



Conand



Far Thule



Baalor



Reivers of the Eye



Cursed Herd



last updated 1st Fanuary 2024

MIERCE MINIATURES

FOMORAIC (BAALOR) MUSTER version 2.07

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

FOMORAIC (BAALOR) MUSTER WENDLIST Changes to the Fomoraic muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The hunter noble option only gains the 'marksman' ability if the noble is a commander
	The ice shard shot weapons of the shard beast and morain beast gain the 'mighty shot' and 'vicious damage' rule
	Shard beasts now count as available miniatures
	The focus range of all sorcerers has been reduced
	The gaze damage and glance damage of the Eye of Baalor shot weapon of Belech and the scion of baalor have been reduced
	The gaze damage and glance damage of the Eye of Baalor shot weapon artefact have been reduced
	The gaze damage and glance damage of the Eye of Baalor shot weapon from the Helm of the Eye armour artefact have been reduced
	Clarified fated invoked dice caused by the Ice Spikes invocation
	Removed hunter of baalor as sworn unit options for an untain of baalor and tain of baalor
v2.03	Added the 'camouflaged (snow)' trait to the frost warrior, moraine warrior and capacx
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.04	Clarified the Frost Banner artefact's maximum effects
v2.06	Clarified the Veins of Ice artefact so that it changes vigour to lively
	Added a Sword of the Ice combat weapon to the warrior of Baalor profile
	Added the 'tactician' ability to the Belech, scion of Baalor, Kraan, untain of Baalor, tain of Baalor and ultain of Baalor profiles
	Ensured that scouting 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
	Removed the 'fearless' trait from most warriors except Belech, the scion of Baalor, Kraan and constructs.
	Added the 'stubborn' trait to most warriors of Baalor and the ograx of Baalor profiles, including nobles of the same Kin.
	Reduced the cost of noble shot weapon options
v2.07	Added sorcerous damage to Belech's gaze shot weapon
	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

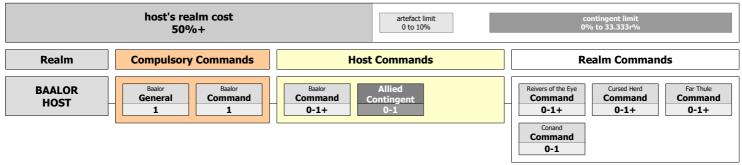
FOMORAIC (BAALOR) MUSTERING

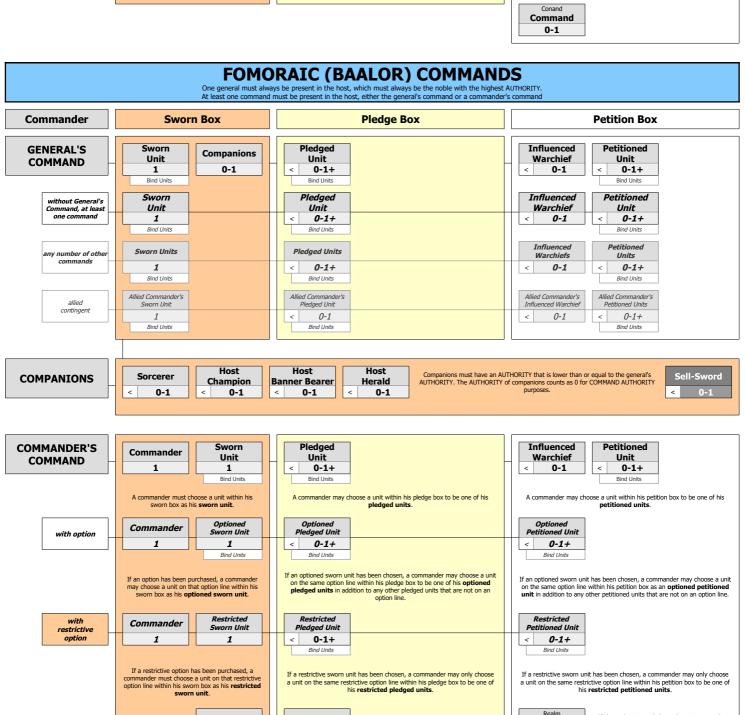
FOMORAIC (BAALOR) HOST

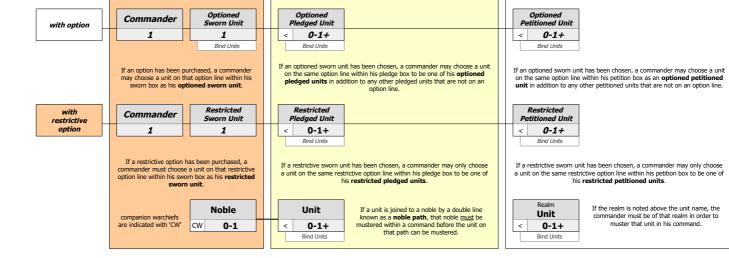
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

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.

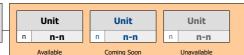
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 5% of your host may be spent on artefacts.







MINIATURE AVAILABILITY



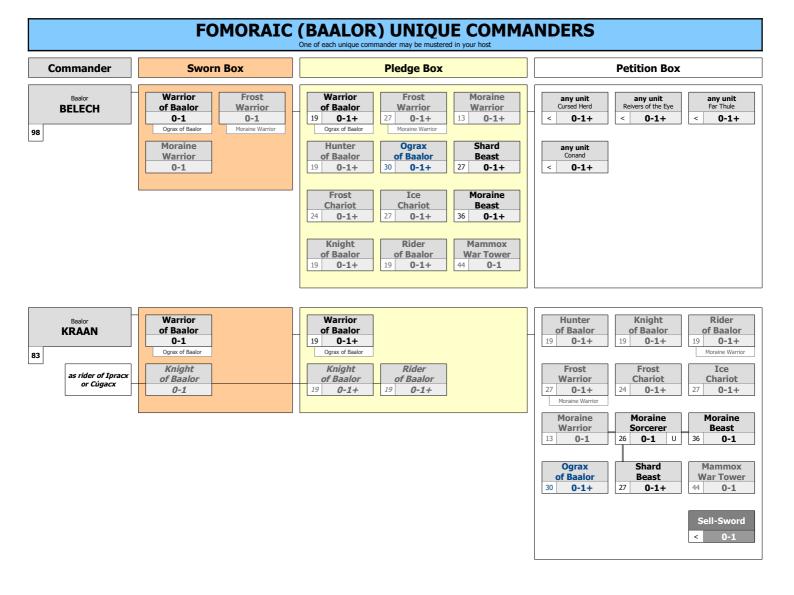
A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.

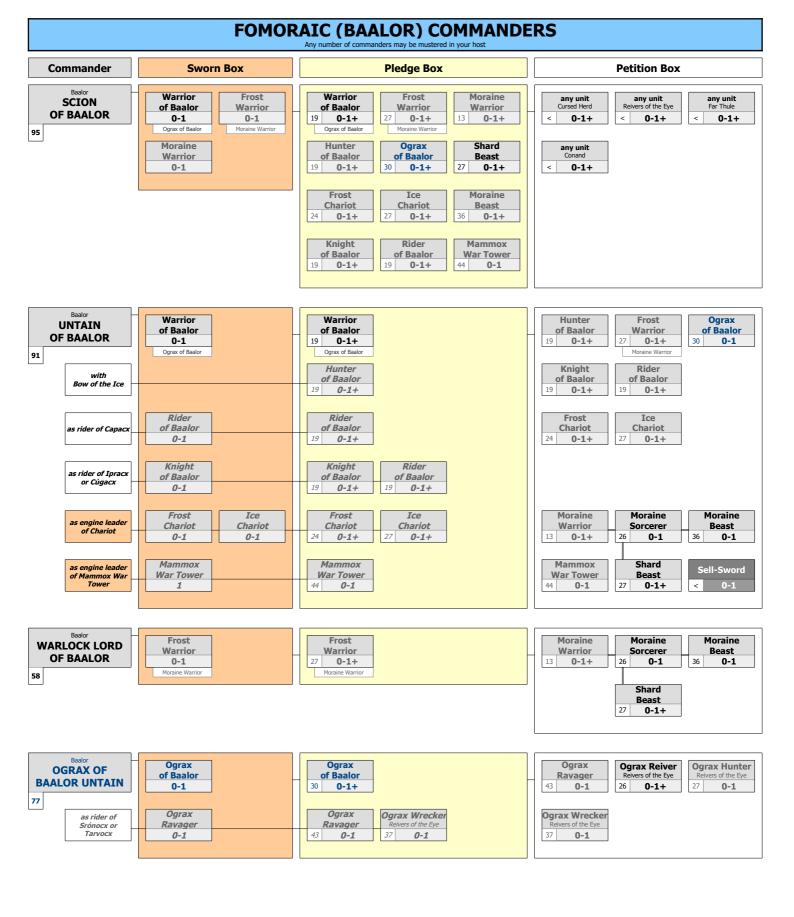
If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.

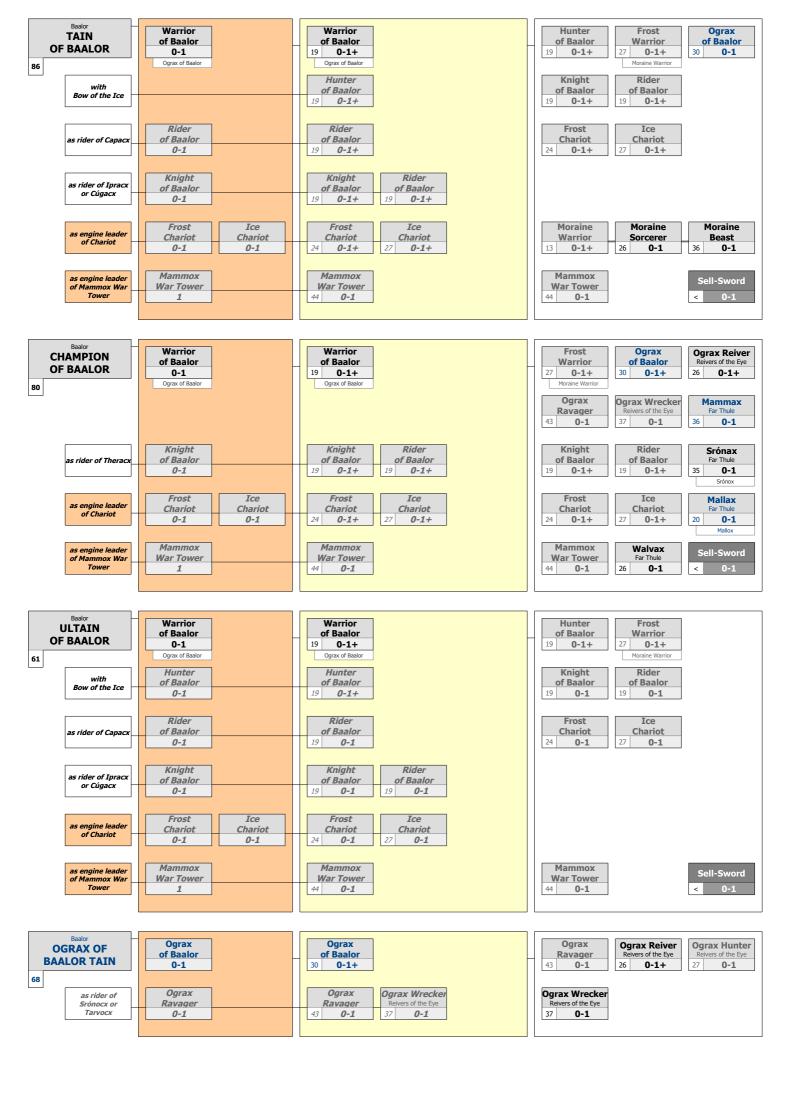
If the text colour is blue, that miniature has a scheduled production date and will be available soon.

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.







FOMORAIC (BAALOR) SELL-SWORD COMMANDERS Up to a third of the silver cost of your host may be spent on sell-swords and allies Sell-Swords not listed here may not be Fomoraic Baalor generals or commanders

FOMORAIC (BAALOR) ALLIES Up to a third of the silver cost of your host may be spent on sell-swords and allies

ALLIED COMMANDER







Sorcer	ers of the Fomoraic kindred	, Baaior realm may mu	ister as many in	vocations a	s triey wish,	nost cost p	ermitung, m	om the Fomoraic (Baalor) Invocation List below.						
INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules						
Secreted Armour	1 2 3	Constant Effect: Th	e Marked Unit be any one armour e same dass and	comes a Sec element of th type for eacl	reted unit. ne type Wori	Each Marked n or Borne (r	warrior withir now also calle	nt of the class Wom or Borne. I the Secreted unit (a Secreted warrior) gains 1D10 Armour+ per invoked die to d the Secreted Armour) and gains the Loathsome trait. The Secreted						
Blizzard Blind Focus	1 2 3		her immediately of the Sequence as no	changes to S ormal.				Marked units with a FLIGHT attribute become grounded . Additionally, the hour, at which point it may change during the The Changing Weather						
Cold of the Deeps	1 2 3 4 5 6 7	32						okens per invoked die. mour; Transient						
Ice Weapons Focus	1 2 3 4	Constant Effect: The weapons, but not be	e Marked Unit be oth. Each Marked or Borne which n	comes an Ic warrior within ow also caus	ed unit. The n the Iced un	Invoker must it (a Iced war	choose eitherior) gains 10	r shot weapon of the class Natural or Borne. If the combat weapons or shot weapons of the Iced unit to become Iced Uto Weapon+ per invoked die to the Weapon+ value of any one Iced weapon must be of the same class and type for each Marked warrior where possible.						
Shardlings Sight	1 2 3 4 5 6 7 8 9 1 11 12 13 14 15 16 17 18 19 2	- <<	0"	6"	30"	40"	1	Cold Damage						
Ice Shards Sight	1 2 3 4 5 6 7 8 9	54	0"	0"	15"	18"	2	Cold Damage; Pierce						
Frost Shatter	1 2 3 4	63					2	Freeze Damage; Ignores Armour						
Freezing Fog	1 2 3 4 5 6	49	confused a hour, the Ma to Fog until Sequence as	nd slowed a arked unit ga the end of the normal.	is well as Sig ins one freezone current ba	hted D10" u e effect token ttle hour, at v	ntil the Freez per warrior which point it	the Marked unit per invoked die. Additionally, each Marked warrior becomes cing dissipates. If the Freezing Fog is not dissipated at the end of a battle within the unit. Additionally, the battle's current weather immediately changes may change during the The Changing Weather subsection of the Battle Armour; Unstable						
Frozen Blood	1 2 3		Each Different Ma d, that Different M	rk within the lark suffers 1	Marked unit	(that is within	n total focus r	he Living trait. ange) must take a CONSTITUTION TEST, in this case a FREEZE TEST . If the TEST is failed, that Different Mark suffers D10 wounds per invoked die.						
Spear of Ice	1 2 3 4 5 6 7 8	72	0"	9″	60"	90"	2	Distinct Marks: The Mark must be a Distinct Marked warrior within the Marked unit. Rules: Cold Damage; Pierce						
Ice Spikes Focus	1 2 3 4 5 6 7 8	83	effect terrain TEMPER valu 4" Ice Spik terrain it is p Immediate Invoker. Fat Future Effe takes place	n or any other ue. Hoverers tes Templat placed over. e Effect: Each ed invoked d ect: Each war during the ba	r type of effer cannot be affer: place the of h warrior with ice are applied trior within the title hour.	ect terrain. Where teeted by the centre of the centre of the centre to the centre of the centre special to each unite Ice Spikes	nen placed up Ice Spikes in 4" Ice Spikes ikes when it i t within the Id gains 1 freeze	eature or upon a man-made terrain feature, and not within other Ice Spikes on units, the Mark becomes the unit within the Ice Spikes with the highest vocation and so cannot become the Mark. Template upon the Marked point. The Ice Spikes causes freeze damage to any is placed must attempt to Avoid the amount of invoked dice rolled by the ce Spikes. effect token and suffers 1 freeze damage at the end of every activation that						
Wall of Ice Focus	1 2 3 4	38	takes place during the battle hour. **Rules:** Freeze Damage; Piercing; Ignores Armour; Permanent **Marked Point:** Marked p											

1 2 3 4 5

1 2 3

42

Frost Breath

Winter Comes Focus For the purposes of the *Spray action* with the Frost Breath invocation, spray shoot dice per warrior equal the amount of invoked dice. *Rules:* Spray; 4" Frost Spray Template; Cold Damage; Combat Invocation

7

5

1D10

Immediate Effect: The Marked point is any point on the battlefield. The battle's current weather immediately changes to Snow until the end of the current battle hour, at which point it may change during the The Changing Weather subsection of the Battle Sequence as normal.

TOKENS OF THE ICE

Up to 10% of a Fomoraic (Baalor) host's cost may be spent on Tokens of the Ice.

Fomoraic (Baalor) 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.

IBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Artefact Rules		Cos	
	Equal	19	+19	1"				1	1	Borne				
Goll's Bane	Equal	38	+38	1"				2	2	Borne	Replace; Cold Damage; Gr	ab	7+	
Sorcerous Sword Vengeance is his	Focussed: the bearer Expanded mind: the Scion only: only a Sci	focus range of t	he bearer of	Goll's Bane is	increased by	2D10", rolled	for in the ba	ittle rolls step	of the Joining	Battle Sequ	ence.			
Fuestblede	+ 1 2	16	+16	0.5"				1	1	Borne	Add or Replace; Hook;		16-	
Frostblade Sorcerous Axe	+ 1	32	+32	0.5"				2	2	Borne	Freeze Damage	Foot only	10.	
The Ice awaits	Freezing: for each fate Warriors only: Only v						e attached to	the victim in	addition to th	e normal 1.				
0:0: 0:1 =	+ 1 2 3	13	+13	0.5"				1	1	Borne	Add or Replace; Hook; Colo	1		
Gift of the Eye Sorcerous Axe	+ 1 2	26	+26	0.5"				2	2	Borne	Damage	Foot only	4-	
Impervious	Mighty: the bearer's N Warriors only: Only v						Joining Battle	e Sequence.		<u>'</u>				
	+ 1 2 3 4	26	+26	1"				2	1	Borne				
Irgoll's Bane	+ 1 2 3	52	+52	1"				3	2	Borne	Replace; Freeze Damage; \	/icious Damage; Grab	9-	
Sorcerous Sword The favoured son	Sorcerer's scourge: Scion only: only a Sci	The bearer's ani	mus is reduc	ed by 1 to a r	minimum of 1			J		Donic				
	+ 1 2 3 4	18	⊥1 2	0.5"				2	1	Borne	Add or Replace: Parry: Col	d Damage (2)	7-	
Blade of Túr Mór Sorcerous Sword Imprisoner	+ 1 2 3 4 18 +18 0.5" 2 1 Borne Add or Replace; Parry; Cold Damage (2) 74 **Rooted: If an enemy warrior suffers a fated strike caused by the Blade of Túr Mór, he must immediately perform a CONSTITUTION TEST. If he fails, he is immediately cold Crippled and entangled . Atta as many extra cold effect tokens as necessary to signify that he is cold Crippled. **Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Blade of Túr Mór. **Light 2 2 2 4 2 4 2 4 4 4													
The Black Axes	+ 1 2 3 4 5 6	21	+21	0.5"				1	2	Borne		ke; Hook; Freeze	5-	
Sorcerous Axes Unsealed	Warriors only: Only v	varriors of the k			bear The Blac	k Axes.					Damage			
Dunfrost	+ 1 2	20	+20	0.5"				2	1	Borne	Replace; Vicious Damage		7-	
Sorcerous Mace The ancient malevolence	Seeping Cold: enemy of the bearer afterward Warriors only: Only v	s, including ene	my activation	ns.			they <i>Move</i> v	vithin that 2".	Additionally,	they will gair	D5 cold effect token for each	h activation they remain	within	
	+ 1 2	23	+23	0.5"				1	1	Borne	Add or Replace; Parry; Col	d Damage	8-	
Chillblade Sorcerous Sword The cold beneath		the chill point (The chilled gro	the chilled und remains	ground) beco	omes rough g of the curren	round to all w t battle hour.	arriors that d	lo not have the	e 'frost blood'	trait and all	base, called the chill point . enemy units within the chiller old effect tokens.			
Doomshaud	+ 1 2 3 4	18	+18	0.5"				1	1	Borne	Add or Replace; Hook;		9-	
Deepshard Sorcerous Axe	+ 1 2 3	36	+36	0.5"				2	2	Borne	Pierce; Freeze Damage	Foot only		
From the ice it came	The frost within: the Warriors only: Only v													
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules			
Ice Shard Sorcerous Shards	D10	50	50	0 "	6 "	18 "	26 "	1	0	Borne	Pierce; Freeze Damage			
	Equal	32	+32	1"				2	1	Borne	Replace; Mighty Strike;		4.	
- !! 4														
Fell Axe of Túr Beg	0 Equal	64	+64	1"				3	2	Borne		Foot only; Vicious Damage	13	

SHOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost			
Frostbone Bow	+ 1 2 3 4	12	+12	0"	9″	48"	62"	1	2	Borne	Replace; Cold Damage	14+M			
Sorcerous Bow The bones of the broken	The pain of cold: If t	he bearer of the	Frostbone b	ow causes a f	fated shot aga	inst an enem	y warrior, tha	it enemy warr	ior immediate	ely becomes	a cold Crippled warrior and gains cold effect tokens ed	qual to his			
Bow of the Eye	+ 1 2	14	+14	0"	9"	36"	60"	2	2	Borne	Replace; Distinct Shot	6+M			
Sorcerous Bow The wilting glare	Mind Seeker: Shoot	actions with the	Bow of the E	ye have a sho	oot modifier o	f -1 per 20 TI	EMPER of the	Target, to a n	ninimum of 1						
Ice Shard	1 2 3 + mass	30	+30	0"	9″	26"	36"	1	1	Natural	Pierce; Freeze Damage	7+M			
Spike Born of the ice	The cold beneath: If	the bearer of Io	e Shard doe	s not <i>Move</i> in	the current a	ctivation, the	shoot dice of	the Ice Share	is doubled.						
Shard Arrows	Equal	-	-	-	-	-	-	1	-	-	Add; Muster with (Bow); Pierce; Freeze Damage	5			
Arrows 4 The ice preserves all	Shattering Shots: fo	r each fated sho	t die from th	e Shard Arrov	vs, roll a D5; t	hat is the an	nount of extra	shot dice for	that Shoot a	ction caused	by the Shard Arrows shattering on impact.				
Frost Axes	1 2 3 4 5 6	11	+11	0"	3"	12"	15"	1	1	Borne	1 2 Add; Move and Shoot; Ride and Shoot; Shots (2)	4+M			
Sorcerous Throwing Axes Ice-bound		nseen: Enemy evades have a modifier of +2 against the Frost Axes. /arriors only: Only warriors of the kin 'Warrior of Baalor' may bear this shot weapon artefact.													
Bow of Baalor	+ 1 2 3 4	18	+18	0"	9"	48"	62"	2	2	Borne	Add or Replace; Pierce; Freeze Damage	10+N			
Sorcerous Bow Wrought of the Ice itself	Frozen to the Bone:	Frozen to the Bone: any enemy damaged by the Bow of Baalor becomes Slowed.													
Frost Breath	1 2 3 4	12	+12			6"		1	0	Natural	Combat Shot Weapon; Spray; 6" Frost Spray Template; Freeze Damage	12+N			
Breath 7 The cold of the bones	Freezing: freeze continuous effect tokens are attached to enemy units on the roll of an 8 and a 9 on the shot dice and on the roll of a 1 and 0 on the evade dice. This occurs irregardless of comparative SKIL BANDS.														
Black Bow of Rocail	+ 1 2	33	+33	0"	9"	60"	72"	2	2	Borne	Replace; Cold Damage; Vicious Damage	9+M			
Bow ⁸ Strength unbound	For the Mighty: only warriors with a MIGHT attribute of 40 or more may bear this weapon.														
·	Equal	-	-	-	-	-	-	1	-	Borne	1 2 3 Add; Muster with (Bow); Shots (3); Cold Damage	12			
Thorns of Winter Sorcerous Arrows The herald of the coming doom	wintered point counts fated shot caused by t battle's current weath Wintered ground: T	as 0-9 for shoot he Thorns of Win er immediately he wintered grou within the wint	value purpos nter against t changes to S und counts as ered ground	ses. Should the the wintered p Snow until the s rough groun gain +D5 colo	e bearer caus point, the dian e end of the c ad to all warric d effect tokens	e any kind of neter of the v urrent battle ors that do no s. If there are	shot die, a way vintered groun hour, at which of have the 'from any area effort	vintered ground grows by 3 in point it may lost blood' trail lect templates	und circle of ". The winter change during that and all ener that cause fir	3" in diamet red ground re ng the The C ny units with re damage or	wintered point) within maximum range; the SKILL er - centred on the wintered point - must be placed. Fi meanias until the end of the current battle hour. Addition hanging Weather subsection of the Battle Sequence as in the wintered ground become Slowed and gain +DS reliffre damage completely within the wintered ground	or each onally, the s normal. cold effect			
	Equal	-	-	-	-	-	-	1	-	Borne	1 2 3 Add; Muster with (Bow); Shots (3); Cold Damage	11			
Thorns of Frost Sorcerous Arrows Frozen death awaits	as 0-9 for shoot value hour and gain +D5 col All flying warriors with	purposes. Should d effect tokens. in 24" of the frost ditionally, the ba	d the bearer All units with at point beco	cause any kir in 24" of the me grounded	nd of shot die, frosted point until the end	all units with become sight of the curren	nin 24" of the red D10" and up t battle hour a	frosted point i unseen D10" (and Circling w	that do not h (roll one D10 arriors must	ave the 'frost and apply th mmediately	within maximum range; the SKILL of the frosted point blood' trait become Slowed until the end of the current be same result for both) until the end of the current be Land involuntarily and become grounded until the end int it may change during the The Changing Weather's	ent battle attle hour. d of the			

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1 Frost 1 Weapon Coating	Rules: Add; Cold Damage; Mundane Artefact	Borne	1
1 ICE 2 Weapon Coating	Rules: Add; Freeze Damage; Mundane Artefact	Borne	2

ARMOUR ARTEFACT		Armour+	C+A						Hands	Class	Armour Artefact Rules	Cost			
Helm of the Tower		13	+13						0	Worn	Add or Replace	5+M			
Sorcerous Helmet 1 The Eye sees all		Sight unbound: the wearer gains the 'Allseeing' trait, can never become unsighted under any circumstances and can always claim line of sight to an enemy regardless of intervening warriors. Warriors only: Only warriors of the kin 'Warrior of Baalor' may wear this armour artefact.													
Black Armour of Mordaan		44	+44						0	Worn	Replace; Thwart	9+M			
Sorcerous Heavy Armour ² Forged in the heart of Toraigh	Heavy: Only warriors with Warriors only: Only warr	n a MIGHT or riors of the k	f 40 or more in 'Warrior o	may wear this f Baalor' may	s armour arte wear this arm	fact. our artefact.									
Frostplate		27	+27						0	Worn	Replace; Aura Parry	15+			
Sorcerous Heavy Armour 3 Freezing to the touch	Frosted: An enemy warrio Warriors only: Only warr						ntly gains +2	D10 freeze to	kens. Roll 2D	10 for each	fated strike.				
Shield of Rachlainn		14	+14						1	Borne	Add or Replace; Shieldwall; Parry	6+1			
Sorcerous Shield The gift of Bagna	Snowblind: the bearer of Warriors only: Only warr						and the 'aur	a parry' rule v	when evading	and sight av	roiding.	'			
The White Eye		5	+5						0	Worn	Add; Mundane Artefact	1+1			
Sorcerous Armour Emblem Served by all	Favoured of Baalor: the	voured of Baalor: the bearer of the White Eye emblem gains a -1 parry modifier.													
Helm of the Eye		9	+9						Worn	Add or Replace	11+				
Sorcerous Helmet 6 The gaze falls	Mighty: The wearer of the Helm of the Eye gains the Eye of Baalor shot weapon below. Warriors only: Only warriors of the kin 'Warrior of Baalor' may wear this armour artefact.														
SHOT WEAPON	Shoot Dice	Gz Dmg	Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules				
Eye of Baalor Sorcerous Gaze	1 2	2D5	1D5	0"	0"	12"	15"	1	0	Worn	Freeze Damage				
Moraine Armour		32	+32						0	Worn	Replace	9+1			
Sorcerous Heavy Armour Armour of the cold rock	Impenetrable: The wear	er of the Mo	raine armoui	gains a -2 pa	arry, evade an	d sight avoid	modifier.								
Shard Shield		22	+22						1	Borne	Add or Replace; Shieldwall; Parry	7+1			
Sorcerous Shield 8 Ice-spiked	Spiked: enemy warriors th	hat <i>Charge</i> t	the bearer of	the Shard Shi	eld suffer D5	impact strike	s at the beare	er's MIGHT.							
Dauding of the Tee		24	+24						0	Worn	Add	3+			
Barding of the Ice Sorcerous Heavy Barding The beasts are Baalor's	Light: the wearer of the B Mounts of warriors only Ardent riders: Should the	y: Only the r	mounts of wa	rriors of the k								ounc i			
Frostshield		13	+13						1	Borne	Add or Replace; Shieldwall; Parry; Resistant (Fire, Hellfire); Mundane Artefact	1			
Shield ¹¹ Made of the ice itself	Warriors only: Only warr	riors of the k	in 'Warrior o	f Baalor' may	bear this arm	our artefact.									

ARTEFACT BANNER	Art	efact Banner Rul	es										Cost	
Wailing Skull Sorcerous Trophy Rack	1 perf	orm an involuntary F	ly Move (which If they cannot	th is a <i>Shift M</i> t, they are de	<i>love</i>) 2D10" di stroyed. Once	irectly away f	rom the bear flyer has Land	er and then L	and, or Soar is	nto the sky. \	Winded flyers	Wailing Skull trophy rack must immediately if they <i>Land</i> amongst a unit, must <i>Displace</i> d of the current battle hour.	13+1	
Frost Banner Sorcerous Banner	of a		end of the ba	ittle hour, imr	mediately befo	ore continuou	s effects are					he Frost Banner comes within host banner range an suffer from the Frost Banner in any one battle	6+1	
Mark of Baalor Sorcerous Banner Emblem	3 Baa	alor's Favoured: the	bearer of the	e Mark of Baa	lor, and any u	ınit he has <i>Jo</i>	ined, gain a -	1 parry, evad	e and avoid m	nodifier.			11+	
Banner of the Tower Sorcerous Banner	4 Baa	alor's Best: the bear	er of the Banı	ner of the Tov	wer, and any u	unit he has <i>J</i> o	oined, increas	e the attack o	lice of their pr	imary comba	t weapon by	+1.	9+1	
Baalor's Prizes Sorcerous Trophy Rack			en: a noble bearing Baalor's Prizes gains the 'fearsome' trait and +D5 to their combat mass. r's Prizes may be borne by any noble, not just a banner bearer.											
White Banner Banner	6 Bat	tle Born: the White	Banner increa	ses the comb	at mass of the	e bearer (and	I any unit he	has <i>Joined</i>) b	y +2D10. Roll	for this in th	e battle rolls	step of the Joining Battle Sequence.	12+	
Sigil of Túr Mór Sorcerous Banner Emblem		alor is Watching: th						is increased t	oy 2D10", rolle	ed for in the b	pattle rolls ste	ep of the Joining Battle Sequence.	8+1	
The Eye in the Ice Sorcerous Finial	8 Baa Hos	alor's Gaze: The bea	rer of the Eye	of the Ice ga nner Bearer r	ains the Eye o may bear this	f Baalor shot banner artefa	weapon belo	w.						
SHOT WEAPON		Shoot Dice	Gz Dmg	GI Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules	10+	
Eye of Baalor Sorcerous Gaze	1 2	3	2D5	1D5	0"	0"	12"	18"	1	0	Worn	Freeze Damage		
Mantle of Ice Sorcerous Finial	9 Shr	ouded with ice: the	to the bearer and any unit he has Joined gains +2D10 Armour+ to their primary armour element, rolled for in the battle rolls step of the Joining Battle Sequence.											
Storm Banner Sorcerous Banner		rmclouds roll: the band the current wind				een D10". Ad	ditionally, in t	the Changing	Weather step	of the An Ho	ur Passes Sec	quence, the changing weather roll is modified by	8+1	

ARTEFACT INSTRUMENT		Artefact Instrument Rules	Cost
Doom of Baalor Tune	1	He is waiting: after the Doom of Baalor is played, the closest D5 enemy units within host instrument range to the bearer instantly become shaken.	6
Horn of Toraigh Sorcerous Instrument	2	For Baalor!: Warriors that are <i>Inspired</i> by a herald bearing the Horn of Toraigh may re-roll miss dice in combat until the end of the current battle hour. Host Herald: the Horn of Toraigh may only be borne by a host herald.	11+M
Frostcry Sorcerous Instrument	3	Horn of cold: after a successful Inspire action performed by the bearer of Frostcry, any cold tokens within 12" of the bearer immediately turn into freeze tokens.	8+M
Black Bell of Túr Mór Sorcerous Instrument	4	Weary doom: one enemy unit that fails its DREAD TEST caused by the bearer's Daunt action must - instead of changing its heart state - change its vigour state to weary. Host Herald: the Black Bell of Túr Mór may only be borne by a host herald.	11+M
Call of the Ice	5	Baalor commands: If the bearer successfully Inspires a unit and plays the Call of the Ice tune, that unit immediately becomes exulted regardless of its current heart state.	2
Cethlenn's Horn Sorcerous Instrument	6	Portent of ruin: enemy units that fail a DREAD TEST caused by the bearer's Daunt action must - instead of changing their heart state - perform a Panic reaction.	8+M
For the Fomor	7	Baalor demands: after the For the Fomor tune is played, friendly units within host instrument range of the bearer increase their PACE by +1 for the remainder of the battle hour.	5
Veins of Ice Sorcerous Tune	8	The ice within commands: If the wearer successfully Inspires a unit with the 'frost blood' trait and plays the Veins of Ice tune, that unit immediately becomes lively if it was weary or alert. If the unit is already lively, it may immediately perform an embedded Walk action (which can be an Engagement action) after which its vigour remains lively.	13
Windhorn Sorcerous Instrument	9	The power of the wind: after a successful <i>Inspire action</i> performed by the bearer, he may call upon the power of the wind, which increases the current wind strength by D5 and changes the wind direction to be in line with the bearer.	3+M
1 Moraine Horn Sorcerous Instrument	10	Master of the ice: after a successful <i>Inspire action</i> performed by the bearer, one unit of either Frost Warriors, Moraine Warriors, Shard Beasts or Moraine Beasts (called the moraine unit) gain D10 WOUNDS as the moraine, borne upon the glacial winds of the great ice sheet, is hurled into them. Additionally, if there are any enemy units engaged with or beset by the moraine unit, they suffer D5 damage (distributed randomly) thanks to the rock and ice shattering upon them.	16+M

TALISMAN ARTEFACT	Talisman Artefact Rules CI	Class	Cost
Shard of Tor Ban Sorcerous Belt-Hung Shard	Shrouded: at any point in the bearer's activation or reactivation he may break the Shard of Tor Ban. Should he do so, the focus range of every Sorcerer on the battlefield that does not 1 have the 'frost blood' trait is reduced to DS" until the end of the current battle hour. Roll for each Sorcerer separately. Additionally, all area effect templates in play that do not cause freeze damage are removed from the battlefield, including permanent ones, and all effect tokens are removed from the battlefield that are not cold effects or freeze effects. Rules: Add; One Use Only	Borne 1	L2+M
Scars of Baalor Sorcerous Scar	2 Branded: the wearer of the Scars of Baalor gains a -1 parry, evade and avoid modifier. Rules: Add	Worn 6	6+M
Bone of Indech Sorcerous Pendant	Warded: the wearer gains the 'resistant (all effect damage)' trait. Rules: Add or Replace W	Worn 9	9+M
Blinding Eye Sorcerous Pendant	Snowblind: Any enemy warrior performing an Attack action against the wearer of the Blinding Eye must perform a SKILL TEST. If he passes, he may Attack the bearer as normal. If he fails, he immediately becomes unsighted. Rules: Ado or Replace	Worn 1	L2+M
Tooth of Cethlenn Sorcerous Pendant	5 Crooked protection: The bearer of the Tooth of Cethlenn gains the 'aura parry' rule on all of his armour elements. We Rules: Add or Replace	Worn 5	5+M
Crystal of Biróg Sorcerous Pendant	6 Drawn in energy: Enemy warriors attempting to <i>Invoke</i> against the bearer of the Crystal of Biróg do so with a +1 invoke modifier and cannot gain fated invokes against him. We also a constant of the Crystal of Biróg do so with a +1 invoke modifier and cannot gain fated invokes against him.	Worn 4	4+M
Mantle of Winter Sorcerous Cloak	Shrouded: the wearer of the Mantle of Winter becomes Unseen D10". Roll for this in the battle rolls step of the Joining Battle Sequence. Warriors only: Only warriors of the kin 'Warrior of Baalor' may wear this talisman artefact. Rules: Add	Worn 3	3+M
The Black Gem Sorcerous Ring	8 From the void: should the wearer die, The Black Gem activates and immediately causes 2D10 WOUNDS against the enemy that killed him. We Rules: Add; One Use Only	Worn 1	L2+M
Glacier's Eye Sorcerous Pendant	Barrier of Cold: the bearer of the Glacier's Eye may take any cold effect tokens or freeze effect tokens attached to any or all enemy units within 12" to use as one earth die (per cold 9 token) or two earth dice (per freeze token) when performing an Earth reaction. The cold and freeze tokens are discarded once taken. We Rules: Ado or Replace	Worn 4	4+M
Frost Gyre Sorcerous Pendant	The Eye Commands: during an Earth reaction, as long as the bearer of the Frost Gyre rolls one or more earth dice, the bearer may remove all of the invoked dice rolled by the enemy 10 Sorcerer that are of an odd number, making them dissipated dice, before he swaps any earth dice. The bearer can thus remove fated invoked dice. WRILES: Add or Replace	Worn 1	L4+M

ENCHANTED ARTEFACT	Enchanted Artefact Rules											Class	Cost
Scion's Eye Sorcerous Pendant	Warriors only: Only w	arriors of the k	in 'Warrior of	Baalor' may	wear this end	hanted artefa	ict.					Borne	
SHOT WEAPON	Shoot Dice	Gz Dmg	Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		20+M
Eye of Baalor Sorcerous Eye	1 2	2D10	1D5	0"	0"	12"	19"	1	0	Worn	Freeze Damage		
Black Staff of Toraigh Sorcerous Staff	Tendrils of the Ice: the Rules: Replace	he bearer gains	+D5 invoke	dice to use w	ith any invoca	ation he can i	normally creat	e, but reduce	s his PACE by	/ -1. Roll eacl	n time an <i>Invoke action</i> is performed.	Borne	11+M
Crown of Túr Mór Sorcerous Crown	Crown of the Throne Rules: Add	www of the Throne: The bearer of the Crown of Túr Mór, which must be the host's general, may muster two sworn units in his command instead of the usual one. es: Add											
Gift of the Ice Sorcerous Hand	Iced Hand: the bearer purposes of Invoking. Rules: Add	Hand: the bearer gains the Shardlings invocation, which counts as a slaved invocation and so does not add to the bearer's animus. The bearer uses his own TEMPER for thouses of Invoking.											
1 Mask of Morc Sorcerous Belt-Hung Skull	Boon of the ancients Rule: Add	oon of the ancients: The bearer of the Mask of Morc gains the 'focal mind' trait.											
Moraine Sliver Sorcerous Belt-Hung Shard 6	whereupon a Moraine V Demanded Warrior: moraine roll. The follo 0-59: 2D5 Moraine War Placing the Demande Displaced the minimum Demanded Warrior min orders as that comman	Varrior, Shard E The bearer doe owing warrior(s riors; 60-89: Died Warrior: Pla distance so the aistures, those E d's commander purposes of cal anded Warriors	east or Mora s not know w) will appear 5 Shard Beas ace the exact at they lie out Demanded Wa . The Deman culating the	ine Beast may that kind of what kind of white immediately uts; 90-99: 1 Note that the following side of the following cannot ded Warrior of Butcher's Bill.	y appear. arrior the Mon upon the resul floraine Beast. Demanded V otprint of the be called. A l ounts as a frie	raine Sliver w It of the mora . Varrior minia Demanded V Demanded W endly unit (a)	rill call and so nine roll: tures' bases o Varrior's base 'arrior is lively nd thus part o	after he has on the demands immediately when it is first the bearer's	point; any w . If the beare st placed, pla host). The D	warriors that warriors that warriors do ced in the be	se, called the moraine point , the must roll a D100, called the would lie under this base must be as not have all of the appropriate arer's command and is under the same trins; if killed, cost their usual siver ing a RAVAGED TEST. The bearer	Borne	19+M
Draught of the Deeps Sorcerous Belt-Hung Potion	Glacial Meltwater: at until the end of the batt Rules: One use only; A	tle hour. Roll fo									10 MIGHT and +4D10 CONSTITUTION	Worn	12+M
Shadow Ring Sorcerous Ring		ne glacial shadow: As long as he is the general or a commander, the wearer of the Shadow Ring gains D5 wary tokens in addition to those he may already have, rolled for in tittle rolls step of the Joining Battle Sequence.											5+M
Winter's Breath Sorcerous Breath		Winter is with us: at the start of the battle, the bearer may increase the snow covering on the battlefield to 36" x 36". Additionally, a weather modifier of +D5 must be added weather roll's result irregardless of who is making the roll.											7+M
Sceptre of Baalor Sorcerous Sceptre	Overlord: The bearer	of the Sceptre of	of Baalor, whi	ch must be th	ne general or	a commande	r, gains the 'o	verlord (Reive	ers of the Eye	, Far Thule,	Cursed Herd)' ability.	Worn	5+M

