace; Shieldwall	8+M
		Perfect: Ancile IV cannot be destroyed by any means.					
1	Rusted Galea Sorcerous Helm <i>Heirloom of Hispania</i>	12	+12	0	Worn	Add or Replace	6+M
		Catcher: The Rusted Galea corrodes all that touches it. If the wearer parries any strike die from a particular combat weapon, the Attacker's player must roll a D10 (perform this once per <i>Attack action</i> with the weapon in question). On the roll of a 0, the combat weapon that was parried by the wearer of the Rusted Galea is destroyed.					
1	Hamata of the Lion Corselet <i>Armour of the undefeated</i>	18	+18	0	Worn	Add or Replace	10+M
		Courageous: The wearer of the Hamata of the Lion gains the 'fearless' trait and +2D10 FORTITUDE, determined during the battle rolls step of the Joining Battle Sequence, to a maximum of 98.					
1	Galea of the Servile Sorcerous Helm <i>Infernus commands</i>	16	+16	0	Worn	Add or Replace	9+M
		Horned Power: the wearer the Galea of the Servile gains +2D10 MIGHT (rolled for in the battle rolls step of the Joining Battle Sequence) and the 'yearsome' trait.					
1	Scutum of Var Shield <i>Sout and strong</i>	26	+26	1	Borne	Add or Replace; Shieldwall	12+M
		Hardened: the Scutum of Var gives the bearer a -2 parry, evade and sight avoid modifier.					
1	Manicae of Anazarbus Sorcerous Greaves <i>Never-beaten</i>	12	+12	0	Borne	Add; Quick Parry	13+M
		Swift Fend: The Manicae of Anazarbus give the bearer a -1 parry modifier.					

ARTEFACT BANNER		Artefact Banner Rules		Cost
1	Signum of the First Cohort	1	Banner of the Cohort: Non-allied friendly warriors of the Kin Man within the host banner range of the Signum of the First Cohort gain the 'stubborn' trait. Signifer only: Only signiferi may bear the Signum of Var.	8+M
1	Vexillum of the Legio Sorcerous Banner	2	Special Duties: the bearer and any unit he is with cannot become Slowed by any means and treat rough ground (except wooded terrain) as open ground for <i>Movement</i> purposes. Vexillifer only: only Vexilliferi may bear the Vexillum of the Legio.	5+M
1	Aquila of Var Sorcerous Finial	3	Standard of the Legion: the Aquila of Var's host banner range is 36". Non-allied friendly warriors of the Kin Man within the host banner range of the Aquila of Var gain +2D10 to their combat mass, rolled for when required. Aquilifer only: Only aquiliferi may bear the Aquila of Var.	12+M
1	Imago of Dis Sorcerous Finial	4	For Infernus: Diabolic warriors within 12" of the Imago of Dis (called the imago range) double the fated damage dice they cause. However, for each fated miss die a Diabolic warrior within imago range rolls on the strike dice it suffers 1 wound. Demiimaginifer only: Only demiimaginiferi may bear the Imago of Dis.	12+M
1	Iron Dodecahedron Sorcerous Finial	5	Whistling Whispers: a warrior bearing an Iron Dodecahedron gains the 'earther' trait with 3 earth dice and an earth range of 9". If the bearer of the Iron Dodecahedron already has the 'earther' trait, he gains 3 extra earth dice at either 9" or his usual earth range, whichever is greater.	4+M
1	Scarred Vexillum Sorcerous Banner	6	Swift: the bearer of the Scarred Vexillum, along with the unit he is with, gains +D10 to their PACE, rolled for immediately before they perform a <i>Ground Move</i> . Vexillifer only: only Vexilliferi may bear the Scarred Vexillum.	7+M
1	Manus et Crucis Finial	7	Hand and Cross: the bearer gains the 'vulnerable (blessed)' trait but ensures he, along with the unit he has joined, gains the 'fearless' trait.	5+M
1	Dracofuria Sorcerous Banner	8	Around the Back: the bearer and any unit he is with gain +D5 on the edge roll (to a maximum of 10) when performing a <i>Flank action</i> . Additionally, the bearer and the unit he is with gain +2D10 PACE for their first <i>Ground Move</i> after <i>entering the battlefield</i> during a <i>Flank action</i> . Draconifer only: Only draconiferi may bear the Dracofuria.	6+M
1	Constantine's Gaze Sorcerous Finial	9	Under His Gaze: Living enemy warriors within 6" of the bearer of Constantine's Gaze (and therefore the imago itself) - called the wither range - wither under his baleful presence and instantly become shaken as they enter wither range. Remove all exulted and blood-lust tokens from those units. Already shaken units that find themselves suddenly within wither range must immediately take a <i>Panic reaction</i> . Imaginifer only: Only imaginiferi and demiimaginiferi may bear Constantine's Gaze.	9+M
1	Breath of Byzantia Sorcerous Finial	10	Arrow-turner: the Breath of Byzantia gives the bearer and any unit he is with a -1 evade and sight avoid modifier.	8+M