	BRAND ARTEFACT	Arte	fact Rules											Class	Cost
1	Tracker's Brand Brand		ers: Warriors with : Mundane Artefa		Brand have	a -2D10 modil	fier to their Fl	ANK TESTS.						Natural	1
1	Mark of Gabhla Sorcerous Brand		erous Beasts: th									rider as well	as the mount.	Natural	5+UM
1	Warborn Sorcerous Brand	3 Born	for battle: the be	earer of the Wa	arborn brand	gains the 'fea	rless' trait an	d has a -1 str	ike modifier.					Natural	2+UM
1	Ice Blood Sorcerous Brand	4 Glacia	al veins: the bear	ombat weapons.	Natural	4+UM									
1	Brand of Baalor Sorcerous Brand		rk of the Eye: The bearer of the Brand of Baalor gains the 'fearless' trait and +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence. es: Mundane Artefact												
1	Brand of Cethlenn Sorcerous Brand	6 Moun	wift: the bearers of the Brand of Cethlenn increase their PACE by +2. If the bearers are draught animals, the PACE of their engine is increased by +1. ounted only: Only the mounts or draught animals of warriors of the kin 'Warrior of Baalor' may wear this brand. ules: Mundane artefact												3
	Frostburn Sorcerous Brand	7 Born	of the Ice: the b	earer, which m	nust have the	Solitary sublo	ass, gains the	Breath of Io	e spray shot v	veapon as sho	own below.			Natural	
1	SHOT WEAPON	9	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		8+M
	Breath of Ice Spray	1 2 3		30	+30			8"		1	0	Natural	Spray; 8" Frost Spray Template; Free	ze Damage	
1	Whitehorn Sorcerous Brand	8 Joinin	g Battle Sequence				•						tely, in the battle rolls step of the	Natural	2+UM
1	Scars of the Eye		Warrior of Burden: the bearer of the Whitehorn brand must be a draught animal and its crew must be of the kin 'Warrior of Baalor'. Battle hardened: Warriors with the Scars of the Eye brand gain the 'tough' trait. Rules: Mundane Artefact												1
1	Frozen Bone Sorcerous Brand	and in WOUN													9+UM

					E		ECI-ekh	1								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size	Cost		
Fomoraic	Baalor	Scion of Baalor	War	lord	No	ble	El	ite	Unique + Lo		М	ass 6	Base Size 80mm	223		
BELI	ECH	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper		
Frost Blood; Insensate Fearless;		6	8	7	7	3	6	2	3	2	9	6	98	86		
Abili	ities	Amphibious; Augurer; Bu	ılk Charger; D	isciplined; E	arther; Sorcer	er [Spells of	the Ice] (3); 1	Tactician; Ove	erlord					Focus Range: 19"		
Wound	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						Е	arth Dice: 1 2 3 4 5 6		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules			
Blade of A		1 2 3 4 5 6 7 8 9	18 36	91 109	2"				1 2	1 2	Borne Borne		apon Rules de of Ancient Ice Artefact; Agony of Cold; Ignores A zee Damage; Grab			
Sorcerou	s Sword	Agony of Cold: any fat	ed strike cau	sed by the I	e Blade to an	y non-Baalor	warrior becor	nes two fate	d strikes imn	nediately.			Ancient Ice Artefact; Agony of Cold; Ignores A			
SHOT W	EAPON	Shoot Dice	Gz Dmg	Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Gaze Wea	pon Rules			
Eye of Sorcerou		1 2 3	3D5	1D5	0"	0"	12"	30"	1	0	Natural	Gaze; Free	ze Damage; Sorcerous Dan	nage		
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules			
1 Encruste			23	85						0	Natural					
ARTER	ACTS	Artefact Rules														
Blade of A		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	called Ice P	ower) draw		Blade that he	ur. Belech ma						the result of which is the a e Power value of an invocat			
WARRIO	R RULES	Warrior Rules														
The Ice	Below	Frozen Power: Belech's	Earth Dice ar	e 6 when he	is upon snow	covering and	d 2 when he is	not.								
					F	MR-BLR-0	001 - Belec	h								

				SC1	ON	I 0I	= B/	AAL	OR						
Kindred	Realm	Kin	Cla			<i>SEYE-on</i> ilege	of BAL-or	ıity	Ubiq		На	ands	Unit Size	Cost	
Fomoraic	Baalor	Scion of Baalor	War	lord	No	ble	El	te	Ra	re	М	lass 6	Base Size 80mm	172	
SCION OF	BAALOR	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Temper	
Frost Blood; Insensate, Terri		6	8	1	6	6	5	4	2	9	٩	92	95	82	
Abil	ities	Amphibious; Bulk Charg	er; Disciplined,	Earther; So	rcerer [Spells	of the Ice] (2); Tactician;	Overlord						Focus Range: 16"	
Wound	l 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							E	arth Dice: 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		
1 Ice B		1 2 3 4 5 6 7 8	15 30	81 96	2"				1 2	1 2	Borne Borne		Neapon Rules ce Blade Artefact; Ignores Armour; Freeze Dam orcerous Damage; Grab		
SHOT W	/EAPON	Shoot Dice	Gz Dmg	Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Gaze Wea	pon Rules		
1 Eye of Sorcero		1 2	2D5	1D5	0"	0"	12"	30"	1	0	Natural	Gaze; Freez	ze Damage; Sorcerous Dan	nage	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Encruste			22	76						0	Natural				
ARTE	FACTS	Artefact Rules													
ICE B		1 2 3 4 5 6 7 8 9	power (also	called Ice P	ower) drawn	into the Ice		ir. The Scion	of Baalor may				ower roll) - the result of w wer to either increase the		
WARRIO	R RULES	Warrior Rules													
The Ice	Below	Frozen Power: a Scion	of Baalor's Ea	th Dice are	6 when he is	upon snow co	vering and 1	when he is no	ot.						
					F	MR-BLR-0	001 - Beled	h							

							AAN	ı								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	iity	Ubiq	uity	Ha	ınds	Unit	Size	Co	st
											M	ass	Race	l Size		
Fomoraic	Baalor	Warrior of Baalor	War	ord	No	ble	Eli	te	Unique	+ Rare		1	30		10)2
KRA	AAN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Tem	ıper
Frost Blood; Ins	sensate; Fearless	5	9	7	4	.9	4	2	8	3	8	38	8	3	2	9
Abil	lities	Disciplined; Shieldwall,	: Tactician													
Wound	d 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 R	ules			
A 6	Mar Free	1 2 3 4 5 6 7 8	13	62	1 "				2	1	Borne	Hook: Igno	res Armour: A	xe of the Eye;	Cold Damag	ie:
	the Eye	1 2 3 4 5 6 7	26	75	1 "				3	2	Borne	Sorcerous D	Damage		· ·	
From the blood of	a Fíorfomor forged	Axe of the Eye: All pa	arries against the	Axe of the	Eye are difficu	ılt parries.										
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Armour c	of the Eye		25	67						0	Worn	Ignores We	apons; Armo	ur of the Eye		
	leavy Armour a Fíorfomor forged	Armour of the Eye:	All parries using t	the Armour	of the Eye are	easy parries.										
	f the Eye		12	79						1	Borne	Parry; Igno	res Weapons;	; Shield of the	Eye	
	us Shield a Fíorfomor forged	Shield of the Eye: All	parries using th	e Shield of t	the Eye are ea	sy parries.										
WARRIO	R RULES	Rules														
Baalor	Untain	Untain of Baalor:	Kraan is an Unt	ain of Baa	lor.											
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Со
Aarwä /	Ardent Mount	Mav ride Aarwä											4	11	90	7

						AAR AR-	WÄ way							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		ands 0	Unit Size	Cost
Fomoraic	Baalor Far Thule	Ipracx Frost Bear	Bea Ardent		Ве	ast	w	ild	Uncor	nmon	М	lass 4	Base Size 70x40mm	72
AAR	WÄ	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Camouflaged (snow); F Tough; Stubbo		7	4!	5	5	6	5	6	1	2	(57	25	32
Abili	ities	Bulk Charger; Roarer												
Wound	l Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules	
1 Raking		1 2 3 4 5 6 7 8	14	70	0"				1	0	Natural			
₂ Maulin		1 2	12	68	0.5"				2	0	Natural			
3 Tran		1 2 3	6	62	0 "				1	0	Natural	Sightless St	trike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules	
Barding o			14	70						0	Worn	Barding of	the Eye	
1 Sorcerous From the blood of a		Barding of the Eye: A	II parries using t	he Barding	of the Eye are	easy parries								
ARTER	ACTS	Artefact Rules												
Trophies C Sorcerous Trophies C Kraan's tally pleas	rophy Rack	Sundered Heads: Eac value. This rule does no			warrior while	mounted up	on Aarwä, his	MIGHT attrib	oute immediate	ely increases	by D5 for th	e rest of the b	attle. This can increase his	MIGHT beyond its basic
					FMR-BLI	R-0100-70	0 - Kraan o	n Aarwä						

			U	INT	AI	N O	F B	AA	LOI	R						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	itv	Ubiq	uitv		ınds		Size	Co	st
										•		2 ass		1 e Size		
Fomoraic	Baalor	Warrior of Baalor	War	lord	No	ble	Eli	te	Uncor	nmon		1		mm	4	4
UNTAIN C	F BAALOR	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	iper
Frost Blood; Ins	sensate; Stubborn	5	9	1	4	6	3	3	8	3	9)1	9	1	2	7
Abi	ilities	Disciplined; Tactician														
Woun	nd 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			
Ave of	the Ice	1 2 3 4 5 6 7	10	56	0.5 "				1	1	Borne	Hook				
	Axe	1 2 3 4 5 6	20	66	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
Sword of t	the Ice Sword	1 2 3 4 5 6 7	10	56	0.5 "				1	1	Borne	Replace (Ax	e); Parry			-6
Mace of t	the Ice Mace	1 2 3 4 5 6 7	15	61	0.5 "				1	1	Borne	Replace (A)	re)			-5
Axes of t	the Ice Axe	123456789	10	56	0.5"				1	2	Borne	Replace (Ax	e); Hook; Q	uick Strike		-2
Soul Axe	Sorcerous Axe	1 2 3 4 5 6 7	9	<i>55</i>	0.5"				2	1	Borne	Damage; Vi	cious Damag			16
Two Soul Axe	S Two Sorcerous Axes	1 2 3 4 5 6 7 8 9	9	<i>55</i>	0.5"				2	2	Borne		re); Quick Str nage; Sorcero	rike; Soul Dama ous Damage	ige;	22
SHOT WEAP	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			
Bow of t	the Ice Bow	1 2 3	9	<i>55</i>	0"	9"	36"	60"	1	2	Borne	Add				3
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	Armour		23	56						0	Worn					
	OPTIONS		Armour+	C+A						Hands	Class					Cost
Shiel	ld Shield		12	68						1	Borne	Add; Shield	wall; Parry			2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Сарасх	Beast Mount	May ride a Capacx; Ride	r gains the Fla	nker ability									3			9
Ipracx /	Ardent Mount	May ride an Ipracx; Ride	er gains the Fla	anker ability									4	11	20	35
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
Bardir	ng Barding		9	on Capacx	65	on Ipracx	76			0	Worn	Add; Exclud	les (Plate Ba	rding)		2
Plate Bardi	ing Heavy Barding		18	on Capacx	74	on Ipracx	85			0	Worn	Add; Exclud	les (Barding)			3
CHARIOT	OPTIONS	Chariot Option Rules												Chariot+	C+A	Cost
Frost Ch	ariot Chariot	May ride a Frost Chariot,	replacing one	e Charioteer o	of Baalor cre	w that is not	the driver. Ria	er gains the	Flanker ability					10	66	55
Ice Cha	riot Chariot	May ride an Ice Chariot,	replacing one	Charioteer o	f Baalor crew	v that is not t	he driver. Ride	er gains the F	Flanker ability.					10	66	140
ENGINE	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Mammox War	Tower Engine Leader	May ride a Mammox Wa	r Tower in add	dition to the d	rew to becor	me the engine	e's leader.							10	66	632

Fomoraic NARLOCK LORD OF E Frost Blood; Insensate Abilities Wound Track COMBAT WEAPC Sword of the Ice Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of monisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	APON Lice	Warriors of B Pace	lined; Diss	Cla War Sk 5 sipater; Earth	lord iiii s er; Sorcerer	Mi 4	ilege oble ght	Const	uity lite itution	Ubiq Ra Wou	re	М	ass 1	Base 30	t Size 1 e Size mm	70 Tem	0
Fomoraic WARLOCK LORD OF E Frost Blood; Insensate Abilities Wound Track COMBAT WEAPO Sword of the Ice Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	Baalor F BAALOR ate PON ICE	Warriors of B Pace 5 Augurer; Discipl 1 2 3 4 5 6 7 Attack Di	lined; Diss	War Sk 5. sipater; Earth	lord iiii s er; Sorcerer	Mi 4	oble ght	Const	lite itution	Ra	re	М	ass 1	30	mm	7(0
Frost Blood; Insensate Abilities Wound Track COMBAT WEAPO Sword of the IC Sword Staff of the IC Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the IC Sorcerous Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Staff Given by Baalor himself, the Ice Capacx Beast Mount Capacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	F BAALOR ate PON Tice	Pace 5 Augurer; Disciple 1 2 3 4 5 6 7 Attack Di	lined; Diss	Sk 5 sipater; Earth	5 er; Sorcerer	Mi 4	ght	Const	itution		-	Fort	itude				
Abilities Wound Track COMBAT WEAPC Sword of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff ARMOUR Plate Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	APON Lice	5 Augurer; Discipl 1 2 3 4 5 6 7 Attack Di	lined; Diss	5 sipater; Earth	5 er; Sorcerer	4	.			Wou	nds	Fort	itude	Auth	ority	Tem	ner
Abilities Wound Track COMBAT WEAPO Sword of the Ice Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	APON ICe	Augurer; Discipli	7	sipater; Earth	er; Sorcerer		16	2									PC.
Wound Track COMBAT WEAPO Sword of the Ice Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	PON Ice	1 2 3 4 5 6 7 Attack Di	7			[Spells of the			31	7	,	8	36	5	8	78	8
COMBAT WEAPO Sword of the Ice Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Bealor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	PON Ice	Attack Di		Weapon+			Ice] (2)									Focus Rar	nge: 12"
Sword of the Io Sword Staff of the Ioc Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ioc Sorcerous Staff Given by Bealor himself, the Ioc Staffs of the Ioc Company Staff of the Ioc Sorcerous Staff Given by Bealor himself, the Ioc Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	Ice		ice	Weapon+												Earth Dice	: 1 2 3
Sword Staff of the Ice Sorcerous Staff ARMOUR Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT		1 2 3 4 5			M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Sorcerous Staff ARMOUR Plate Armour Heavy Armour Heavy Armour Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs or moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT				8	54	0.5 "				1	1	Borne	Parry				
Plate Armour Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Bealor himself, the Ice Staffs of from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	Ice	1 2		7	53	1 "				1	1	Borne	Staff of the	Ice Artefact;	Freeze Dama	je; Sorcerous	Damage
Heavy Armour ARTEFACTS Staff of the Ice Sorcerous Staff Given by Baalor himself, the Ice Staffs o from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT				Armour+	C+A						Hands	Class	Armour Ru	ıles			
Staff of the Ice Sorcerous Staff Given by Baalor hinself, the Ice Staffs from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	ur			21	52						0	Worn					
Given by Baalor hinself, the Ice Staffs a from moisture in the air MOUNT OPTIONS Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	S	Artefact Rule	es														
Capacx Beast Mount Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	affs draw power	Channeller: Th Pain of Cold: a							ecomes three	fated strike	immediately	/ .					
Cúgacx Ardent Mount Ipracx Ardent Mount MOUNT ARMOUR OPT	ONS	Mount Option	Rules											Mass	Mount+	C+A	Cost
Ipracx Ardent Mount MOUNT ARMOUR OPT	ount	May ride a Capa	acx; Rider	gains the Fla	nker ability									3			7
MOUNT ARMOUR OPT	lount	May ride a Cúga	acx; Rider	gains the Fla	anker ability									3	9	61	33
	ount	May ride an Ipra	acx; Rider	r gains the Fla	anker ability									4	11	63	34
D	PTIONS			Armour+	with	mount	with I	mount	with I	nount	Hands	Class	Armour Ru	ules			Cost
Barding Barding				9	on Capacx	61	on Cúgacx	70	on Ipracx	<i>72</i>	0	Worn	Add; Exclud	des (Plate Ba	rding)		1
Plate Barding Heavy Ba	ng			18	on Capacx	70	on Cúgacx	79	on Ipracx	81	0	Worn	Add; Exclud	des (Barding)			2
CHARIOT OPTION	-	Chariot Option	n Rules												Chariot+	C+A	Cost
Frost Chariot Chario	vy Barding	May ride a Frost	t Chariot,	replacing one	e Charioteer	of Baalor cre	w that is not t	he driver. Rid	der gains the	Flanker ability					10	62	54
Ice Chariot Chariot	vy Barding	May ride an Ice	Chariot, r	replacing one	Charioteer of	of Baalor crev	v that is not th	ne driver. Ria	ler gains the F	lanker ability.					10	62	139
ENGINE OPTIONS	vy Barding TONS Chariot		n Rules												Engine+	C+A	Cost
Mammox War Tower Eng	Vyy Barding IONS Chariot	Engine Option	nmox War	Tower in add	dition to the	crew to beco	me the engine	's leader.							10	62	631
Mammox War Tower En	CONS Chariot DONS	Engine Option May ride a Mam		Tower, repla	cing one Hui	nter of Baalor	crew that is i	not the drive	r nor its leade	r.					10	62	-14

						Оп-угах	c UN-tayn									
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubiq	uity		nds 2	Unit	Size	Co	st
												ass	Base	Size	_	
Fomoraic	Baalor	Ograx	War	rlord	No	ble	Vete	eran	Uncor	nmon		4	60	mm	9	2
OGRAX OF BA	ALOR UNTAIN	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Tem	ıper
ost Blood; Insensate; St	rubborn; Tough; Fearsome	6	6	3	7	'2	6	7	2	0	8	9	Authority 77	7	4	3
Abil	ities	Bulk Charger														
Wound	l Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	0											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
lagge	d Ava	1 2 3 4 5 6 7 8 9 10	10	82	1 "				1	1	Borne					
Jagge	e AXE	1 2 3 4 5 6 7 8 9	20	92	1 "				2	2	Borne	Foot only: M	liahtv Strike:	Vicious Dama	ge	
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class				J-	Cost
Two Jag	ged Axes	1 2 3 4 5 6 7 8 9 10	10	82	1 "				1	2	Natural	Replace (Jac	aged (ve)			-11
	res	11 12	10	02	1				1	2	Ivaturai	керіасе (заў	geu Axe)			-11
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les			
Plate A			23	90						0	Worn					
ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Great Sh	nield Shield		15	105						1	Borne	Add; Shieldv	vall; Parry			3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Srónocx	Ardent Mount	May ride a Srónocx											11	14	104	106
Tarvocx	Ardent Mount	May ride a Tarvocx											11	15	105	79
MOUNT ARMO	OUR OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour Ru	les			Cost
Bardin	g Barding		9	on Srónocx	113	on Tarvocx	114			0	Worn	Add; Exclude	es (Plate Bar	ding)		2
Plate Bardii	1 q Heavy Barding		18	on Srónocx	122	on Tarvocx	123			0	Worn	Add; Exclude	es (Barding)			3

			CH	AM			OF on ov BAL-o		AL	OR						
Kindred	Realm	Kin	Cla	55	Priv	ilege	Acu	itv	Ubiq	wity		nds	Uni	t Size	Cr	ost
			-				7.00	,	05.4	,		2		1		
Fomoraic	Baalor	Warrior of Baalor	Ward	hief	No	ble	Eli	te	Uncor	nmon	М	ass 1		e Size Omm	3	6
CHAMPION	OF BAALOR	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude		nority	Ten	nper
Frost Blood; Ins	sensate; Stubborn	5	92	2	4	2	3	1	•	5	9	1		30	2	. 7
Abil	lities	Host Champion; Disciple	ined													
Wound	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 Ru	ıles			
Ave of	the Ice	1 2 3 4 5 6	9	51	0.5 "				1	1	Borne	Hook; Quick	Strike			
	xe	1 2 3 4 5	18	60	0.5 "				2	2	Borne	Hook; Quick	Strike; Foo	t only		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			Cost
Axes of the	e Ice Two Axes	1 2 3 4 5 6 7 8	9	51	0.5"				1	2	Borne	Replace (Axe	e); Hook; Q	uick Strike		0
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour Armour		22	53						0	Worn					
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Shiel	ld Shield		11	64						1	Borne	Add; Shieldv	vall; Parry			2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Theracx	Ardent Mount	May ride a Theracx											7	11	64	2
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Bardin	1g Barding		11	64						0	Worn	Add				2
CHARIOT	OPTIONS	Chariot Option Rules			*									Chariot+	C+A	Cost
Frost Cha	ariot Chariot	May ride a Frost Chario	t, replacing one	Charioteer	of Baalor cre	w that is not	the driver. Rid	er gains the	Flanker ability	:				10	63	55
Ice Cha	riot Chariot	May ride an Ice Chariot	, replacing one	Charioteer of	of Baalor crew	v that is not t	he driver. Ride	r gains the I	Flanker ability.					10	63	140
ENGINE	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Mammox War	Tower Engine Leader	May ride a Mammox Wa	ar Tower in add	lition to the	crew to becor	me the engine	e's leader.							10	63	632
Mammoy War	Tower Engine Crew	May ride a Mammox Wa	ar Tower, replace	ing one Hu	nter of Baalor	crew that is	not the driver	nor its leade	er.					10	63	-13

				TA	IN	OF TAYN 0	BA v BAL-or	AL	OR							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iitv	Ubiq	uitv		nds		Size	C	ost
								-		•		2 ass		1 e Size		_
Fomoraic	Baalor	Warrior of Baalor	War	chief	No	ble	El	ite	Com	mon		1		mm	2	25
TAIN OF BA	AALOR	Pace	Sk	cill .	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood; Insensat	te; Stubborn	5	8	1	4	0	2	7		5	8	35	8	36	2	26
Abilities	5	Disciplined; Tactician														
Wound Tra	ack	1 2 3 4 5 6														
COMBAT WI	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
. Axe of the	a Tco	1 2 3 4 5	9	49	0.5 "				1	1	Borne	Hook				
Axe of the	- 1CE	1 2 3 4	18	58	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEAPO	N OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
1 Sword of the	Ice Sword	1 2 3 4 5	9	49	0.5"				1	1	Borne	Replace (Ax	(e); Parry			-3
1 Mace of the	Ice Mace	1 2 3 4 5	13	53	0.5"				1	1	Borne	Replace (Ax	(e)			-2
1 Axes of the Ic	e Two Axes	1 2 3 4 5 6 7	9	49	0.5"				1	2	Borne	Replace (Ax	(e); Hook; Qu	uick Strike		1
1 Soul Axe Sord	erous Axe	1 2 3 4 5	9	49	0.5"				2	1	Borne		re); Soul Dan icious Damag	nage; Sorcerou ie	5	11
1 Two Soul Axes Tw	o Sorcerous Axes	1 2 3 4 5 6 7	9	49	0.5"				2	2	Borne	Replace (Ax Vicious Dan	(e); Quick Str nage; Sorcero	rike; Soul Dama ous Damage	ge;	17
SHOT WEAPON	OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules			
1 Bow of the 1	Ice Bow	1 2	9	49	0"	9"	36"	60"	1	2	Borne	Add				2
ARMOU	JR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Plate Arm			22	49						0	Worn					
ARMOUR OP			Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
2 Shield Sh	nield		11	60						1	Borne	Add; Shield	wall; Parry			2
NOBLE OPT	TIONS	Noble Option Rules														Cost
Skull-Bearer Host	t Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	ty										7
Horn-Bearer	Host Herald	May bear the Host's Ins	strument. Gains	the Host He	erald ability											7
Tain Hunte	er Scout	Purchased with (Bow or	f the Ice); Fooi	t only; Gains	the Flanker,	Scout and Ski	irmisher abiliti	es and, if he	is a command	er, the Marks	sman ability;	cannot be the	general			5
MOUNT OP	TIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Capacx Beas	t Mount	May ride a Capacx; Ride	er gains the Fla	anker ability									3			8
Ipracx Arden	t Mount	May ride an Ipracx; Rid	er gains the Fl	anker ability									4	11	64	35
MOUNT ARMOUR	R OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour Ru	ıles			Cost
1 Barding Ba	arding		9	on Capacx	58	on Ipracx	69			0	Worn	Add; Exclud	des (Plate Bai	rding)		1
2 Plate Barding F	Heavy Barding		18	on Capacx	67	on Ipracx	78			0	Worn	Add; Exclud	les (Barding)			2
CHARIOT OP	TIONS	Chariot Option Rules												Chariot+	C+A	Cost
Frost Chario	t Chariot	May ride a Frost Chario	t, replacing on	e Charioteer	of Baalor cre	w that is not	the driver. Rid	er gains the	Flanker ability					10	59	55
Ice Chariot	Chariot	May ride an Ice Chariot	, replacing one	Charioteer of	of Baalor crew	v that is not t	he driver. Ride	er gains the I	Flanker ability.					10	59	140
ENGINE OP	TIONS	Engine Option Rules												Engine+	C+A	Cost
Mammox War Tou	Ver Engine Leader	May ride a Mammox Wa	ar Tower in add	dition to the	crew to becor	me the engine	e's leader.							10	59	632
Mammox War Tou	wer Engine Crew	May ride a Mammox Wa	ar Tower, repla	cing one Hu	nter of Baalor	crew that is	not the driver	nor its leade	er.					10	<i>59</i>	-13
		FMR-BL	R-0100 - Kra	aan; FMR-	BLR-0201 -	Mananaaı	n; FMR-BLR	-1200 - Da	aarkan; FMI	R-BLR-121	2 - Naraa					

Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds		Size	Co	ost
										-		ass	Base	Size		
Fomoraic	Baalor	Warrior of Baalor	Ward	chief	No	ble	EI	ite	Com	mon		1		nm	1	.9
ULTAIN C	F BAALOR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood; Ins	sensate; Stubborn	5	7	5	3	37	2	5	5	5	8	32	6	1	2	25
Abi	ilities	Disciplined; Tactician														
Woun	nd Track	1 2 3 4 5														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Axe of	the Ice	1 2 3 4	9	46	0.5 "				1	1	Borne	Hook				
	Axe	1 2 3	18	55	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
Sword of	the Ice Sword	1 2 3 4	9	46	0.5"				1	1	Borne	Replace (Ax	e); Parry			-1
Mace of t	the Ice Mace	1 2 3 4	13	50	0.5"				1	1	Borne	Replace (Ax	e)			-1
Axes of th	e Ice Two Axes	1 2 3 4 5 6	9	46	0.5"				1	2	Borne	Replace (Ax	e); Hook; Qu	ick Strike		2
Soul Axe	Sorcerous Axe	1 2 3 4	9	46	0.5"				2	1	Borne	Damage; Vio	cious Damag			7
Two Soul Axe	S Two Sorcerous Axes	1 2 3 4 5 6	9	46	0.5"				2	2	Borne		e); Quick Str. Jage; Sorcerd	ike; Soul Dama us Damage	ge;	1.
SHOT WEAF	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap				
Bow of t	the Ice Bow	1 2	9	46	0"	9"	36"	60"	1	2	Borne	Add				2
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
Plate A	Armour		22	47						0	Worn					
	Armour										-					
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru				Co
	Id Shield	*****	11	<i>58</i>						1	Borne	Add; Shield	wall; Parry			2
	OPTIONS	Noble Option Rules														Co
	* Host Banner Bearer	May bear the Host's Ba				ty										7
	rer Host Herald	May bear the Host's Ins						1 21			1.44					5
	lunter Scout	Purchased with (Bow o	the Ice); Foot	only; Gains	the Flanker, S	Scout and Sk	rmisher abiliti	es and, if he	is a command	er, the Marks	sman ability;	cannot be the	general Mass	Mount+	C+A	Co
	OPTIONS	Mount Option Rules		-1									<i>Mass</i>	Mount+	C+A	7
•	Beast Mount	May ride a Capacx; Rid											3 4	11	FO	3
	Ardent Mount OUR OPTIONS	May ride an Ipracx; Rid	Armour+		mount		mount			Hands	Class	Armour Ru		11	<i>58</i>	Co
	ng Barding		9	on Capacx	56	on Ipracx	67			0	Worn	Add; Exclud		dina)		1
			18	on Capacx	65	on Ipracx	76			0	Worn	Add; Exclud	•	uiriy)		2
	ing Heavy Barding T OPTIONS	Chariot Option Rules		он сарасх	03	UII Ipiacx	70			U	VVOIII	Add, Excide	es (baruing)	Chariot+	C+A	Co
	ariot Chariot	May ride a Frost Chario		Charioteer	of Baalor cres	w that is not	the driver. Ric	ler gains the	Flanker ahility					10	<i>57</i>	5.
Frost Ch	ariot Chanot													10	57 57	13
	riot Chariot					13 1101 1	arrer. Mu	gams ale i	ability.					10	3,	1 23
Ice Cha	OPTIONS	May ride an Ice Chariot Engine Option Rules	, replacing one											Engine+	C+A	Co
Ice Cha ENGINE	Priot Chariot OPTIONS Tower Engine Leader	Engine Option Rules May ride a Mammox W.			crew to become	me the engin	e's leader.							Engine+	C+A 57	63

				AR		WOR-lok	of BAL-or									
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubiq	uity		ands 2		t Size	C	st
F	DI	Wassian of Basian	W/	-L:-6	NI-	h.i.	-	:4-			_	lass		e Size		^
Fomoraic	Baalor	Warrior of Baalor	war	chief	NC	ble	EI	ite	Uncor	nmon		1	30	mm	4	0
WARLOCK	OF BAALOR	Pace	Sk	cill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Bloo	od; Insensate	5	4	5	3	4	2	6	5	5		31	4	17	7	1
Abi	ilities	Augurer; Disciplined; Dis	ssipater; Earth	ner; Sorcerer	[Spells of the	Ice] (1)									Focus R	ange: 9"
Woun	nd Track	1 2 3 4 5													Earth	Dice: 1 2
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules			
	of the Ice	1 2 3 4	7	41	0.5 "				1	1	Borne	Parry				
	of the Ice	1	2	36	0.5 "				1	1	Borne	Ice Wand Ar	rtefact; Cold	Damage; Soro	cerous Dama	ge
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules			Cost
Staff of the	Ice Sorcerous Staff	1 2	6	40	1"				1	1	Borne			with (Staff of ne; Sorcerous L		1
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour		21	47						0	Worn					
	FACTS	Artefact Rules														
ARTE Wand o		Artefact Rules Channeller: The Wand Pain of Cold: any fated	of the Ice give	es the bearer	one extra inv	oke die per <i>I</i> to any enemy	nvoke action. warrior beco	mes two fate	ed strikes imm	mediately.						
ARTE Wand o Sorcerc Given by Baalor himself, from moist	FACTS of the Ice ous Wand	Channeller: The Wand	of the Ice give	es the bearer ed by the Wa	one extra inv	oke die per <i>I</i> to any enemy	nvoke action. warrior beco	mes two fate	ed strikes imr	nediately.						Cost
ARTE Wand o Sorcer Given by Baalor himself, from moiss ARTEFAC Staff o Sorcer Given by Baalor himself,	FACTS of the Ice ous Wand the Ice Wands draw power ture in the air	Channeller: The Wand Pain of Cold: any fated	the Ice)	s the bearer	nd of the Ice	to any enemy	warrior beco				ly.					
ARTE Wand O Sorcer Given by Baalor himself, if rom mois ARTEFAC Staff O Sorcer Given by Baalor himself, th moistun	FACTS of the Ice bus Wand the Lee Wands draw power true in the air T OPTIONS of the Ice OUS Staff Lee Staff draw power from	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of t Channeller: The Staff of	the Ice)	s the bearer	nd of the Ice	to any enemy	warrior beco				ly.		Mass	Mount+	C+A	10
ARTE Wand o Sorcer Given by Balor himself, from mois ARTEFAC Staff o Sorcer Given by Balor himself, th moistur MOUNT	FACTS of the Ice DUS Wand the Lee Wands draw power ture in the air TOPTIONS of the Ice TO Staff To Lee TO Staff TO BE TO STAFF TO BE TO STAFF TO BE TO STAFF TO STA	Channeller: The Wand Pain of Cold: any fater Artefact Rules Replacement (Wand of t Channeller: The Staff of Pain of Cold: any fater	d strike cause the Ice) of the Ice give d strike cause	ed by the Wa s the bearer ed by the Sta	nd of the Ice	to any enemy	warrior beco				y.		3	Mount+		10
ARTE Wand o Sorcer Given by Baalor himself, from make ARTEFAG Staff o Sorcer Given by Baalor himself, th moistur MOUNT Capacx	FACTS of the Ice DUS Wand the Lee Wands draw power ture in the air TOPTIONS of the Ice TOPS ous Staff ous Staff arm power from in the air OPTIONS	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of t Channeller: The Staff Pain of Cold: any fated Mount Option Rules	the Ice) of the Ice give d strike cause	s the bearer ed by the Sta	nd of the Ice	to any enemy	warrior beco				'y.		<i>3</i>	Mount+	61	10 Cost
ARTE Wand o Sorcer Given by Baalor himself, from mois ARTEFAC Staff o Sorcer Given by Baalor himself, th moistur MOUNT Capacx Cúgacx Ipracx	FACTS If the Ice DUS Wand He Lee Wands draw power TUP TIONS If the Ice OUS Staff OPTIONS If the air OPTIONS If Beast Mount Ardent Mount Ardent Mount	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of t Channeller: The Staff Pain of Cold: any fated Mount Option Rules May ride a Capacx; Ride	the Ice) of the Ice give d strike cause er gains the Fle er gains the Fle er gains the Fle	ed by the Wa s the bearer ed by the Sta anker ability anker ability	nd of the Ice	to any enemy oke die per In o any non-Ba	warrior beco	ecomes three	fated strike.	s immediatel			3 3 4			6 33 34
ARTE Wand o Sorcer Given by Baalor himself, from mois ARTEFAC Staff o Sorcer Given by Baalor himself, th moistur MOUNT Capacx Cúgacx Ipracx MOUNT ARM	FACTS If the Ice DUS Wand He Lee Wands draw power true in the air TOPTIONS If the Ice OUS Staff OPTIONS Ge Beast Mount Ardent Mount Ardent Mount LOUR OPTIONS	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of t Channeller: The Staff Pain of Cold: any fated Mount Option Rules May ride a Capacx; Ride May ride a Cúgacx; Ride	the Ice) of the Ice give d strike cause or gains the Fla er gains the Fl Armour+	ed by the Wa s the bearer ed by the Sta anker ability anker ability with	two extra inve	oke die per In o any non-Ba	warrior beco	ecomes three	fated strike	s immediatel	Class	Armour Ru	3 3 4	9	61	10 Cost 6 33 34 Cost
ARTE Wand of Sorcere Given by Baalor himself, from mois a ARTEFAC Staff of Sorcer Given by Baalor himself, th moistur MOUNT Capacx Cúgacx Ipracx MOUNT ARM Bardin	FACTS If the Ice DUS Wand Wa	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of t Channeller: The Staff Pain of Cold: any fated Mount Option Rules May ride a Capacx; Ride May ride a Cúgacx; Ride	the Ice) of the Ice give d strike cause er gains the Fle er gains the Fl Armour+ 9	s the bearer ed by the Sta anker ability with on Capacx	two extra invo ff of the Ice to mount	with on Cúgacx	warrior beco	with on Ipracx	fated strike	s immediatel	Class Worn	Add; Exclud	3 3 4 I les les (Plate Bai	9 11	61	10 Cost 6 33 34 Cost 1
ARTE Wand of Sorcere Given by Baalor himself, from mois an ARTEFAC Staff of Sorcer Given by Baalor himself, the moisture MOUNT Capacx Cúgacx Ipracx MOUNT ARM Bardin Plate Bardin	IFACTS If the Ice DUS Wand the Lee Wands draw power ture in the air. T OPTIONS If the Ice OPTIONS If the air. OPTIONS If Beat Mount Ardent Mount OUR OPTIONS IN BARDING IN BARDI	Channeller: The Wand Pain of Cold: any fated Artefact Rules Replacement (Wand of the Channeller: The Staff of Pain of Cold: any fated Mount Option Rules May ride a Capacx; Ride May ride a Cúgacx; Ride May ride an Ipracx; Ride	the Ice) of the Ice give d strike cause or gains the Fla er gains the Fl Armour+	ed by the Wa s the bearer ed by the Sta anker ability anker ability with	two extra inve	oke die per In o any non-Ba	warrior beco	ecomes three	fated strike	s immediatel	Class		3 3 4 I les les (Plate Bai	9 11	61 42	10 Cost 6 33 34 Cost 1
ARTE Wand of Sorcer Given by Baalor himself, from mois and sorter Staff of Sorcer Given by Baalor himself, the moistur MOUNT Capacx Cúgacx Ipracx MOUNT ARM Bardii Plate Bardii CHARIO1	IFACTS If the Ice DUS Wand the Lee Wands draw power ture in the air T OPTIONS If the Ice OUS Staff THE ICE OUS Staff TO PTIONS If the Ice OPTIONS If East Mount Ardent Mount OUR OPTIONS IN BARDING IN OPTIONS	Channeller: The Wand Pain of Cold: any fates Artefact Rules Replacement (Wand of the Channeller: The Staff of Pain of Cold: any fates Mount Option Rules May ride a Capacx; Ride May ride an Ipracx; Ride Chariot Option Rules	the Ice) of the Ice give of the Ice give of strike cause or gains the Fle	s the bearer ed by the Sta anker ability anker ability with on Capacx on Capacx	two extra invo ff of the Ice to mount 56 65	to any enemy oke die per In o any non-Ba. with on Cúgacx on Cúgacx	warrior beco voke action. allor warrior be mount 65 74	with on Ipracx on Ipracx	fated strike.	Hands 0	Class Worn	Add; Exclud	3 3 4 I les les (Plate Bai	9 11 rding) Chariot+	61 42 C+A	10 Cost 6 333 344 Cost 1 2 Cost
ARTE Wand of Sorcer Given by Baalor himself, from mois an	IFACTS If the Ice DUS Wand the Lee Wands draw power ture in the air T OPTIONS If the Ice OUS Staff The Lee Staff staw power from The In the air OPTIONS If Beast Mount Ardent Mount OUR OPTIONS Ing Barding Ing Heavy Barding T OPTIONS Pariot Chariot	Channeller: The Wand Pain of Cold: any fates Artefact Rules Replacement (Wand of the Channeller: The Staff of Pain of Cold: any fates May ride a Capacx; Ride May ride a Cúgacx; Ride May ride an Ipracx; Ride Chariot Option Rules May ride a Frost Chariot May ride a Frost Chariot	the Ice) of the Ice give f strike causa f gains the Fil. fr	s the bearer ed by the Sta anker ability anker ability with on Capacx on Capacx e Charioteer	mount 56 65	with on Cúgacx on Cúgacx w that is not in	warrior beco voke action. alor warrior be mount 65 74 the driver. Rich	with on Ipracx on Ipracx	mount 67 76	Hands 0 0	Class Worn	Add; Exclud	3 3 4 I les les (Plate Bai	9 11 rding) Chariot+	61 42 C+A 57	10 Cost 6 33 34 Cost 1 2 Cost 54
ARTE Wand of Sorcer Given by Baalor himself, from mois an	FACTS If the Ice DUS Wand the Lee Wands draw power tune in the air T OPTIONS If the Ice OUS Staff DUS Staff OPTIONS If Beast Mount Ardent Mount OUR OPTIONS Ing Barding Ing Heavy Barding T OPTIONS Pariot Chariot Pariot Chariot Ardent Mount OUR OPTIONS Ing Barding Ing Heavy Barding T OPTIONS In Company Barding T OPTIONS	Channeller: The Wand Pain of Cold: any fates Artefact Rules Replacement (Wand of the Channeller: The Staff of Pain of Cold: any fates May ride a Capacx; Ride May ride a Cúgacx; Ride May ride an Ipracx; Ride Chariot Option Rules May ride a Frost Chariot May ride a Frost Chariot, May ride an Ice Chariot,	the Ice) of the Ice give f strike causa f gains the Fil. fr	s the bearer ed by the Sta anker ability anker ability with on Capacx on Capacx e Charioteer	mount 56 65	with on Cúgacx on Cúgacx w that is not in	warrior beco voke action. alor warrior be mount 65 74 the driver. Rich	with on Ipracx on Ipracx	mount 67 76	Hands 0 0	Class Worn	Add; Exclud	3 3 4 I les les (Plate Bai	9 11 rding) Chariot+ 10 10	61 42 C+A 57 57	10 Cossi 6 33 34 Cossi 1 2 Cossi 54 139
ARTE Wand of Soccer Given by Baalor himself, trom mois and transport of the social control of the social contr	IFACTS If the Ice DUS Wand the Lee Wands draw power ture in the air T OPTIONS If the Ice OUS Staff The Lee Staff staw power from The In the air OPTIONS If Beast Mount Ardent Mount OUR OPTIONS Ing Barding Ing Heavy Barding T OPTIONS Pariot Chariot	Channeller: The Wand Pain of Cold: any fates Artefact Rules Replacement (Wand of the Channeller: The Staff of Pain of Cold: any fates May ride a Capacx; Ride May ride a Cúgacx; Ride May ride an Ipracx; Ride Chariot Option Rules May ride a Frost Chariot May ride a Frost Chariot	the Ice) of the Ice give of the Ice give of strike cause or gains the File or gains	s the bearer ed by the Sta anker ability anker ability with on Capacx on Capacx e Charioteer e Charioteer e	mount 56 65 of Baalor crew	with on Cúgacx on Cúgacx w that is not to	warrior beco voke action. alor warrior be mount 65 74 the driver. Ride	with on Ipracx on Ipracx	mount 67 76	Hands 0 0	Class Worn	Add; Exclud	3 3 4 I les les (Plate Bai	9 11 rding) Chariot+	61 42 C+A 57	10 Cost 6 33 34 Cost 1