ARTEFACT INSTRUMENT		Artefact Instrument Rules		Cost
1	Tuba of Narbo Sorcerous Instrument	1	Forsaken: a host herald that successfully <i>Inspires</i> a friendly unit within host instrument range will <i>Dissipate</i> up to D5 area effect invocations upon the battlefield, except for those with the 'permanent' rule. Tubicen only: only Tubicens may bear the Tuba of Narbo.	11+M
1	Tintinnabulum Instrument	2	Calming Bells: warriors that are <i>Inspired</i> by a mustered champion bearing a Tintinnabulum become resolute instead of any other heart. Mundane Artefact	1+M
1	Imhullu Cornu Sorcerous Instrument	3	Tiamat's Bane: warriors of the Kin Skorpion Swarm, Skorpion Minor, Skorpion Major or Tiamatus, when <i>Inspired</i> by the bearer of the Imhullu Cornu, gain +2 attack die on their primary combat weapons for the rest of the battle hour. Cornicen only: Only Cornicens may bear the Imhullu Cornu.	8+M
1	For the Emperor Tune	4	For the Emperor: a unit that is <i>Inspired</i> by a herald performing the For the Emperor tune instantly become an Exulted unit and gains D5 blood-lust tokens. Buccinator, Cornicen and Demicornicen only: only Buccinators, Cornicens and Demicornicens may perform the Forward! tune.	6
1	Forward! Tune	5	That Way! a host herald playing the Forward! tune immediately forces one friendly non-Allied unit within host instrument range to <i>Move</i> 2D10" towards an enemy unit if they are lively or alert. Their vigour does not change after this <i>Movement</i> . Buccinator, Cornicen and Demicornicen only: only Buccinators, Cornicens and Demicornicens may perform the Forward! tune.	7
1	Augustinius' Buccina Sorcerous Instrument	6	Clearest Note: when performing Inspire actions, the bearer of Augustinius' Buccina may re-roll any INSPIRE TESTS he has made, with the second roll binding. Buccinator only: only Buccinators may bear Augustinius' Buccina.	4+M
1	Sound the Attack! Tune	7	Charge! a host herald playing the Sound the Attack! tune immediately changes the orders of any number of Byzantii units within host instrument range to <i>ATTACK orders</i> . Tubicen only: only Tubicen host heralds may perform the Sound the Attack! tune.	3
1	Testudo Tune	8	Turtle: Praetorianus and Legionarius units within host instrument range, when <i>Inspired</i> by a host herald performing the Testudo tune, immediately perform a <i>Shieldwall action</i> (if they were not in Shieldwall already) and form a Testudo Shieldwall . A unit that has formed a Testudo Shieldwall (a Testudo unit) gains an additional -1 parry, evade and avoid modifier, but may only move at their PACE and cannot perform <i>Run</i> or <i>Sprint actions</i> . A Testudo unit ceases to be a Testudo unit when it <i>breaks its shieldwall</i> . Buccinator, Cornicen and Demicornicen only: only Buccinators, Cornicens and Demicornicens may perform the Testudo tune.	5
1	Dracocornu Sorcerous Instrument	9	To Your Doom: after a Cornicen bearing the Dracocornu performs an <i>Inspire action</i> successfully, enemy warriors that fail their VALOUR TESTS during the rest of the battle hour immediately become broken and must perform a <i>Flee reaction</i> . Cornicen and Demicornicen only: Only Cornicens and Demicornicens may bear the Dracocornu.	5+M
1	Sound the Retreat! Tune	10	Retreat! a host herald playing the Sound the Retreat! tune immediately forces any number of Byzantii units within host instrument range to perform a <i>Retreat action</i> . Tubicen only: only Tubicen host heralds may perform the Sound the Retreat! tune.	2