			M	OR	IIA		SO SOR-sə-rə		ERE	R											
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubio	quity		nds	Unit Size	Cost							
Fomoraic	Baalor	Moraine-Sorcerer	Ward	chief	Cons	struct	El	ite	Unco	mmon	М	ass	Base Size	76							
MORAINE-	SORCERER	Pace	Sk	ill	Mi	ght	Const	itution	Wot	unds		itude	40mm Authority	Temper							
Frost Blood; Insensate; T	ough; Fearsome; Fearless	6	3	3	4	2	3	1	:	8	1	00	26	75							
Abil	ities	Dissipater; Earther; Sore	erer [Spells of	the Ice] (1)	i									Focus Range: 10"							
Wound	d Track	1 2 3 4 5 6 7 8												Earth Dice: 1 2 3							
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules								
1 Ice C	claws ord	1 2 3 4 5 6 7	11	53	0.5 "				2	2	Natural	Weapon Rules Freeze Damage									
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules								
1 Ice S		1 2	11	53	0"	6"	32"	48"	2	1	Natural	Pierce; Free	ze Damage								
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les								
1 Mor			11	42						0	Natural										
INVOC	ATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocatio	n Rules										
1 Moraine	Warriors	1 2	with a SHAP Fumble Tabl Immediate	E ROLL. The e. e Effect: The nus: the Inve	SHAPE TEST	is modified b		mass of the M g point.	loulded unit t	o the SHAPE			ne Beast by passing a TEMPER TEST called a SHAPE TE PE TEST is failed, the sorcerer must immediately roll upo								
					F	MR-BLR-1	470 - Skaa	di													

			OGI	RA	K O		AA	LOI	R T/	AIN						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uitv	Ubiq	wity		nds	Unit	Size	C	ost
			-				7.66	,	0.5.4	,		ass	D	1 Size		
Fomoraic	Baalor	Ograx	War	chief	No	ble	Vete	eran	Uncor	nmon	М	4		mm	6	52
OGRAX OF B	AALOR TAIN	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
ost Blood; Insensate; Si	tubborn; Tough; Fearsome	6	5	5	6	4	5	9	1	6	8	37	6	8	4	1
Abii	lities	Bulk Charger					_							_		
	d Track	1 2 3 4 5 6 7 8 9	0 11 12 13 14 15	16												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	d Axe	1 2 3 4 5 6 7 8	9	73	1 "				1	1	Borne					
	e AXE	1 2 3 4 5 6 7	18	82	1 "				2	2	Borne	Foot only; N	lighty Strike;	Vicious Dama	qe	
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			<u> </u>	Cost
Two Jagge	ed Axes Axes	123456789	0 9	73	1"				1	2	Borne	Replace (Ax	re)			-6
ARM			Armour+	C+A				1		Hands	Class	Armour Ru	les			
Plate A			21	80						0	Worn					
	Armour															
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru				Cost
	nield Shield		14	94						1	Borne	Add; Shield	wall; Parry			2
	OPTIONS	Noble Option Rules														Cost
Skull-Bearer	Host Banner Bearer	May bear the Host's Ba	nner. Gains the	e Host Banner	r Bearer abilit	y										11
Horn-Bea	rer Host Herald	May bear the Host's In:	trument. Gains	s the Host He	rald ability											11
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Srónocx	Ardent Mount	May ride a Srónocx											11	14	94	106
Tarvocx	Ardent Mount	May ride a Tarvocx											11	17	97	173
MOUNT ARM	OUR OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour Ru	iles			Cost
Bardin	g Barding		9	on Srónocx	103	on Tarvocx	106			0	Worn	Add; Exclud	Excludes (Plate Barding)			
Plate Bardi	ng Heavy Barding		18	on Srónocx	112	on Tarvocx	115			0	Worn	Add; Exclud	les (Barding)			2

					W	AR			OF		ALC	R					
Kind	dred	Realm		Kin	Cli	ass	Priv	ilege	Acu	itv	Ubio	uitv	Ha	ands	Unit Size		Cost
					-				7.00	,		14,		2	5+/15+/30 Base Size		
Fom	oraic	Baalor	Wa	arrior of Baalor		ntry <i>hguard</i>	High Bo	rn Vassal	Eli	te	Com	mon		1 1	30mm		12
WAR	RIOR (OF BAALOR		Pace	Sł	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	titude	Authority	Те	mper
Fro	st Blood; Inse	nsate; Stubborn		5	7	'3	3	3 5	1	8	3	3	8	83	19		24
	Abili	ties	Bind	(Ograx of Baalor, N	Noraine Warrio	or); Discipline	d										
1 2 3	WoB 1	1 2 3 WoB 2	1 2 3	WoB 3	1 2 3	WoB 4	1 2 3	WoB 5	1 2 3	WoB 6	1 2 3	WoB 7	1 2 3	WoB 8	1 2 3 WoB 9	9 1 2 3	WoB 10
1 2 3	WoB 11	1 2 3 WoB 12	1 2 3	WoB 13	1 2 3	WoB 14	1 2 3	WoB 15	1 2 3	WoB 16	1 2 3	WoB 17	1 2 3	WoB 18	1 2 3 WoB 19	1 2 3	WoB 20
1 2 3	WoB 21	1 2 3 WoB 22	1 2 3	WoB 23	1 2 3	WoB 24	1 2 3	WoB 25	1 2 3	WoB 26	1 2 3	WoB 27	1 2 3	WoB 28	1 2 3 WoB 29	1 2 3	WoB 30
C	OMBAT '	WEAPON	4	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Axe of t	the Ice	1 2 3	3	9	44	0.5 "				1	1	Borne	Hook			
1	Ax	e	1 2		18	53	0.5 "				2	2	Borne	Hook; Foot	only		
, S	word of	the Ice	1 2 3	3	9	44	0.5 "				1	1	Borne	Parry			
•	Swo	ord	1 2		18	53	0.5 "				2	2	Borne	Parry; Foot	only		
СОМЕ	BAT WEAI	PON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	<i>Pules</i>		Cost
1 A x	es of the	Ice Two Axes	12.	3 4 5	9	44	0.5"				1	2	Borne	Replace (A)	xe); Quick Strike; Hook		2
	ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
1	Plate A				22	40						0	Worn				
	RMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
2	Shield	1 Shield			11	51						1	Borne	Add; Shield	lwall; Parry		2
	UNIT O	PTIONS	Unit	Option Rules													Cost
	Gultain	Champion	One	Warrior of Baalor b	ecomes the m	ustered chan	pion, who g	ains +1 attack	die on his pr	imary comba	t weapon						3
Tu	ısk Beare	F Banner Bearer	One	Warrior of Baalor b	ecomes the m	ustered bann	er bearer										2
	Horn Blo	Wer Herald	One	Warrior of Baalor b	ecomes the m	ustered heral	'd										2
				FMR-BLR	-2000 - The	Eye Ascer	dant; FMF	R-BLR-2010	- The Eye	Arisen; FM	R-BLR-200	00 - The Ey	e Angered	1			

				Н	UN		R C			LO	R					
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Ac	uity	Ubio	quity	Ha	nds	Unit Size 5+/5+/10	Co	st
Fomoraic	Baalor	W	/arrior of Baalor	Infai <i>Hearth</i>		High Bo	rn Vassal	Е	ite	Con	nmon	М	lass	Base Size	1!	5
HUNTER (OF BAALOR		Pace	Sk	ill	Mi	ght	Const	itution	Wo	unds	Fort	itude	Authority	Tem	per
Frost Blood; In	sensate; Stubborn		5	7	2	3	3	1	8	:	3	8	32	19	24	4
Ab	ilities	Disc	iplined; Scout; Skirn	nisher												
1 2 3 HoB 1	1 1 2 3 HoB 2	1 2	3 HoB 3	1 2 3	HoB 4	1 2 3	HoB 5	1 2 3	HoB 6	1 2 3	HoB 7	1 2 3	HoB 8	1 2 3 HoB 9	1 2 3	HoB 10
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Axe of	the Ice	1 2	3	9	44	0.5 "				1	1	Borne	Hook			
	Axe	1 2		18	53	0.5 "				2	2	Borne	Hook; Foot	only		
SHOT \	WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
1	f the Ice	1		9	42	0"	9″	36"	48"	1	1	Borne	Volley Shoo	t		
ARN	10UR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
1	Armour Armour			22	40						0	Worn				
ARMOUR	R OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
2 Shie	ld Shield			11	51						1	Borne	Add; Shield	wall; Parry		2
UNIT	OPTIONS	Uni	t Option Rules													Cost
Gultai	n Champion	One	Hunter of Baalor be	ecomes the mu	stered cham	pion, who ga	ins +1 shoot	die on his pri	mary shot we	eapon						3
							FMR-BLF	2-24xx - ?								

				FR	OS		AR	RI	OR							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	На	nds	Unit Size		Cos	t
								-		-		ass	5+/5+/10 Base Size			
Fomoraic	Baalor	Frost Warrior	Infar	itry	Va	ssal	Fana	tical	Uncor	nmon		2	40mm	_	20	1
FROST W	VARRIOR	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	tude	Authori	ity	Temp	er
	Frost Blood; Insensate; Stubborn	5	54	ŀ	4	0	3	0	(5	8	7	27		29)
Abil	lities	Bulk Charger; Bound (W	arrior of Baalor); Bind (Mo	raine Warrior,)										
2 3 4 5 6 FW 1	1 2 3 4 5 6 FW 2	1 2 3 4 5 6 FW 3	1 2 3 4 5	5 FW 4	1 2 3 4 5	6 FW 5	1 2 3 4 5	6 FW 6	1 2 3 4 5	6 FW 7	1 2 3 4 5	6 FW 8	1 2 3 4 5 6	FW 9	1 2 3 4 5 6	FW 1
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules			
Tre C	laws	1 2 3 4	11	51	0.5 "				1	1	Borne					
		1 2 3 4 5 6	11	51	0.5 "				1	2	Borne	Pierce; Col	d Damage			
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules			
	Shard oike	1 2	11	51	0"	6"	27"	36"	1	1	Natural	Pierce; Col	d Damage			
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules			
	ost kin		12	42						0	Natural					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules			Cost
Frost Sh	nield Shield		11	53						1	Borne	Add; Shield	dwall; Parry			2
UNIT O	PTIONS	Unit Option Rules														Cost
Gultair	1 Champion	One Frost Warrior becom	mes the muster	ed champio	n, who gains	+1 attack die	on his prima	y combat we	eapon						4	
Tusk Beare	er Banner Bearer	One Frost Warrior becor	nes the muster	ed banner b	earer											3
Horn Blo	DWET Herald	One Frost Warrior become	nes the muster	ed herald												3

			M	OR			WOH-ree-o		RIO	R					
Kindred	Realm	Kin	Cla	ee	Driv	ilege	Δcı	uitv	Ubic	wity		ınds	Unit Size	Cost	
Killuleu	Keaiiii	KIII	Cia	33	FIIV	liege	Au	aity	ODIC	uity		2	1+/3+/5	COSC	
Fomoraic	Baalor	Moraine Warrior	Monstrous	Infantry	Cons	struct	Mino	dless	Uncor	mmon		ass 3	Base Size 50mm	26	
MORAINE	WARRIOR	Pace	Sk	ill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temp	er
Camouflaged (snow); F Tough; I		5	3	7	4	8	5	6	1	0	8	37	13	21	
Abili	ities	Bulk Charger; Bound (Fro	ost Warrior)												
1 2 3 4 5 6 7 8 9 10	Moraine Warrior 1	1 2 3 4 5 6 7 8 9 10	Morain	ne Warrior 2	1 2 3 4 5	6 7 8 9 10	Morai	ne Warrior 3	1 2 3 4 5	6 7 8 9 10	Mora	ine Warrior 4	2 3 4 5 6 7 8 9 10	Moraine V	Varrior 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rul	es		
. Ice C	lawe	1 2 3 4	13	61	0.5 "				1	1	Borne				
1 Clar		1 2 3 4 5 6	13	61	0.5 "				1	2	Borne	Pierce; Cold D	amage		
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapo	n Rules		
1 Ice S		1 2 3	13	61	0"	6"	27"	36"	1	1	Natural	Pierce; Cold D	amage		
ARM	OUR		Armour+	C+A				*		Hands	Class	Armour Rule	s		
1 Mora			17	73						0	Natural				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Rule	s		Cost
² Moraine S	Shield Shield		11	84						1	Borne	Add; Shieldwa	II; Parry		2
UNIT O	PTIONS	Unit Option Rules													Cost
Gultain	Champion	One Moraine Warrior bed	comes the mus	stered champ	ion, who gai	ns +1 attack	die on his prii	mary combat	weapon						6
Tusk Beare	Pr Banner Bearer	One Moraine Warrior bed	comes the mus	stered banne	r bearer										4
Horn Blo	Wer Herald	One Moraine Warrior bed	comes the mus	stered herald											4
						FMR-BLF	?-3xxx - ?								

			(OGI	RA)	(O OH-grax	F B	AAI	LOF	R					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	ity	Ubic	juity	На	nds	Unit Size 1+/3+/5	Co	st
		_					l				М	ass	Base Size	_	_
Fomoraic	Baalor	Ograx	Monstrous	s Infantry	Vas	ssal	Dril	led	Uncor	mmon		4	60mm	3	<u> </u>
OGRAX O	F BAALOR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensate; St	ubborn; Tough; Fearsome	6	4	4	5	5	5	2	1	4	7	' 8	30	3	7
Abili	ities	Bulk Charger; Bound (W	arriors of Baal	'or)										,	
1 2 3 4 5 6 7 8 9 10	11 12 13 14 Ograx 1	1 2 3 4 5 6 7 8 9 10	11 12 13 14	Ograx 2	1 2 3 4 5	6 7 8 9 10	0 11 12 13 14	Ograx 3	1 2 3 4 5	6 7 8 9 10	11 12 13 14	Ograx 4	1 2 3 4 5 6 7 8 9 10	11 12 13 14	Ograx 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
, Jagge	d Axe	1 2 3 4 5 6	9	64	0.5 "				1	1	Borne				
Ax		1 2 3 4 5	18	73	0.5 "				2	2	Borne	Mighty Strike	e; Vicious Damage		
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Two Jagge	d Axes Axes	1 2 3 4 5 6 7 8	9	64	0.5"				1	2	Borne	Replace (Ax	e)		-2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Plate A			19	71						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
2 Great Sh	ield Shield		12	<i>83</i>						1	Borne	Add; Shield	wall; Parry		2
UNIT O	PTIONS	Unit Option Rules													Cost
Gultain	Champion	One Ograx of Baalor bed	comes the mus	stered champ	ion, who gair	ns +1 attack	die on his prin	nary combat	weapon						7
Tusk Beare	F Banner Bearer	One Ograx of Baalor bed	comes the mus	tered banne	r bearer										5
Horn Blo	wer Herald	One Ograx of Baalor bed	comes the mus	stered herald											5
Veteran Ogr	ax of Baalor	The Ograx of Baalor unit	t becomes Vet	eran (cost sh	own is per w	arrior), gainii	ng +10 SKILL,	+5 FORTITU	JDE and +5 A	UTHORITY					6
		FMR-B	BLR-3600 -	Graadon's	Mob; FMR	-BLR-3610) – Gonraad	's Mob; FM	1R-BLR-36	20 – Raado	o's Mob				

				ı	RIC	ER	QI RY-derz	B B A	AAL	.OR	R						
Kindred	Realm	Kin		Cla	ss	Priv	ilege	Acı	iity	Ubio	quity		nds	Unit Siz		Cos	st
	D 1	Warriors of I		Cava	alrv			Eli					ass	5+/5+/1 Base Siz	-	24	
Fomoraic	Baalor	warriors of t	Baalor	Hearth	guard	High Bo	rn Vassal	Ell	te	Com	nmon		3	60x35mi	m	20	U
RIDER OF	BAALOR	Pace	•	Sk	ill	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Author	ity	Tem	per
Frost Blood	; Insensate	5		73	3	3	5	1	8	4	4	8	33	19		3!	5
CAP	ACX	9		18	8	3	4				-		-	-		-	
Abil		Bulk Charger (C															
		1 2 3 4		1 2 3 4	RoB 4	1 2 3 4		1 2 3 4	RoB 6	1 2 3 4	RoB 7	1 2 3 4	RoB 8	1 2 3 4	RoB 9	1 2 3 4	RoB 10
COMBAT	WEAPON	Attack D	ice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			
Spear of Spear		1 2 3		9	44	2 "	9	53		1	1	Borne	Mounted In	npact Strike; Mou	nted Char	ge+	
MOUNT COM		Attack Di	ice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	tules			
1 Chompi Bi	ng Bite	1		8	42	0"				1	0	Natural					
2 Tramplin		1 2		6	40	0"				1	0	Natural	Sightless St	rike			
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ules			
1 Plate A				22	40						0	Worn					
2 Shi	eld			11	51						0	Borne	Parry				
MOUNT ARMO	OUR OPTIONS			Armour+	C+A						Hands	Class	Armour R	ules			Cost
3 Heavy Bai	rding Barding			12	63						0	Worn	Add				1
UNIT O	PTIONS	Unit Option R	ules														Cost
Gultain	- · · · · · · · · · · · · · · · · · · ·	One Rider of Ba	aalor becor	mes the must	ered champi	on, who gain	s +1 attack o	lie on his prim	ary combat v	veapon							5
Tusk Beare		One Rider of Ba	aalor becor	mes the must	ered banner	bearer											4
Horn Blo	Wer Herald	One Rider of Ba	aalor becor	mes the must	ered herald												4