TALISMAN ARTEFACT		Talisman Artefact Rules										Class	Cost	
1	Cimaruta Sorcerous Pendant	1	1	2	3	4	5	6	7	8	9	Diana's Protection: the wearer gains D10 earth dice (and an earth range of 2D10" if the wearer does not already have an earth range), which are determined in the battle rolls step of the Joining Battle sequence. The bearer may perform <i>Earth actions</i> or <i>Earth reactions</i> as if he were a sorcerer. Rules: Jealous Artefact; Add or Replace	Worn	12+M
1	Parazonium Sorcerous Belt-Hung Knife	2	Without Fear: the bearer gains the 'fearless' trait. Rules: Add or Replace										Borne	1+M
1	Bone Phallus Sorcerous Pendant	3	Het up: the bearer becomes frenzied and gains +D5 frenzied attack die on his primary combat weapon instead of the usual 1. Additionally, all parries made by the wearer of the Bone Phallus are also aura parries. Men Only: Only warriors of the Kin 'Man' may bear the Bone Phallus. Rules: Add or Replace										Worn	9+M
1	Bridle of Constantine Sorcerous Pendant	4	Nails of the Nailed God: each warrior of the Infernii kindred within 12" of the wearer of the Bridle of Constantine gains +10 SKILL. Rules: Add or Replace										Worn	5+M
1	Jackal's Horn Sorcerous Pendant	5	Unseeing: the wearer of the Jackal's Horn gains the 'unseeing' trait and cannot become unsighted. Additionally, the wearer gains a -1 parry, evade and sight avoid modifier. Rules: Add or Replace										Worn	8+M
1	Libra Sybillini Sorcerous Belt-Hung Book	6	Slaughter Omens: the bearer of the Libra Sybillini gains +1 to any omens roll he makes. Additionally, once per battle, the wearer's player may force the enemy player to re-roll his initiative roll. Rules: Add										Borne	7+M
1	Iron Bulla Sorcerous Pendant	7	Death Defier: if the wearer suffers damage that reduces his WOUNDS to zero, the wearer may read the charm within the Iron Bulla to ensure his WOUNDS become 1 instead. Rules: One Use Only Rules: Add or Replace										Worn	9+M
1	Aglaophotis Seed Seed	8	Feverward: the bearer may consume the Aglaophotis Seed at any point in his activation. Should he do so he gains the 'Resist (corruption, venom)' Trait for the remainder of the battle and, should he have any corruption effect tokens or venom effect tokens attached to him, he may immediately discard them without the need to perform a QUELL TEST. Rules: Add										Borne	3+M
1	Cornu Infernus Sorcerous Pendant	9	Horn of Infernus: the bearer gains the 'Immune (fire, hellfire)' trait and the 'Vulnerable (cold, freeze)' trait. Rules: Add or Replace										Worn	4+M
1	Lyngurium Stone Sorcerous Pendant	10	Quickening Gemstone: the wearer gains hellfire damage on his primary combat weapon and the Hellfire shot weapon as given to Ignilegionarii. Demihumans only: Only warriors of the Kin Demihuman may bear the Lyngurium Stone. Rules: Add or Replace										Worn	8+M

ENCHANTED ARTEFACT		Enchanted Artefact Rules										Class	Cost	
1	Silphium Extract Sorcerous Belt-Hung Potion	1	Medicine: a Living bearer may consume Silphium Extract at the beginning of his activation. Once consumed, the bearer's WOUNDS increase by D5. This cannot increase the bearer's WOUNDS beyond their base value. Rules: One Use Only; Add										Borne	3+M
1	Earth Scroll Sorcerous Belt-Hung Scroll	2	1	2	3	4	5	Of the Earth: the bearer gains D5 earth dice (and an earth range of 3D10" if the wearer does not already have an earth range), rolled for in the battle rolls step of the Joining Battle sequence. The bearer may perform <i>Earth actions</i> or <i>Earth reactions</i> as if he were a sorcerer. Rules: Add				Borne	6+M	
1	Curse Tablet Sorcerous Belt-Hung Tablet	3	To the Underworld with You: At the beginning of the battle, in the Incite step of the Joining Battle Sequence, the bearer of the Curse Tablet may read out the curse aloud. The bearer must choose one enemy warrior that is on the battlefield. That warrior gains the 'fearful' trait for the rest of the battle until he becomes exulted or frenzied. Rules: Add										Borne	1+M
1	Mana Sorcerous Food	4	1	2	3	4	5	6	7	8	9	Power Incarnate: The bearer gains 2D5 mana with a mana roll performed in the battle rolls step of the Joining Battle sequence. The bearer may discard one point of mana before an invoke roll is performed to gain D5 invoke dice with a mana power roll for that invocation only. However, the bearer's TEMPER is immediately reduced by that mana power roll. If the bearer's TEMPER is reduced to 0, the bearer is dead. Rules: Add	Borne	8+M
1	Phylacterium of Remus Sorcerous Belt-Hung Skull	5	Vengeance: the bearer of the Phylacterium of Remus, if he is wounded by an enemy warrior in combat, immediately causes D5 damage (called the vengeance roll) to the warrior that wounded him (applied to the wounded warrior). If that warrior dies as a result, the bearer gains WOUNDS equal to the vengeance roll. This cannot increase his WOUNDS beyond its basic value. Rules: Add										Borne	13+M
1	Libation of Blood Sorcerous Belt-Hung Potion	6	For the Glory of Dis: the bearer may drink the Libation of Blood at any point in his activation and must be Living to do so. When the bearer does so, his focus range is extended by +5D10 for the remainder of his current activation. Rules: Sorcerer only; One Use Only; Add										Borne	10+M
1	Solomon's Seal Sorcerous Pendant	7	The Seal Breaks: The bearer may break Solomon's Seal at any point in his activation. Should he do so, a portal to Infernus is opened at any point on the battlefield (called the seal point) within the bearer's total focus range that is not within 5" of any other warrior. The bearer may summon either D10+D5 Demilegionarii, D5 Ignilegionarii, D10 Demifiends, D5 Fiends or 1 Slaughterfiend (called the Summoned unit) which <i>Move</i> onto the battlefield from the seal point using their own PACE. When they enter the battlefield they have an alert vigour state and are on <i>ATTACK orders</i> . The Summoned unit, if subsequently killed, will add the silver cost of their profile to the bearer's general's Butcher's Bill. If the bearer's player does not have the correct miniatures to represent the Summoned unit they do not appear. The Price: The bearer must pay a price in blood when he breaks Solomon's Seal. The total mass of the Summoned unit (called the Summoning price) must be deducted from any friendly warrior's WOUNDS within 2" of the bearer. If a Slaughterfiend is desired, the Summoning price is the Slaughterfiend's mass +D10. If there are no friendly warriors within 2" of the bearer, the bearer must pay the price instead and so deduct the Summoning price from his WOUNDS. If the Summoning price is greater than all of the friendly warrior's WOUNDS within 2", the bearer must deduct the remainder from his WOUNDS. Rules: Sorcerer [2+] only; One Use Only; Add										Worn	24+M
1	Ruminalis Leaf Sorcerous Food	8	1	2	3	4	5	Fig Rolled: Before the battle the bearer, who must be Living, must roll a D5; the result is the amount of Ruminalus Leaf he carries. This must be rolled for in the battle rolls step of the Joining Battle sequence. The bearer may chew any or all of the Ruminalus Leaves he carries at any point in his activation or reactivation and gains +D10 SKILL per Ruminalus Leaf chewed until the end of that activation or reactivation. Once chewed, the Ruminalus Leaf is discarded. Rules: Add				Borne	5+M	
1	Lazuli Anulus Sorcerous Ring	9	Skeined Gem: the Lazuli Anulus counts as slaved invoking equipment and contains one slaved invocation randomly generated in the battle rolls step of the Joining Battle sequence. The bearer's player must roll a D10+D5 (in this instance a roll of a 0 on the D10 counts as 10) with an invocation roll . The result of the invocation roll corresponds to the number on the left of each invocation in the Magus Incantamenta invocation list. Dulled: after the <i>Invoke action</i> that uses slaved invocation from the Lazuli Anulus is resolved, the bearer's player must roll a D10. On the roll of a 0, the invocation is lost and cannot be <i>Invoked</i> with again, and the Lazuli Anulus ceases to be slaved invoking equipment. On the roll of a 9, the invocation changes and the bearer's player must roll the invocation roll again. Rules: Add or Replace										Worn	10+M
1	Amphorae of Loti Sorcerous Belt-Hung Potion	10	1	2	3	4	5	Bottled Sleep: Before the battle the bearer, who must be Living, must roll a D5; the result is the amount of Amphorae of Loti he carries. Apathetic: At any point in his activation or reactivation the bearer may break one Amphorae of Loti (thus discarding one), the fumes from which will immediately add D10 fume effect tokens to one enemy warrior within 2". The bearer may only break one Amphorae of Loti per activation or reactivation. Rules: Add				Borne	7+M	