			K	NI	GH		F B	SAA	LO	R					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubic	uity	На	nds 2	Unit Size 3+/3+/5	- 0	Cost
Fomoraic	Baalor	Warriors of Baalor	Cava	alry	High Bo	rn Vassal	Е	lite	Uncor	mmon	М	ass	Base Size		45
NATCHT C	OF BAALOR	Pace	Sk	· :11	Mi	aht	Const	itution	Wou	ınde	Fort	itude	70x40mm Authority	Tor	nper
						<u> </u>									•
Frost Blood; Ins	sensate; Stubborn	5	7	8	3	6	1	.8		4	8	33	19	4	40
	ilities	Bulk Charger (Ipracx); [
1 2 3 4	Knight of Baalor 1	1 2 3 4	Knight	of Baalor 2	1 2 3 4		Knigh	t of Baalor 3	1 2 3 4		Knig	ht of Baalor 4	1 2 3 4	Knig	ht of Baalor 5
IPR	ACX	7	3	3	5	2	5	4	1	2	4	13	18	3	30
Ipracx Trai	its & Abilities	Camouflaged (snow); Fr	ost Blood; Ins	ensate; Toug	h; Stubborn;	Fearsome; E	ulk Charger;	Roarer							
1 2 3 4 5 6 7 8 9 10	0 11 12 Ipracx 1	1 2 3 4 5 6 7 8 9 10	11 12	Ipracx 2	1 2 3 4 5	6 7 8 9 10	11 12	Ipracx 3	1 2 3 4 5	6 7 8 9 10	11 12	Ipracx 4	1 2 3 4 5 6 7 8 9 1	0 11 12	Ipracx 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Ave of	the Ice	1 2 3	9	44	0.5 "				1	1	Borne				
1	lxe	1 2	18	53	0.5 "				2	2	Borne				
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	Armour Armour		22	40						0	Worn				
, Sh	ield nield		11	51						0	Borne	Parry			
₃ Ipr	racx t Mount		11	62						0	Mount				
	OPTIONS		Mount+	C+A						Hands	Class	Mount Ru	les		Cost
1 Cúgacx	Ardent Mount		9	60						0	Ridden	Replace (Ip	racx)		-1
CÚC	GACX	9	4	4	4	18	4	15	1	0	3	38	25		35
Cúgacx Trai	its & Abilities	Camouflaged (snow); Fr	ost Blood; Ins	ensate; Fear	some; Beast	Handler or Di	aught Anima	or Mount onl	y; Bulk Charg	ger; Roarer; I	⊥ Flanker; Bour	nd (Thulean H	ornheart); Leaper		
1 2 3 4 5 6 7 8 9 10	0 11 Cúgacx 1	1 2 3 4 5 6 7 8 9 10	0 11	Cúgacx 2	1 2 3 4 5	6 7 8 9 10	11	Cúgacx 3	1 2 3 4 5	6 7 8 9 10	0 11	Cúgacx 4	1 2 3 4 5 6 7 8 9 1	0 11	Cúgacx S
MOUNT ARM	OUR OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour Re	ules		Cost
3 Heavy Ba	rding Barding		12	on Ipracx	74	on Cúgacx	72			0	Worn	Add			2
UNIT C	PTIONS	Unit Option Rules													Cost
Gultaii	n Champion	One Knight of Baalor be	comes the mus	stered cham	pion, who gai	ns +1 attack	die on his pri	mary combat	weapon						6
Tusk Bear	'er Banner Bearer	One Knight of Baalor be	comes the mus	stered banne	er bearer										5
Horn Blo	OWET Herald	One Knight of Baalor be	comes the mus	stered herald	1										5
					FMR-B	LR-4620 -	The Eye In	vincible							

				FR	ROS	FROST	CHA-ri-ot	RI	TC						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iitv	Ubiq	uitv		nds	Unit Size	Co	ost
			Cha							-		0 ass	1+/2+/3 Base Size		
Fomoraic	Baalor	Chariot		e Engine	Va	ssal	Eli	te	Uncor	nmon		8	90x50mm	6	57
			Cl	HAR]	OTE	ER O	F BAA	LOR	CRE	W					
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubiq	uity		nds 2	Crew Size	Base	e Size
Fomoraic	Baalor	Warriors of Baalor	Infa Chario		Va	ssal	Eli	te	Uncor	nmon		ass 1	Driver + 2	30r	mm
CHARTOTEE	05.0441.00	Pace	Sk	all	Mi	ght	Consti	tution	Wou	ınds		itude	Authority	Tem	nper
CHARIOTEER	OF BAALOR	5	7	4	3	5	1	8	3	3	8	3	17	2	24
Crew Traits	& Abilities	Frost Blood; Insensate;	Bind Permane	ntly (Frost C	hariot); Discip	olined; Engine	e Crew; Flanke	r							
			rew 1/3 1 2		Driver 2/1 1		Crew 2/2		Crew 2,	/3 1 2 3	Drive	er 3/1 1 2 3	Crew 3/2 1 2	3	Crew 3/
CREW COMB	AT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
Spear of	the Ice	1 2 3	9	44	2 "	9	53		1	1	Borne		of the Ice); Mounted Impa	ct Strike; Mo	ounted
Long		1 2 3	9	44	0.5 "		33			1	Borne	Charge+			
Axe of		1 2 3	18	53	0.5 "				2	2	Borne				
	APON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		Cost
Bow of ti	he Ice Bow	1	9	44	0"	9"	36"	60″	1	2	Borne	Add			1
CREW A	RMOUR		Armour+	C+A						Hands	Class	Armour Rul	es		
Plate A			22	40						0	Worn				
	Chariot		19	59						0	Engine				
	UR OPTIONS		Armour+	C+A						Hands	Class	Armour Rui	les		Cost
³ Shiel	d Shield		11	70						1	Borne	Add; Parry			4
UNIT O	PTIONS	Unit Option Rules													Cost
Gultain	1 Champion	One Charioteer of Baalor	r in the unit th	nat is not a d	river becomes	s the mustere	ed champion, v	vho gains +1	attack die or	his primary	combat wear	oon			3
Tusk Beare	er Banner Bearer	One Charioteer of Baalor	r in the unit th	nat is not a d	river becomes	s the mustere	ed banner bear	rer							2
Horn Blo	Wer Herald	One Charioteer of Baalor	r in the unit th	nat is not a d				TOT							2
							CHAR				Ha	nds			
Kindred	Realm	Kin	Cla		Priv	ilege	Acu	iity	Ubiq	uity		0 ass	Engine Size	Base	e Size
Fomoraic	Baalor	Chariot	Carriage	e Engine		gine	Mino		Uncor			4	1		50mm
FROST C	HARIOT	6)	6	52	7	0	1	2		0	0		5
Frost Chariot T		Immune (Soul, Petrificat					: Tough; Bulk (Charger; Whe							
1 2 3 4 5 6 7 8 9 10			nariot 1 1 2				1				4 5 6 7 8			Fro	ost Chariot 3
CHARIOT COM Scything		Attack Dice	Weapon+	71	Att Rge	Charge+	M+W+Ch		Damage*	Hands 0	Class Natural	Weapon Ru Impact Strike			
Wheel	Blades		-												T .
	WEAPON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands 0	Class	Weapon Ru		D	Cost
CHARIOT	APMOLIP	1 2 3 4 5 6	11 Armour+	73 C+A	1"	11	84		2	Hands	Natural Class	Add; Impact Armour Rul	Strike; Charge+; Vicious	и итаде	21
Reinforce	ed Frame		15	85						0	Natural	Armour Kui	w .		
Constr 2 Bare	ding		12	97						0	Natural				
Draught Be	ast Barding OPTIONS	Unit Option Rules													Cost
	dis	Additional; Each Frost Cl	hariot gains th	ne Skied trait											3
						DRAI	UGHT	ANI	MAL						
Kindred	Realm	Kin	Cla			ilege	Acu		Ubiq	uity		nds 0	Draught Animal Size	Base	e Size
Fomoraic	Baalor	Capacx <i>Horse</i>	Beast Drau	ast	Be	east	Wi	ild	Com	mon	M	ass 3	2	60x3	35mm
2x CA	PACX	9	1		3	34)	()		0	0	(0
	ts & Abilities	Beast Draught Animal; F													-
DRAUGHT ANIMAL		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
	ng Bite	1	8	42	0"				1	0					
		1	U						1	U	Natural				
Tramplin	te	1 2	6	40	0"				1	0	Natural	Sightless Stri			

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]	CE	CH	AR A-ri-ot	IO	Γ						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iitv	Ubiq	uitv		nds	Unit Size	Cost	
Fomoraic	Baalor	Chariot	Cha	ariot		ssal	Eli		Uncon	-		o ass	1+/1+/3 Base Size	153	
Tomoraic	Daaloi	Charlot		e Engine							1	.0	90x50mm	155	
			CI	HARI	OTE	ER OI	BAA	LOR	CRE	W					
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubiq	uity		nds 2	Crew Size	Base Si	ze
Fomoraic	Baalor	Warriors of Baalor	Infa Chario	intry ot Crew	Va	ssal	Eli	te	Uncon	nmon		ass 1	Driver + 2	30mm	1
		Pace	Sk		Mi	ght	Consti	tution	Wou	nds		itude	Authority	Temp	er
CHARIOTEER	OF BAALOR	5		5		5 35	1		3		-	3	17	24	
Crew Traits	& Abilities	Frost Blood; Insensate;	_					<u> </u>		<u>' </u>		.5	1/	27	
1 2 3 Driver 1/1	1 1 2 3 Crev		rew 1/3 1 2		Driver 2/1 1		Crew 2/2	1 2 3	Crew 2/	3 1 2 3	Drive	r 3/1 1 2 3	Crew 3/2 1 2	3	Crew 3/3
CREW COMB		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Spear of Long S		1 2 3	9	44	2 "	9	53		1	1	Borne	Switch (Axe Charge+	of the Ice); Mounted Impa	ct Strike; Mount	ed
• Axe of t	•	1 2 3	9	44	0.5 "				1	1	Borne	Hook			
Axe	-	1 2	18	53	0.5 "				2	2	Borne	Hook; Foot			
CREW SHOT WEA		Shoot Dice	Weapon+	м+W 44	Min Rge	Lth Rge	Eff Rge 36"	Max Rge 60"	Damage*	Hands 2	Class Borne	Shot Wear	oon Rules		Cost 1
CREW A		1	Armour+	44 C+A	U	9	30	00	1	Hands	Class	Armour Ru	iles		
Plate A			22	40						0					
Heavy A	rmour										Worn				
2 Ice Ch Engir			20	60						0	Engine				
CREW ARMOU			Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
³ Shield UNIT OF		Unit Option Rules	11	71						1	Borne	Add; Parry			4 Cost
Gultain		One Charioteer of Baalor	r that is not a	driver becon	nes the muste	ered champion	n, who gains a	+1 attack die	on his primary	v combat we	apon				3
Tusk Bearer		One Charioteer of Baalon	r that is not a	driver becom	nes the muste	ered banner b	earer								2
Horn Blov	Wer Herald	One Charioteer of Baalor	that is not a	driver becon	nes the muste	ered herald									2
					IC	CE CH	ARIC	TC							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubiq	uity		nds	Engine Size	Base Si	ze
Farancia	Baalor	Charist	Cha	ariot	F		Mino			-		o ass	-	110	
Fomoraic		Chariot	_	e Engine		gine			Uncon			6	1	110x60m	ım
ICE CHA		5)		55	7		13)	0	5	
1 2 3 4 5 6 7 8 9 10 1		Immune (Soul, Petrificat	ion, Fume); R				Bulk Charger;	Skied; Move			4 5 6 7 8	9 10 11 12		Ice C	Chariot 3
CHARIOT COM		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	100 0	and for 5
1 Yoke S		1 2 3 4 5 6	18	83	1 "	18	101		2	0	Natural	Impact Stril	ke; Charge+; Vicious Dama	ge	
Spike Runner		1 2 3 4	9	74	0.5 "	9	83		1	0	Natural	Impact Strik	re: Charge+		
CHARIOT		1234	Armour+	C+A	0.5	9	63		1	Hands	Class	Armour Ru			
Reinforce												Almour Ru	lies		
Constru	uction		25	100						0	Natural				
ENGINE O		Unit Option Rules Additional; Each Frost Cl	hariot gains th	ne Wheeled to	rait										Cost 4
Ville		Zaman, Zamiriost Ci	gama ti			DRAL	ICHT	ΔΝΤ	МАІ						
				IPK							Нэ	nds	Draught		
					Deix	ilege	. Δcı	iity	Ubiq	uity		0	Animal Size	Base Si	ze
Kindred	Realm	Kin		ass	FIIV	nege	7100							70x40m	
Kindred Fomoraic	Realm Baalor	Kin Ipracx	Ве	ass ast ught Animal		east	Wi	ild	Uncon	nmon	Ma	4	2	70840111	m
	Baalor		Be Ardent Dra	ast	Вє				Uncon				2 18	30	im
Fomoraic IPRA Draught Animal T	Baalor ACX Traits & Abilities	Ipracx 7 Ardent Draught Animal;	Be Ardent Drad 3 Bound Perman	ast ught Animal 3 nently (Hunte	Be 5 er of Baalor C	east Seast Crew); Camoun	5 flaged (snow),	4 : Frost Blood,	1: ; Insensate; To	2 ough; Stubbo	4 orn; Fearsom	4 • 3 e; Bulk Charg	18 er; Roarer	30	
Fomoraic IPRA **Draught Animal T** 1 2 3 4 5 6 7 8 9 101	Baalor	Ipracx 7 Ardent Draught Animal; 4 5 6 7 8 9 10 11 12	Be Ardent Drain 3 Bound Perman Ipracx 1/2 1	ast ught Animal 3 nently (Hunte	Be 5 2	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2/2 1 2 3	orn; Fearsom	4 -3 e; Bulk Charg	18 ver; Roarer acx 3/1 1 2 3 4 5 6 7	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 10 11 DRAUGHT BEAST C	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON	Ipracx 7	Be Ardent Draw 3 Bound Permai Ipracx 1/2 1 Weapon+	ast ught Animal 3 nently (Hunte) 2 3 4 5 6 M+W	5 er of Baalor C 7 8 9 10 11 Att Rge	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	ough; Stubbo 2/2 1 2 3 Hands	4 5 6 7 8 Class	4 • 3 e; Bulk Charg	18 ver; Roarer acx 3/1 1 2 3 4 5 6 7	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 10 1 DRAUGHT BEAST C 3 Raking Clav	Baalor ACX Fraits & Abilities 12 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws WS	Ipracx 7 Ardent Draught Animal; 4 5 6 7 8 9 10 11 12	Be Ardent Drain 3 Bound Perman Ipracx 1/2 1	ast ught Animal 3 nently (Hunte	Be 5 2	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2/2 1 2 3	orn; Fearsom	4 -3 e; Bulk Charg	18 ver; Roarer acx 3/1 1 2 3 4 5 6 7	30	
Fomoraic IPRA	Baalor ACX Fraits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws VS g Bite	Ipracx 7	Be Ardent Draw 3 Bound Permai Ipracx 1/2 1 Weapon+	ast ught Animal 3 nently (Hunte) 2 3 4 5 6 M+W	5 er of Baalor C 7 8 9 10 11 Att Rge	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	ough; Stubbo 2/2 1 2 3 Hands	4 5 6 7 8 Class	4 -3 e; Bulk Charg	18 ver; Roarer acx 3/1 1 2 3 4 5 6 7	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 101 DRAUGHT BEAST C 3 Raking Claw 4 Mauling Bits 5 Tram	Baalor ACX Traits & Abilities 11 12 Ipraex 1/1 1 2 3 OMBAT WEAPON Claws %S g Bite e pple	Ipracx 7	Be Ardent Dra 3 Bound Perma Ipracx 1/2 1 Weapon+	ast ught Animal 3 nently (Hunte 2 3 4 5 6 M+W 64	5 er of Baalor C 7 8 9 10 11 Att Rge 0.5"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; 7: 11 12 Ipracx Damage*	2 (2) 2 1 2 3 (3) (4) (4) (4) (4) (4) (4) (4) (4) (4) (4	orn; Fearsom 4 5 6 7 8 Class Natural	4 -3 e; Bulk Charg	18 er; Roarer acx 3/1 1 2 3 4 5 6 7	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 10 1 DRAUGHT BEAST C 3 Raking Claw 4 Maulini Bite	Baalor ACX Traits & Abilities 11 12 Ipraex 1/1 1 2 3 COMBAT WEAPON Claws By Bite Pole Pole Pole Pole Pole	Ipracx 7	Bee Ardent Draid 3 Bound Permail Ipracx 1/2 1 Weapon+ 12 10	ast ught Animal 3 nently (Hunte 2 3 4 5 6 M+W 64 62	Beer of Baalor C 7 8 9 10 11 Att Rge 0.5" 0"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2/2 1 2 3 Hands 0	orn; Fearsom 4 5 6 7 8 Class Natural	4 3 e; Bulk Charg 9 10 11 12 pr. Weapon R	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 101 DRAUGHT BEAST C 3 Raking 4 Maulin 5 Tram Tram DRAUGHT ANIMAL 1 Bard	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws vs g Bite e pple MAL ARMOUR Ling	Ipracx 7	Bee Ardent Dran 3 Bound Perman Ipracx 1/2 1 Weapon+ 12 10 5 Armour+	ast ught Animal 3 nently (Hunte 2 3 4 5 6 M+W 64 62 57 C+A	Beer of Baalor C 7 8 9 10 11 Att Rge 0.5" 0"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2/2 1 2 3 Hands 0 0 Hands	Orm; Fearsom 4 5 6 7 8 Class Natural Natural Natural Class	4 3 e; Bulk Charg 9 10 11 12 pr. Weapon R	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules	30	
Fomoraic IPRA Draught Animal T 1 2 3 4 5 6 7 8 9 101 DRAUGHT BEAST C Raking Claw 4 Mauling Bits 5 Tram DRAUGHT ANIM 1 Bard 1 Bard	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws WS g Bite e ple ple ple MAL ARMOUR ling ing	Ipracx 7	Bee Ardent Drah 3 3 Bound Perma Ipracx 1/2 1 Weapon+ 12 10 5 Armour+ 12	ast ught Animal 3 anently (Hunte 2 3 4 4 5 6 M+W 64 62 57 C+A 66	Beer of Baalor C 7 8 9 10 11 Att Rge 0.5" 0"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2/2 1 2 3 Hands 0 0 Hands 0 0 0 0 0 0 0 0 0	A s class Natural Natural Natural Valural Valural Valural Valural Valural Valural Valural	4 3 e; Bulk Charg 9 10 11 12 pr. Weapon R	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules	30	
Fomoraic IPRA	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws ys g Bite e pple pple mAL ARMOUR ling ing lariot ne	Ipracx 7	Bee Ardent Dran 3 Bound Perman Ipracx 1/2 1 Weapon+ 12 10 5 Armour+	ast ught Animal 3 nently (Hunte 2 3 4 5 6 M+W 64 62 57 C+A	Beer of Baalor C 7 8 9 10 11 Att Rge 0.5" 0"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2 (2) (2) (2) (2) (2) (3) (4) (4) (4) (4) (4) (4) (4) (4) (4) (4	A com; Fearson 4 5 6 7 8 Class Natural Natural Natural Class Worn Engine	4 3 3 9 10 11 12 pr. Weapon R Sightless St	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules rike	8 9 10 11 12 I	pracx 3/2
Fomoraic IPRA	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws ws g Bite e nple mAL ARMOUR ling ing nariot ne mAL OPTIONS	Ipracx 7	Bee Ardent Drah 3 3 Bound Perma Ipracx 1/2 1 Weapon+ 12 10 5 Armour+ 12	ast ught Animal 3 anently (Hunte 2 3 4 4 5 6 M+W 64 62 57 C+A 66	Beer of Baalor C 7 8 9 10 11 Att Rge 0.5" 0"	east Crew); Camoun 12 pracx 2/1	5 flaged (snow),	4 : Frost Blood,	; Insensate; To	2	A class Natural Natural Natural Class Worn Engine Class Draught	4 3 8 9 10 11 12 pr. Weapon R Sightless St Armour Ru	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules rike eles	8 9 10 11 12 I	pracx 3/2
Fomoraic IPRA	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws WS g Bite e MAL ARMOUR Ling ing ing inariot ne MAL OPTIONS nt Draught Beast	Ipracx	Be Ardent Drain S Bound Permanur 12 10 5 Armour 12 10	ast ught Animal 3	Be S S P P P P P P P P	i2 grew); Camoun 12 pracx 2/1 Charge+	Wilson State Sta	4 Frost Blood, 6 7 8 9 10	tipic insensate; it is	2	Approximately and the second s	4 3 8; Bulk Charge 9 10 11 12 pr Weapon R Sightless St Armour Ru Mount Rul Replace (Ip	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules rike	8 9 10 11 12 1	pracx 3/2
Fomoraic IPRA	Baalor ACX Traits & Abilities 11 12 Ipracx 1/1 1 2 3 COMBAT WEAPON Claws WS g Bite e e e pole mAL ARMOUR ling ing ing inariot ne MAL OPTIONS nt Draught Beast NOCX	Ipracx 7	Be Ardent Drain 3	ast ught Animal 3	Bec	in process in the pro	5 flaged (snow), 1 2 3 4 5 M+W+Ch	4 Frost Blood, 6 7 8 9 10	11: Insensate; 77: Insensate; 77: Insensate; 77: Insensate; 77: Insensate; 77: Insensate; 78: In	2	Approximately and the second s	4 3 8 9 10 11 12 pr. Weapon R Sightless St Armour Ru	18 er; Roarer acx 3/1 1 2 3 4 5 6 7 ules rike eles	8 9 10 11 12 I	pracx 3/2