BRAND ARTEFACT		Artefact Rules		Class	Cost
1	Orchus Sorcerous Brand	1	Beasts of the Underworld: the bearers of the Orchus brand gain the 'fearless' trait and the 'terrifying' trait. In addition, the bearers of the Orchus brand gain +1 attack die on their primary combat weapon.	Natural	7+UM
1	Servile Collar Collar	2	Bonded: The wearers of the Servile Collar will never <i>Attack</i> their Goading unit if their GOAD TEST is failed; they will stand where they are instead and do not become confused. Mundane Artefact	Worn	1+UM
1	Sign of Mars Sorcerous Brand	3	Dangerous: the bearers of the Sign of Mars become frenzied, gaining +1 frenzied attack die on its primary combat weapon as usual for Frenzied warriors. Additionally, the bearers of the Sign of Mars gain +2D10 MIGHT, rolled for during the battle rolls step of the Joining Battle Sequence.	Natural	6+UM
1	Arelatan Brand Brand	4	Arena Beasts: the bearers of the Arelatan Brand gain +2D10 SKILL, the roll for which is performed during the battle rolls step of the Joining Battle Sequence. Beasts only: only warriors of the privilege 'Beast' may bear this brand.	Natural	2+UM
1	Infernus Stigma Sorcerous Brand	5	Ferocious: the bearer gains hellfire damage on its primary combat weapon. Beasts only: only warriors of the privilege 'Beast' may bear this brand.	Natural	5+UM
1	Chains of Antioch Sorcerous Chains	6	Slaver Chains: the wearers of the Chains of Antioch gain +4D10 CONSTITUTION, the roll for which is performed during the battle rolls step of the Joining Battle sequence.	Worn	4+UM
1	Mark of Honorius Brand	7	Goad: the bearers of the Mark of Honorius ensure Goaders attempting to <i>Goad</i> them do so with a -10 GOAD TEST modifier. Beasts only: only warriors of the privilege 'Beast' may bear this brand.	Natural	4+UM
1	Boon of Vopiscus Sorcerous Brand	8	Mighty: the bearers of the Boon of Vopiscus gain +2D10 to their MIGHT, the roll for which is performed during the battle rolls sequence.	Natural	5+UM
1	Blackblood Stain Sorcerous Brand	9	Goaders: An Auxilia Bestiarius unit within a Bound unit may choose to <i>Urge</i> the Bind unit (now also called the Urged unit) by performing a <i>Goad action</i> upon them. In addition to the goad effects found within the Goad Effect Table, an Auxilia Bestiarius unit may subject the Urged unit to an additional goad effect called Ferus , as outlined below. Ferus: Once per battle the Goaded unit may perform an <i>Attack action</i> (called a Ferus Attack action) upon an enemy unit within attack range immediately after it has performed an <i>Attack action</i> , regardless of its current vigour. Its combat weapons count as being unused for the <i>Ferus Attack action</i> . Immediately the <i>Ferus Attack action</i> , however, the Goaded unit suffers D10 wounds as a result of its exertions. Goaded: only units Bound to Auxilia Bestiarii may bear the Blackblood Stain.	Natural	11+UM
1	Scars of Karthago Sorcerous Brand	10	Grizzled: the bearers of the Scars of Karthago gain the 'tough' trait. If they already have the 'tough' trait, they gain an additional -1 parry, evade and avoid modifier.	Natural	7+UM

SEN-tyur-i-on

BYZ-VAR-0100 - Equitus Durio

DEM-i-YUR-i-on

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

OX-ill-i-ə SEN-tyur-i-on

BYZ-VAR-0101 - Equitus Durio; BYZ-VAR-0101 - Equitus Durio on Horse

MAY-guss IN-fer-num PRY-muss

BYZ-VAR-0160 - Malus of Antioch

OP-tee-on

BYZ-VAR-1100 - Quintus Crito

TES-er-AR-ee-us

BYZ-VAR-1100 - Quintus Crito

OX-ill-i-ə OP-tee-on

AUXILIA TESSERARIUS

OX-ill-i-ə TES-er-AR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost			
							2		1					
							Mass		Base Size					
Byzantii	Legio II Var	Man	Warchief	Noble	Drilled	Common	1		30mm		10			
AUXILIA TESSERARIUS		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper					
		5	62	30	22	4	75	50	17					
Abilities		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	Spatha Sword	1 2 3 4	8	38	0.5 "				1	1	Borne	Parry; Switch (Pugio or Hastile)		
2	Pugio Dagger	1 2 3 4	4	34	0 "				1	1	Borne	Switch (Spatha or Hastile)		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost	
1	Hasta Spear	1 2 3 4	9	39	2 "	9	48		1	1	Borne	Add; Mounted only; Switch (Spatha); Mounted Impact Strike; Mounted Charge+	1	
1	Flagellum Whip	1 2 3 4	9	39	3 "				1	1	Borne	Add; Switch (Spatha); Goad	1	
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules	Cost	
1	Arcus Bow	1 2	8	38	0 "	6 "	30 "	60 "	1	2	Natural	Add; Foot only	1	
1	Manuballista Crossbow	1 2	60	60	0 "	9 "	48 "	72 "	2	2	Natural	Add; Foot only; Pierce	2	
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules		
1	Lorica Hamata Corselet		11	33						0	Worn			
2	Parma Shield		11	44						1	Borne	Parry		
NOBLE OPTIONS		Noble Option Rules											Cost	
Veteran Tesserarius		The Auxilia Tesserarius becomes Veteran rather than Drilled, gaining +10 SKILL, +3 FORTITUDE and +5 AUTHORITY											3	
Bestiarius Tesserarius		Purchased with (Flagellum); Gains the Beast Handler (any unit that can be Bound to Auxilia Bestiarii) ability and the Vado! rule											2	
Exploratorius Tesserarius		Foot only; Purchased with (Arcus); Gains the Flanker, Scout and Skirmisher abilities and, if he is a commander, the Marksman ability; cannot be the general											4	
Machinarius Tesserarius		Foot only. Gains the Engine Leader (Skorpio, Ballista, Onager) ability; cannot be the general											6	
MOUNT OPTIONS		Mount Option Rules								Mass	Mount+	C+A	Cost	
Equus		May ride an Equus; Rider gains the Flanker ability								3			5	
MOUNT ARMOUR OPTIONS			Armour+	C+A			Hands	Class	Armour Rules		Cost			
3	Equus Squamata		8	52			0	Worn	Add; Excludes (Heavy Barding)		1			
3	Equus Segmentata		16	60			0	Worn	Add; Excludes (Barding)		2			
ENGINE OPTIONS		Engine Option Rules										Engine+	C+A	Cost
Elephantarius Tesserarius		Gains the Engine Leader (Elephantus War Tower) ability, replacing one Elephantarius crew that is not the driver.										14	58	320
Elephantarius Option		Gains the Engine Crew (Elephantus War Tower) ability, replacing one Elephantarius crew that is not the driver nor its leader.										14	58	-6
BYZ-VAR-1200 - Galus Galerius; BYZ-VAR-1203 - Sagitta Galerius; BYZ-VAR-1103 - Sagitta Quintus Crito														

GLA-dee-AY-tor PRY-mus

BYZ-VAR-1120 - Spartakus

a-KWIL-i-fən

BYZ-VAR-1030 - 1

i-MAG-in-i-fə.

BYZ-VAR-1?

SIG-ni-fər

BYZ-VAR-1135 - Agathae

DRA-kon-i-fær

BYZ-VAR-1?

veks-IL-i-fær

BYZ-VAR-1?

BOO-chin-ay-tor

BYZ-VAR-1141 - ?

KOR-ni-sen

BYZ-VAR-1141 - ?

TOO-bi-sen

BYZ-VAR-1141 - ?

MAY-guss IN-fer-num

BYZ-VAR-1160 - Velchior

DEM-i-OP-tee-on

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

DEM-i-I-mag-IN-i-fer

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

DEM-i-KOR-ni-sen

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

DEM-i-MAY-guss

BYZ-VAR-1460 - Vulcanus

DROM-ə-duss SE-kun-dus

BYZ-VAR-1505 - Djiuzu

HY-ee-nus SE-kun-dus

BYZ-VAR-1510 - ?

VUL-tur SE-kun-dus

BYZ-VAR-1601 - Uriss

ta-RAS-kus SE-kun-dus

BYZ-VAR-16xx - ?

TEE-a-ma-tus SE-kun-dus

BYZ-VAR-1700 - Caius Domitius

DE-mi-LEE-jən-AR-ee-us

BYZ-VAR-2920 - In III Judas

IG-ni-LEE-jən-AR-ee-us

BYZ-VAR-2990 - In IV Herod

DE-mi-BAL-is-TAR-ee-us

BYZ-VAR-2990 - ?

PRƏ-tor-ee-AR-nus

LEE-jən-AR-ee-us

OX-ill-i-AR-ee-us

GLA-dee-AY-tor

BYZ-VAR-2100 - ?