					OG	GRA		RAV	'AG	ER						
Kindred	Realm	Kin		Cla	cc	Priv	rilege	RA-va-ger	ıitv	Uhic	quity		nds	Unit Size	Co	et
Rinarca	Realin			Ciu			licge	Au	,	ODIC	quity		2	1+/2+/3	-	J.
Fomoraic	Baalor	Ograx	М	1onstrous	Cavalry	Va	issal	Dri	lled	Uncor	mmon		ass 1	Base Size 110x60mm	14	1 5
OGRAX F	RAVAGER	Pace		Sk	ill	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Authority	Tem	per
Frost Blood; Insensa	ite; Tough; Fearsome	6		42	2	5	56	5	4	1	.4	7	9	43	6	6
Abil	lities	Bulk Charger														
2 3 4 5 6 7 8 9 10	11 12 13	Og	grax Ravager	r 1 1 2	3 4 5 6 7	8 9 10 11 13	2 13		(Ograx Ravag	ger 2 1 2 3	4 5 6 7 8	9 10 11 12 13		Ograx	Ravager :
SRÓI	NOCX	8		20)	E	58	6	9	2	27	7	2	32	4	9
	its & Abilities	Frost Blood; Giga	antic: Insensa	ate: Toug	h: Stubborn	: Terrifyina: I	Bulk Charger:	Roarer						_		
	11 12 13 14 15 16 17 18 19 20		· ·	-				18 19 20 21 22	23 24 25 26 27	Sróno	ocx 2 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	Srónocx
	WEAPON	Attack Di		eapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	l Spear	1 2 3 4 5 6		9	65	2 "	9	65		2	1	Borne	Mounted Im	npact Strike; Mounted Cha	ge+; Piercing	
	OUR		Arn	mour+	C+A						Hands	Class	Armour Ru	ıles		
	Armour Armour			19	73						0	Worn				
Great				12	85						1	Borne	Parry			
Srói	10CX : Mount			7	92						0	Mount				
MOUNT	OPTIONS		Мо	lount+	C+A						Mass	Class	Mount Rui	les		Cost
Tarvocx	Ardent Mount			15	100						11	Ridden	Replace (Sr	rónocx)		-28
TAR	vocx	7		2.	1	;	72	7	7	2	29	8	32	38	5	6
Tarvocx Trai	its & Abilities	Camouflaged (sr	now); Frost Bl	Blood; Giga	antic; Insen	sate; Tough;	Terrifying; Bu	ılk Charger; R	oarer							
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	7 28 29 7	T 1 1 2	3 4 5 6 7	7 8 9 10 11 1.	2 13 14 15 16 1	7 18 19 20 21 22	23 24 25 26 27	28 29	T 2 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 T
UNIT O	PTIONS	Unit Option Ru	ules													Cost
Gultair	1 Champion	One Ograx Rava	nger becomes	the must	ered champ	ion, who gair	ns +1 attack o	lie on his prim	ary combat v	veapon						16
Tusk Beare	er Banner Bearer	One Ograx Rava	ger becomes	the must	ered banner	r bearer										14
Horn Blo	DWET Herald	One Ograx Rava	nger becomes	the must	ered herald											14
Veteran Oa	rax Ravager	The Ograx Rava	aer unit becor	mes Veter	ran (cost sh	own is per w	arrior), qainin	g +10 SKILL,	+5 FORTITU	DE and +5 AL	UTHORITY					5

					I		AC)	K						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity	_	nds 0	Unit Size	Cost
Fomoraic	Baalor	Ipracx Frost Bear	Bea Ardent Mou		Ве	ast	w	ild	Uncor	mmon		ass 4	Base Size 70x40mm	32
IPR	ACX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	Frost Blood; Insensate; orn; Fearsome	7	3:	3	5	2	5	4	1	2	4	13	18	30
Abil	ities	Bulk Charger; Roarer												
Wound	l Track	1 2 3 4 5 6 7 8 9	10 11 12											
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	12	64	0.5"				1	0	Natural			
₂ Maulir		1	10	62	0″				2	0	Natural			
3 Tran		1 2 3	5	57	0"				1	0	Natural	Sightless St	rike	
					FMR-BI	LR-0100-7	00 - Kraan	on Bear						

					C		AC)	(
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acui	ty	Ubiq	uity		nds 0	Unit Size	Cost
Fomoraic	Baalor	Cúgacx	Bea Ardent Mou		Ве	ast	Fera	al	Uncor	nmon	M	ass 3	Base Size 70x40mm	31
CÚG	ACX	Pace	Sk	ill	Mig	ght	Constit	ution	Wou	ınds	Fort	itude	Authority	Temper
Camouflaged (snow); I Fears	Frost Blood; Insensate; some	9	4	4	4	8	45	5	1	0	7	'8	25	35
Abil	ities	Bulk Charger; Roarer; F	lanker; Bound	(Thulean Hoi	nheart); Lea	per								
Wound	l Track	1 2 3 4 5 6 7 8 9 1	D											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Slashing		1 2 3 4 5 6	9	57	0"				1	0	Natural			
1 Crushii		1 2	10	58	0"				2	0	Natural	Vicious Dam	nage	
2 Tran		1 2	5	53	0"				1	0	Natural	Sightless St	rike	
					F	MR-THL-75	550 - Taai-ad							

					C	CAP	AC	X						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uitv		nds	Unit Size	Cost
								,		,		,	1	
Fomoraic	Baalor	Capacx	Bea		Be-	ast	l w	ild	Com	mon	Ma	ass	Base Size	5
Tomoraic	Baalor	Horse	Mount; Me	ount Only								3	60x35mm	
CAP	ACX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	tude	Authority	Temper
Camouflaged (snow); From or Draught	st Blood; Insensate; Mount Beast only	9	1:	8	3	4	1	9	5	5	3	9	13	20
Abil	lities	Bulk Charger												
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	ıles	
	ing Bite	1	8	42	0"				1	0	Natural			
	g Hooves	1 2	6	40	0″				1	0	Natural	Sightless Str	ike	
					FMR-BLR-	0201-400	- Mananaa	n on Horse						

				S	HA		BE	AS	T					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubic	juity		nds 2	Unit Size 1+/3	Cost
Fomoraic	Baalor	Moraine Beast	Monstro	us Beast	Cons	struct	Mino	dless	Ra	ire		2 ass 7	Base Size 80mm	63
SHARD	BEAST	Pace	Sk	all	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
Camouflaged (snow); From		6	3	1	5	4	7	2	2	4	6	5	27	41
Abil		Bulk Charger												
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22 23 24 Shard E	Beast 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24	Shard Bea	st 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	Shard Beast 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Ice C		1 2 3 4 5 6 7 8 9 10	16	70	1 "				2	2	Natural	Pierce; Free	eze Damage	
2 Tran		1 2 3 4	5	59	# 1"				1	0	Natural	Sightless St	rike; Cold Damage	
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	M+SW	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules	
1 Ice S	7 7	1 2 3 4	11	65	33	0"	24"	32"	1	1	Natural		ce Shard Crush Template; M eeze Damage	lighty Shot; Vicious
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
1 Mora			19	91						0	Natural			
					FMR-B	LR-8030 -	The Ice Im	mortal						

				M(OR/		E B	BEA	ST					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size	Cost
Fomoraic	Baalor	Moraine Beast	Monstrou <i>Solit</i>		Cons	struct	Mino	dless	Ra	ire	М	ass 12	Base Size	156
MORAIN	IE BEAST	Pace	Sk	ill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
	st Blood; Tough; Gigantic; ifvina	6	2:	2	7	7	9	7	5	0	7	'1	36	58
Abil	lities	Bulk Charger												
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 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	
1	lavvs	1 2 3 4 5 6 7 8 9 10 11 12 13 14	16	93	1 "				2	2	Natural	Pierce; Free	eze Damage; Vicious Damaç	je
	nple	1 2 3 4 5	8	85	# 1"				1	0	Natural	Sightless St	rike; Cold Damage	
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	M+SW	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules	
	Shard	1 2 3 4 5	11	88	44	0"	27"	36"	1	1	Natural		ce Shard Crush Template; N eeze Damage	lighty Shot; Vicious
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
1	aine		22	119						0	Natural			
<u> </u>						FMR-BLR-8	3400 - Vaal	(

			MA	MI	MO)	X V	VAR	R TC	WC	ER					
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	ıity	Ubiq	uity		nds 0	Unit Size	Co	ost
Fomoraic	Baalor	War Tower		ngine	Vas	ssal	EI	ite	Ra	ire	М	ass	Base Size	63	30
			Carriage	e Engine	ITED	∩E D	BAALO	D C	DEW			21	120mm	ze Base S 120m t Base S 120m 83	
				יוטח	HIER	UF B	AAL	JK CI	KEVV		На	ınds			
Kindred	Realm	Kin		ass	Priv	ilege	Acı	ity	Ubiq	luity		2	Crew Size	Base	e Size
Fomoraic	Baalor	Warrior of Baalor		intry iine Crew	Vas	ssal	El	ite	Com	mon		ass 1	Driver + 5	30r	mm
UINTER OF R	AALOD CDEW	Pace	Sk	cill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
HUNTER OF B	AALUK CREW	5	7	3	3	3	1	8	3	3	8	32	17	2	24
Hunter of Baalor		Frost Blood; Insensate;			tly (Mammox I			ngine Crew							
CDEW COMP	Driver 1 2 3		Crew 1 1			Crew 2				w 3 1 2 3	-	1	Crew 4 1 2 3		Crev
Spear of		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Switch (Axe		ct Strike: Mo	nunted
Long S	pear	1 2 3	9	42	2"	9	51		1	1	Borne	Charge+	or are recy, ribanica impa	et oame, 110	Janea
Axe of t		1 2 3	9 18	42 51	0.5 "				2	2	Borne Borne	Hook Hook; Foot	only		
CREW SHO	T WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea			
Bow of		1	9	42	0"	9"	36"	48"	1	1	Borne	Volley Shoo	ot		
CREW A			Armour+	C+A						Hands	Class	Armour R	ules		
Plate A	rmour		22	40						0	Worn				
Heavy A War T															
Carriage CREW ARMO	Engine		14 Armour+	54 C+A						0 Hands	Engine Class	Armour R	ulas		Cost
Shield			11	65						1	Borne	Parry; Add	ures		10
UNIT O		Unit Option Rules										-			Cost
Gultain	Champion	One Hunter of Baalor tha	at is not a dri							ot weapon					3
				V	VAR 1	<u>row</u>	ER EI	NGIN	IE						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	luity		nds 0	Engine Size	Base	e Size
Fomoraic	Baalor	War Tower		ngine	End	gine	Mino	dless	Uncor	nmon	М	ass	- 1	120	Omm
WAR TOWE	D ENGINE	6	Carriage	e Engine		D	7	0	3	0		8 O	0		E
War Tower Tra		Immune (Soul, Petrificati										U	U	-	.
		21 22 23 24 25 26 27 28 29 30		icolotant (Del	34,7 00,47 7700	czcy venomy,	rough, built	chargery rior	e per Braagn	e rumnai, mai	<i>19 011.</i>				War Tov
ENGINE A	ARMOUR		Armour+	C+A						Hands	Class	Armour R	ules		
Reinforce			25	95						0	Natural				
ENGINE (Engine Option Rules													Cost
Tusk Beare		May bear the unit's bann		D D	:+ -/	-tt	1 Th - 11+ D-		10// 5		-t D D				2
Skull Bearer	Host Banner Bearer	May bear the Host's Ban									at banner bea	arer ability			7
				MAM	MUX	DKA	UGH	I AN	IMAL	_	U-	ınds	Dunwahit		
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	ity	Ubiq	luity		0	Draught Animal Size	Base	e Size
Fomoraic	Baalor	Mammox		us Beast ught Animal	Ве	east	w	ild	Ra	ire		ass 19	- 1	120	Omm
MAM	мох	7		2	11	12	12	22	10)1		32	49	8	33
Mammox Trai		Ardent Draught Beast; C	l amouflaged (snow); Frost	Blood; Gigani	tic; Insensate	i ; Tough; Stul	bborn; Terrify	ing; Bound Pe	ermanently (1	Tusk Hunter	Crew); Bulk C	harger; Roarer		
Wound	Track	1 2 3 4 5 6 7 8 9 10 81 82 83 84	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	51 52 53 54 5	5 56 57 58 59 60	0 61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 7
DRAUGHT ANIMAL	COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
Bludgeoni		1 2 3 4 5 6 7 8 9 10	17	129	1"				2	0	Natural	Mighty Strik	ke; Grab; Vicious Damage		
Goring	Tusks	1 2 3 4 5 6 7 8 9 10	24	136	2"	24	160		3	0	Natural	Impact Stri	ke; Charge+; Pierce; Terrib	le Damage	
Chompi					0"										
Bit	e	1 2 3 4	22	134					1	0	Natural				
Trampli	ple	1 2 3 4 5 6	11	123	1"				1	0	Natural		trike; Stomp		
COMBAT WEAK		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules ludgeoning Trunk); Mighty S	itriko:	Cost
Spiked Ti		1 2 3 4 5 6 7 8 9 10		134	1"				2	0	Worn	Pierce; Gra	b; Vicious Damage	LINE,	4
DRAUGHT ANI Tough			Armour+	C+A						Hands	Class	Armour R	ules		
Ski	n		5	127						0	Natural				
Scavenge Light A			8	135						0	Natural				
War T	ower		10	145						0	Engine				
Carriage ARMOUR			Armour+	C+A	with	option	with	option		Hands	Class	Armour R	ules		Cost
Battered Cha			11	156	+Chains	167				0	Worn	Add			3
Breast Ma Flank Cha			10 11	155 156	+Helmet +Helmet	166 167	+Breastplate	177		0	Worn Worn	Add Add			3

REIVERS OF THE EYE MUSTER

Version 2.07

GENERAL: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMPANIONS: CMP 1: CMP 2: CMP 3: CMP 4: CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 5: UNIT 5: UNIT 1: UNIT 5: UNIT 1: UNIT 5:							
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UNIT 3: UNIT 4: UNIT 5: COMPANIONS: CMP 1: CMP 2: CMP 3: CMP 4: CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 5: UNIT 5: UNIT 1: UNIT 5:				1			
UNIT 4: UNIT 5: COMPANIONS: CMP 1: CMP 2: CMP 3: CMP 4: CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 1: UNIT 5: UNIT 1: UNIT 5:				,			
UNIT 5: COMPANIONS: CMP 1: CMP 2: CMP 3: CMP 4: CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 5: COMMANDER: UNIT 5: UNIT 5: UNIT 5:							
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CMP 4: CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 1: UNIT 1: UNIT 2:	1						
CMP 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3:							
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UNIT 1: UNIT 2: UNIT 3: UNIT 4: UNIT 5: COMMANDER: UNIT 1: UNIT 2: UNIT 3:							
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HOST SILVER

FOMORAIC (REIVERS OF THE EYE) MUSTER WENDLIST Changes to the Fomoraic (Reivers of the Eye) muster are recorded here.

Version	Change
v2.03	The focus range of all sorcerers has been reduced
	The hunter noble option only gains the 'marksman' ability if he is a commander
	Ograx reiver hexer profile added
	Added helmet armour option to ograx reiver untain and tain
	Added the reiver slave cart profile
	Added the reiver slave wagon profile
	Altered the reiver slaver warchief profile to the reiver slaver tain profile
	Removed reiver hunter as sworn unit option for a reiver untain and reiver tain
v2.03	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.05	Added the reiver warlock profile to the Warlords section
	Added the ograx slaver tain profile to the Warchiefs section and the muster chart
	Added the big slaves profile to the Monstrous Infantry section, and unit boxes to the reiver slaver tain and ograx slaver tain muster chart
	Added the Tundral Spells invocation list
	Added the Rack Bearer engine option to the reiver slave wagon
	Added the Bell Bearer engine option to the reiver slave wagon
	Added the 'tough' traits to the morograx and the gorograx
v2.06	Added the 'tactician' ability to the reiver untain, reiver tain, reiver ultain and reiver slaver tain profiles
	Ensured that scouting 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 and silver cost of all humans
	Clarified the Enthrall invocation
	Removed the 'Fearless' trait from all warriors; the draackox and mammox gain the 'stubborn' trait
	Reduced the cost of noble shot weapon options
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

FOMORAIC (REIVERS OF THE EYE) MUSTERING

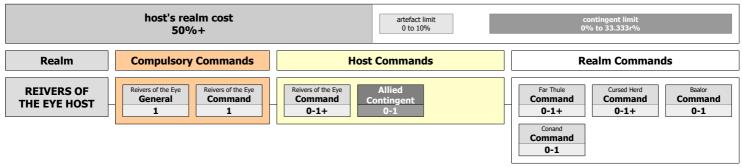
Version 2.07

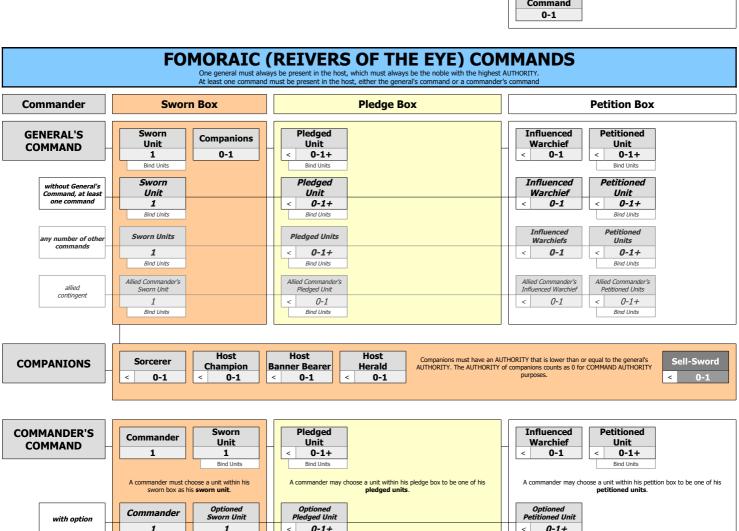
FOMORAIC (REIVERS OF THE EYE) HOST

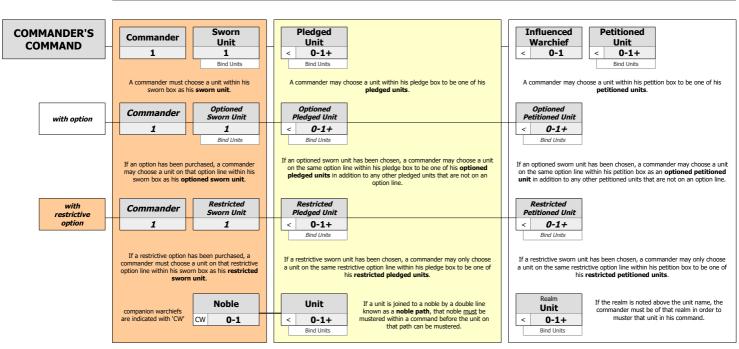
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

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.











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 plue, that miniature has a scheduled production date and will be available soon.