RET-ee-AR-ee-us

BYZ-VAR-2120 - ?

MER-mil-oh

BYZ-VAR-2140 - ?

OX-ill-i-ə SA-ji-TAR-ee-us

BYZ-VAR-2400 - Aux Sag V Brictius

OX-ill-i-ə BAL-is-TAR-ee-us

BYZ-VAR-24xx - ?

EKS-plo-ra-TOR-ee-us

BYZ-VAR-2530 - ?

OX-ill-i-ə BES-tee-AR-ee-us

BYZ-VAR-2550 - Tri IV Acteon

SA-ker-dos IN-fer-num

Sacerdos Primus <i>Champion</i>	<i>One Sacerdos Infernum becomes the mustered champion, who gains +1 invoke die on his primary invocation</i>	3
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BYZ-VAR-2090 - ?

DROM-ə-duss

BYZ-VAR-3200 - Vul IX Muya

HY-ee-nus

BYZ-VAR-3250 - ?

VUL-tur

BYZ-VAR-3710 - ?

ta-RAS-kus

BYZ-VAR-3xxx - ?

KAT-a-frak-TAR-i E-kwi-TAR-tus

BYZ-VAR-4000 - ?

OX-ill-i-ə E-kwi-TAR-tus

BYZ-VAR-4100 - ?

GLAD-ee-AY-tor E-kwi-TAR-tus

DEMIEQUITATUS																																																																															
DEM-i-E-kwi-TAR-tus																																																																															
Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost																																																													
Byzantii		Legio II Var Dis		Demihuman		Cavalry		Vassal		Wild		Uncommon		2		3+/5+/10		28																																																													
														Mass		Base Size																																																															
														4		70x40mm																																																															
DEMIEQUITATUS				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper																																																													
Insensate; Loathsome; Fearsome; Vulnerable (blessed)				5		48		39		28		7		73		18		29																																																													
DEMIEQUUS				8		22		42		-		-		-		-		-																																																													
Abilities				Bulk Charger (Demiequus); Flanker																																																																											
1	2	3	4	5	6	7	D 1	1	2	3	4	5	6	7	D 2	1	2	3	4	5	6	7	D 3	1	2	3	4	5	6	7	D 4	1	2	3	4	5	6	7	D 5	1	2	3	4	5	6	7	D 6	1	2	3	4	5	6	7	D 7	1	2	3	4	5	6	7	D 8	1	2	3	4	5	6	7	D 9	1	2	3	4	5	6	7	D 10
COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules																																																									
1 Hasta Spear				1 2 3 4		9		48		2 "		9		57				2		1		Borne Switch (Spatha); Mounted Impact Strike; Mounted Charge+; Hellfire Damage																																																									
1 Spatha Sword				1 2 3 4		8		35		0.5 "						1		1		Borne Switch (Hasta); Parry																																																											
MOUNT COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules																																																									
1 Chomping Bite Bite				1 2		6		48		0 "						1		0		Natural Pierce																																																											
2 Trampling Hooves Trample				1 2		8		50		1 "						1		0		Natural Sightless Strike																																																											
ARMOUR						Armour+		C+A										Hands		Class		Armour Rules																																																									
1 Hamata Remnant Corselet						8		36										0		Worn																																																											
2 Parma Remnant Shield						9		45										1		Borne Parry																																																											
ARMOUR OPTIONS						Armour+		C+A										Hands		Class		Armour Rules		Cost																																																							
1 Segmentata Remnant Light Armour						13		50										0		Worn		Replace (Hamata Remnant)		1																																																							
UNIT OPTIONS				Unit Option Rules																																												Cost																															
Demidecanus Champion				One Demiequitatus becomes the mustered champion, who gains +1 attack die on his primary combat weapon																																												6																															
BYZ-VAR-4900 - ?																																																																															

DEMI-i-KAN-is-AR-i-us

BYZ-VAR-4xxx - ?

TEE-a-ma-tus

BYZ-VAR-5430 - ?

ta-RAS-kroo-or

BYZ-VAR-5xxx - ?

EK-us

BYZ-VAR-0101 - Equitus Durio on Horse

DEM-i-HORS

BYZ-VAR-4? -

HY-ee-na

BYZ-VAR-7100-003 - Vul V Duran

CAN-is

BYZ-VAR-7000 - ?

SKOR-pi-on

BYZ-VAR-7xxx - ?

SKOR-pi-on MY-nor

BYZ-VAR-7550 -Vul II Tykho

SKOR-pi-on MAY-jor

BYZ-VAR-8850 - Selkílias

DROM-a-don

BYZ-VAR-8055 - Vul VII Iqqud

VUL-tur-us

BYZ-VAR-8180 - ?

hi-POX-us

BYZ-VAR-8075 - Vul I Gonyeka

RY-no-KER-us

BYZ-VAR-8095 - ?

BY-kor-ni-ger

BYZ-VAR-8520 - Estus

TA-rask MAY-je

BYZ-VAR-8xxx - ?

TA-rask

BYZ-VAR-8515 - Ulmons

LEE-oh-niss

BYZ-VAR-8246 - Sia

EL-e-FAN-tus

BYZ-VAR-8815 - ?

SKOR-pi-oh

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AUXILIA SKORPIARIUS CREW

1

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Crew Traits & Abilities	<i>Bind Permanently (Skorpio); Disciplined; Engine Crew</i>
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1	2	3	Ballistarius 1/1	1	2	3	Ballistarius 1/2	1	2	3	Ballistarius 2/1	1	2	3	Ballistarius 2/2	1	2	3	Ballistarius 3/1	1	2	3	Ballistarius 3/2
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CREW COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules
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1	Spatha	1	2	3	8	35	0.5"			1	1	Borne	Switch (Pugio); Parry
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Sword												
Pugio	1		4	31	0"			1	1	Borne	Switch (Spatha)	

[illegible]

ARMOUR		Armour+	C+A		Hands	Class	Armour Rules
Leather Harness							

1	Lorica Hamata Corselet	9	21	0	Worn
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2	Skorpio	9	30	0	Engine
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Engine								
ARMOUR OPTIONS		Armour+	C+A		Hands	Class	Armour Rules	Cost

3	Scutum <i>Shield</i>	13	43	1	Borne	Add; Parry	2
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CREW UNIT OPTIONS	<i>Crew Unit Option Rules</i>	<i>Cost</i>
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Magister Skorpiarius Champion	One Skorpiarius from the unit becomes the mustered champion, who adds +1 shoot die to the Shots per Crew total	5
Mustered Skorpiarii	The Mustered Skorpiarii are the crew members of the ship, who add their own shoot die to the Shots per Crew total	1

Veteran Skorpiarii	The Skorpio unit becomes Veteran rather than Drilled (cost shown is per engine), gaining +10 SKILL, +3 FORTITUDE and +1 AUTHORITY	4
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SKORPIO SHOT ENGINE

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Shot Engine Traits & Abilities	Immune (Petrification, Soul, Fume); Move per Crew; Resistant (Death, Cold, Venom); Tough; Flammable; Bound Permanently (Ballistarius); Shots per Crew
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										Skorpio 1										Skorpio 2										Skorpio 3									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10

SHOT ENGINE ARMAMENT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules
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1	Sagitta	1	2	3		10	70	0"	12"	60"	80"	2	0	Natural	Volley Shoot: Pierce: Vicious Damage
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Bolt													
ARMAMENT OPTIONS													
	Shoot Dice	Weapon+	M+W	Min Rng	1th Rng	Eff Rng	Max Rng	Damage*	Hands	Class	Shot Weapon Rules		Cost

1	Malleolus			10	70	0"	12"	60"	80"	2	0	Natural	Replace (Sagitta); Fire Damage; Volley Shoot	4
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Fire Bolt	1	1	10	70	0"	12"	60"	60"	1	1	None	(2); Pierce; Vicious Damage	1
Infernalis	1	2	10	70	0"	12"	60"	60"	2	2	None	Replace (Sagitta); Hellfire Damage; Volley Shoot	2

1	Hellfire Bolt	1	2	3	10	70	0	12	60	80	2	0	Natural	(2); Pierce; Vicious Damage	0
SHOT ENGINE ARMOUR															

SHOT ENGINE ARMOUR		Armour+	C+A		Hands	Class	Armour Rules
Wooden Frame							

1	Wooden Frame Construction	10	90	0	Natural
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SHOT ENGINE OPTIONS	<i>Shot Engine Option Rules</i>	<i>Cost</i>
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Wheels	Engine gains the Wheeled (4") trait; Cost is per engine	2
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BYZ-VAR-9150 - Tor III Scarus

BA-lis-ta

BYZ-VAR-9450 - Tor I Italus

ON-a-ger

BYZ-VAR-9400 - Tor V Markus

EL-e-FAN-tus WAR TOW-er

BYZ-VAR-9xxx - ?