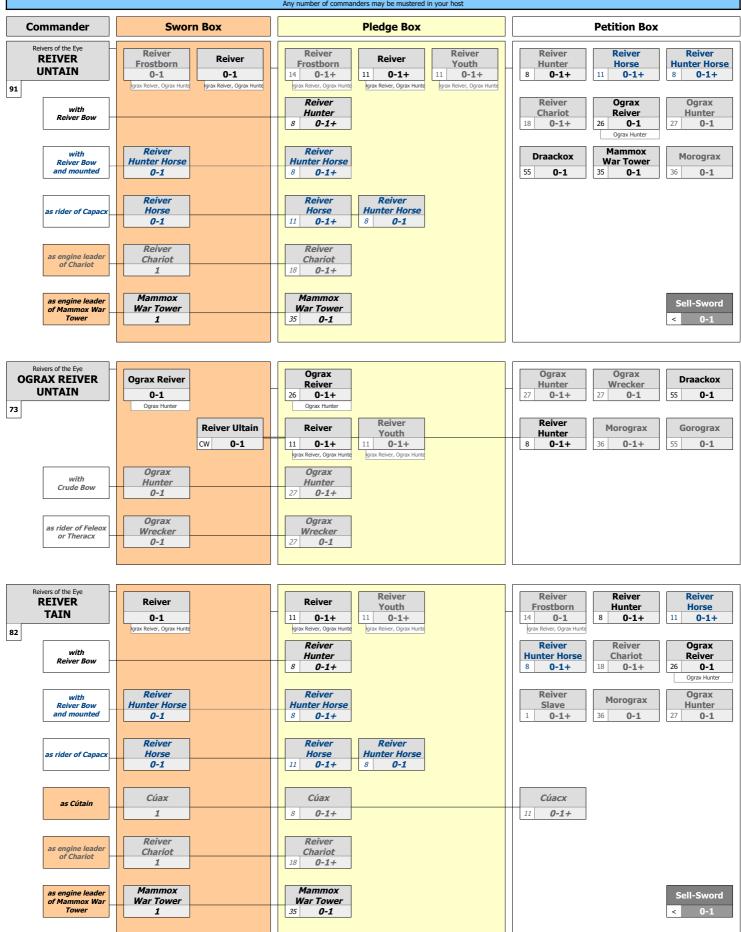
If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.

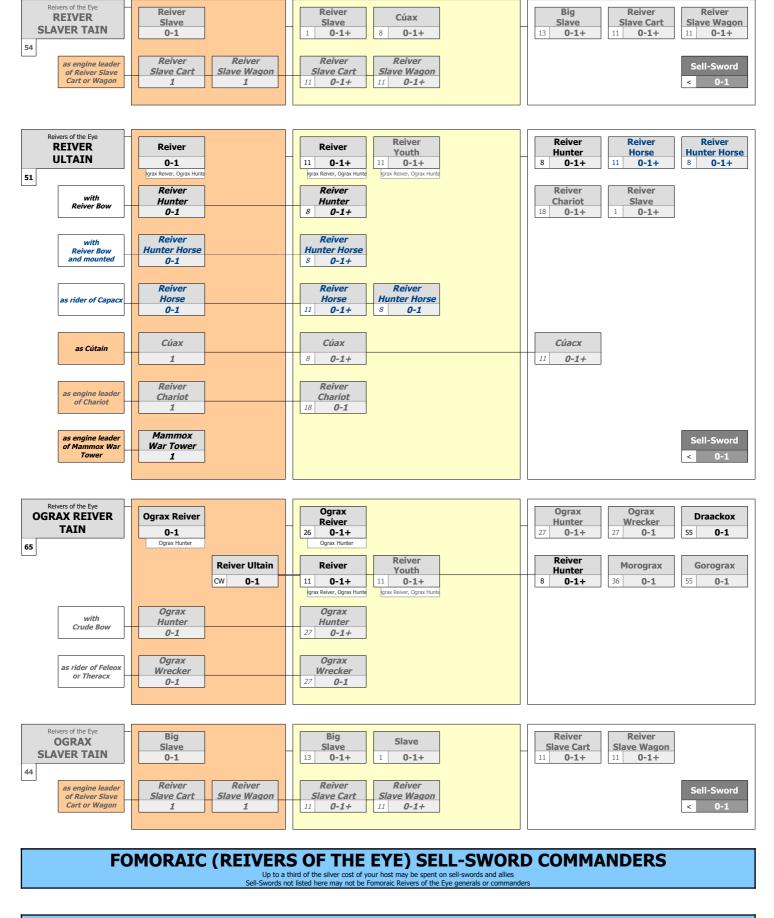
Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.

FOMORAIC (REIVERS OF THE EYE) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

FOMORAIC (REIVERS OF THE EYE) COMMANDERS





FOMORAIC (REIVERS OF THE EYE) ALLIES

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



TUNDRAL SPELLS Fomoraic (Reivers of the Eye) Invocation List

INVOCATION	I	nvoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	
Rimed Armour	1 2 3		Constant Effect: The I	Marked Unit be ne armour ele ere possible.	ecomes a Rir ement of the t	ned unit. Eac	h Marked wa	rrior within th	Int of the class Worn or Borne. he Rimed unit (a Rimed warrior) gains 1D10 Armour+ per invoked die to the le Rimed Armour). The Rimed Armour must be of the same class and type for	
Mosswork Focus	1 2 3			e wounded wa evel.					rriors with the Living trait. sins +D5 WOUNDS per invoked die. This cannot increase a warrior's WOUNDS	
Hex of Desolation Focus	1 2 3	4	Immediate Effect: all	of the enemy	Marked units	within total f	ocus range m	ust immediat	ely perform a <i>Panic reaction</i> , including Fearless units and Frenzied units.	
Permafrost Focus	1 2 3								templates (that are not permanent) within total focus range are immediately as are removed from all units within total focus range on the battlefield.	
Frostlings Sight		4 5 6 7 8 9 10 14 15 16 17 18 19 20	31	0"	6"	30"	40"	1	Cold Damage	
Mark of the Eye	1 2 3	4 5	Immediate Effect: Th Rules: Once per Mark;			creased by D1	0 per invoked	die.		
Agonising Cold	1 2 3	4 5 6	54					2	Cold Damage; Ignores Armour	
Enveloping Fog	1 2 3	4 5 6	42	battle hour changes to Sequence a	and slowed , the Marked Fog until the as normal.	as well as Sig unit gains one e end of the co	hted D10" u cold effect to irrent battle h	ntil the Enveloken per war lour, at which	ne Marked unit per invoked die. Additionally, each Marked warrior becomes loping Fog dissipates. If the Enveloping Fog is not dissipated at the end of a rior within the unit. Additionally, the battle's current weather immediately n point it may change during the The Changing Weather subsection of the Battle mour; Unstable	
Enslave Focus	1 2		the ENSLAVEMENT TEST	ch Different M is passed, the control of the	lark within the at Different M Invoker's pla	e Marked unit lark becomes	(that is withir confused and	total focus r slowed. If th	the Living trait. Ange) must take a FORTITUDE TEST, in this case an ENSLAVEMENT TEST . If the ENSLAVEMENT TEST is failed, that Different Mark (now called the Enslaved ny <i>order</i> the Invoker wishes and is in the Invoker's command.	
Hex of Spoiling	1 2 3		Immediate Effect: Th Rules: Once per Mark;			duced by 1D1) per invoked	die.		
Tundral Cold	1 2 3	4 5	28						okens per invoked die. mour; Transient	
Enthrall Focus	1 2 3			der any <i>order</i>					per invoked die (chosen by the Invoker's player) is placed under the control of alled warrior becomes lively.	
Tundral Wind Focus	1 2 3	4	Immediate Effect: the the Invoker. Enemy flye					ent wind stre	ngth is increased by +1 and the wind's direction is immediately determined by	
Hex of Crippling	1 2 3		Immediate Effect: Th Rules: Once per Mark;			luced by D5 p	er invoked die	e to a minimu	m of 1.	
Lichenwork	1 2 3		Immediate Effect: the against the Marked unit					mediately re	moving all effect tokens from the unit. Additionally, enemy Invoke actions	

GIFTS OF THE EYE FOMORAIC (Reivers of the Eye) Artefact List

Up to 10% of a Fomoraic (Reivers of the Eye) host's cost may be spent on Gifts of the Eye.

Fomoraic (Reivers of the Eye) 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.

	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules		Cos
Slaver's Axe Sorcerous Axe	+ 1 2 3	18	+18	0.5"			2	1	Borne	Add or Replace; Hook; Goad		3+1
Souls for Baalor	Cruel: the bearer gains	+10 AUTHORI	TY if at least	one unit of sl	laves is includ	ded in his command a	s well as the 'fearle	ss' trait.				
	+ 1 2 3 4	13	+13	0.5"			1	1	Borne	Add or Replace; Hook;		9+
Broken Axe of Naang	+ 1 2 3	26	+26	0.5"			2	2	Borne	Vicious Damage	Foot only	97
Sorcerous Axe ² A killer's instinct	Crackhead: If the bea finally broken and so do For the mighty: Only	estroyed.	_			_	e roll, and so on unt	l no 5s are ro	olled; but if t	he bearer does roll a further 5	5, the Broken Axe of I	Naang is
	+ 1 2 3 4 5	11	+11	0.5"			1	1	Borne	Add or Replace; Hook;		9+
Floe Axe Sorcerous Axe	+ 1 2 3 4	22	+22	0.5"			2	2	Borne	Freeze Damage	Foot only	9-
Born of the ice	The ice beneath: Onc line - that is 2D10" lon	e per battle hor g directly forwa	ur, at any poi rds from his	int in his activ	ation or react	tivation, the bearer o	f the Floe Axe may s immediately suffer	strike the gro	und. When t lamage.	his occurs the bearer may dra	w a 1" wide line - cal	led a floe
Blade of the Tundra	+ 1 2 3	16	+16	0.5"			1	1	Borne	Add or Replace; Ignores		9.
Sorcerous Sword 4	+ 1 2	32	+32	0.5"			2	2	Borne	Armour; Cold Damage (2)	Foot only	9-
The cold of the earth	Reivers only: Only wa	rriors of the kin	'Man' may b	ear the Blade	of the Tundr	ra.						
	+ 1 2 3	12	+12	3"			2	1	Borne	Replace; Goad		9.
	Whip and Axe: The W Reivers only: Only wa	hite Whip repla	ices the Whip	part of a Wh	ip and Axe co		the same profile, on	y the wound	ed warrior is	affected.		
Morlaak's Axes	+ 1 2 3 4 5 6 7	hite Whip repla	ices the Whip	part of a Wh	ip and Axe co		the same profile, on	y the wound	Borne	Replace; Quick Strike; Hoo	k; Cold Damage	4-
Sorcerous Two Axes 6	+ 1 2 3 4 5 6 7	Thite Whip repla erriors of the kin	Ces the White Man' may be	part of a Whoear The White	ip and Axe co e Whip.	ombat weapon.		,		1	k; Cold Damage	4-
Sorcerous Two Axes 6 He of the unsound mind	## 1 2 3 4 5 6 7 Madman: the bearer c	thite Whip replayers of the king 18 Morlaak's Axe	rces the Whip 'Man' may b +18 s becomes fr	part of a Whear The White 0.5" enzied at the	ip and Axe co e Whip.	ombat weapon.	1	,		Replace; Quick Strike; Hoo	k; Cold Damage	
Sorcerous Two Axes He of the unsound mind Axe of the Reiver	+ 1 2 3 4 5 6 7	Thite Whip replainment of the king of the	+18 s becomes fr	o part of a Wheer The White 0.5"	ip and Axe co e Whip.	ombat weapon.	1	2	Borne	1	k; Cold Damage	
Sorcerous Two Axes He of the unsound mind Axe of the Reiver	Reivers only: Only wa + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2	hite Whip replairiors of the kin 18 Morlaak's Axe 12 24	+18 s becomes fr +24	o part of a Whoear The White 0.5" enzied at the 0.5" 0.5"	ip and Axe or e Whip. start of the b	pattle.	1	2	Borne Borne	Replace; Quick Strike; Hoo		
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence	Reivers only: Only wa + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2 + 1	hite Whip replairiors of the kir 18 of Morlaak's Axe 12 24 The bearer gain	+18 s becomes fr +12 +24 ns the 'fearle:	part of a Whoear The White 0.5" enzied at the 0.5" 0.5" ss' trait and +	ip and Axe or e Whip. start of the b	pattle.	1	2	Borne Borne	Replace; Quick Strike; Hoo Add or Replace; Hook		7-
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Bloodfrost	Reivers only: Only was + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2 + 1 The Eye is upon me: + 1 2	hite Whip replayments of the kin 18 18 of Morlaak's Axe 12 24 The bearer gain	+18 s becomes fr +12 +24 ns the 'fearle: +16	p part of a Whear The White 0.5" enzied at the 0.5" 0.5" ss' trait and + 0.5"	ip and Axe or e Whip. start of the b	pattle.	1 2 1	2 1 2	Borne Borne	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry;	Foot only	7-
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Place of five at	Reivers only: Only wa + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2 + 1 The Eye is upon me: + 1 2 + 1 The slow death: for e	hite Whip replarriors of the kir 18 If Morlaak's Axe 12 24 The bearer gain 16 32 ach fated dama	+18 s becomes fr +12 +24 ns the 'fearle: +16 +32 ge die cause	part of a Whear The White 0.5" renzied at the 0.5" 0.5" 0.5" 0.5" d by the Blood by the Blood by the Blood	start of the b	ombat weapon. Jattle. TY.	1 2 1 2	2 1 2	Borne Borne Borne Borne	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry;		7-
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Bloodfrost Sorcerous Sword Veins of ice	Reivers only: Only we + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2 + 1 The Eye is upon me: + 1 2 + 1	/hite Whip replarriors of the kir 18 of Morlaak's Axe 12 24 The bearer gair 16 32 each fated dama arriors of the kir	+18 s becomes fr +12 +24 ns the 'fearles +16 +32 age die cause 'Man' may b	part of a Whear The White 0.5" enzied at the 0.5" 0.5" 0.5" 0.5" d by the Bloodear the Bloodear the Bloode	start of the b	ombat weapon. Jattle. TY.	1 2 1 2	2 1 2	Borne Borne Borne Borne	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry; Freeze Damage	Foot only	7-
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Bloodfrost Sorcerous Sword Veins of ice aad Dog's Man-Mangler	Reivers only: Only wa + 1 2 3 4 5 6 7 Madman: the bearer of + 1 2 + 1 The Eye is upon me: + 1 2 + 1 The slow death: for e	hite Whip replarriors of the kir 18 If Morlaak's Axe 12 24 The bearer gain 16 32 ach fated dama	+18 s becomes fr +12 +24 ns the 'fearle: +16 +32 ge die cause	part of a Whear The White 0.5" renzied at the 0.5" 0.5" 0.5" 0.5" d by the Blood by the Blood by the Blood	start of the b	ombat weapon. Jattle. TY.	1 2 1 2	2 1 2	Borne Borne Borne Borne	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry; Freeze Damage	Foot only	16
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Bloodfrost Sorcerous Sword Veins of ice	Reivers only: Only wath 1 2 3 4 5 6 7 Madman: the bearer of 1 2 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1	/hite Whip replarations of the kir 18 If Morlaak's Axe 12 24 The bearer gain 16 32 ach fated dama surriors of the kir 54	+18 s becomes fr +12 +24 ns the 'fearler +16 +32 ged die cause 'Man' may b +54	part of a Whear The White O.5" cenzied at the O.5" o.5" ss' trait and + O.5" o.5" d by the Bloodear the Blood	start of the b	ombat weapon. Jattle. TY.	1 2 1 2 2 old tokens must be	2 1 2 1 2 attached to the	Borne Borne Borne Borne e victim in a	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry; Freeze Damage addition to any freeze tokens.	Foot only	16
Sorcerous Two Axes He of the unsound mind Axe of the Reiver Sorcerous Axe All-seeing influence Bloodfrost Sorcerous Sword Veins of ice laad Dog's Man-Mangler Sorcerous Great Cleaver	Reivers only: Only water to 1 2 3 4 5 6 7	/hite Whip replarations of the kir 18 If Morlaak's Axe 12 24 The bearer gain 16 32 ach fated dama surriors of the kir 54	+18 s becomes fr +12 +24 ns the 'fearler +16 +32 ged die cause 'Man' may b +54	part of a Whear The White O.5" cenzied at the O.5" o.5" ss' trait and + O.5" o.5" d by the Bloodear the Blood	start of the b	ombat weapon. Jattle. TY.	1 2 1 2 2 old tokens must be	2 1 2 1 2 attached to the	Borne Borne Borne Borne e victim in a	Replace; Quick Strike; Hoo Add or Replace; Hook Add or Replace; Parry; Freeze Damage addition to any freeze tokens.	Foot only Foot only Vicious Damage	16 14 9+

HOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost				
Snow Bow Sorcerous Bow 1	+ 1 2 3 4	12	+12	0"	9″	36"	48"	1	2	Borne	Replace; Cold Damage	8+M				
Blinded by the blizzard	Blizzard blind: Warrio	rs that suffer fa	ited damage	caused by the	Snow Bow b	ecome unsig	hted until th	e end of the	current battle	hour.						
Bow of the Tundra Sorcerous Bow 2	+ 1 2 3	14	+14	0"	9″	36"	48"	2	2	Borne	Replace; Ignores Armour; Cold Damage (2)	6+M				
The cold of the sky	Reivers only: Only wa	rriors of the kir	'Man' may b	ear the Bow o	of the Tundra											
TCE Silaits	+ 1 2	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce; Cold Damage	7+M				
Sorcerous Arrows The cold of the earth	Rising cold: Any unit t attached to the unit) ga										and then (as long as there is at least one cold effect tele hour.	token				
Heartsplinters Sorcerous Arrows 4	Equal	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce	7				
The agony of the heart	Splitting pain: any wa	rrior that suffe	rs a fated sho	ot die from the	e Heartsplinte	rs will immed	liately become	e entangled, s	uch is the ag	ony they cau	se.					
Flust Axe of Aarbey	+ 1 2 3 4 5	Splitting pain: any warrior that suffers a fated shot die from the Heartsplinters will immediately become entangled, such is the agony they cause. 1 2 3 4 5 11 + 11 0" 3" 12" 15" 2 1 Borne Add or Replace; Move and Shoot; Ride and Shoot; 84														
Sorcerous Throwing Axe Of Aarbeg's renown	Returner: the Frost Axe of Aarbeg returns to the bearer after the <i>Shoot action</i> performed with it is resolved. Man only: Only warriors of the kin 'Man' may bear this shot weapon artefact.															
Heartseeker	+ 1 2	18	+18	0"	9″	36"	48"	2	2	Borne	Add or Replace	10+				
Sorcerous Bow The heart beats for pain	Hear the Beat: the be and maximum range (a					to his shoot	value, never	positive modif	iers, against	Living Target	s. Additionally, the Heartseeker gains +4D10" effective	e range				
Frostwind Sorcerous Breath 7	1 2 3	12	+12			4"		1	0	Natural	Combat Shot Weapon; Spray; 4" Frost Spray Template; Cold Damage	3+1				
The breath of winter	Iced blood: the beare	gains the 'resi	stant (fire, he	ellfire)' ability.												
- Juditophiceo.	+ 1 2 3	26	+26	0"	9″	60"	72"	2	2	Borne	Add or Replace; Cold Damage; Vicious Damage	8+1				
Bow ° Rending	For the Mighty: only	warriors with a	MIGHT attrib	ute of 50 or n	nore may bea	r this weapor	١.									
	+ 1 2 3 4 5 6	11	+11	0"	3″	15"	18"	1	1	Borne	1 2 3 Add or Replace; Shots (3); Impetus Shot; Distinct Shot	3+1				
Throwing Axes Roughly wrought	Accurate: the bearer of Graam's Axes gain a shoot modifier of -2.															
Biting Bow	+ 1 2 3	18	+18	0"	9″	36"	48"	1	2	Borne	Replace; Cold Damage	8+1				
Sorcerous Bow The frost bites	Frostbitten: Warriors Reivers only: Only wa					by the Biting	Bow) attach	ed to them as	their mass b	ecome Slow	ed for the remainder of the battle.					

	WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1	Rime 1 Weapon Coating	Rules: Add; Cold Damage; Mundane Artefact	Borne	1
1	Frost Weapon Coating	Rules: Add; Freeze Damage	Borne	4

ARMOUR ARTEFACT	A	rmour+	C+A		Hands	Class	Armour Artefact Rules	Cost
Daara's Armour		12	+12		0	Worn	Replace; Thwart	3+M
Sorcerous Light Armour Hard as nails	Toughened: The bearer ga	ins the 'tou	ugh' trait.					
Whitefur Mantle	2	3	+3		0	Worn	Add	3+M
Cloak The herd's boon	Camouflaged: The wearer	gains the '	`camouflaged	(snow)' trait as well as a -1 parry, evade and sight avoid modifier.				
Helm of the White Eye		9	+9		0	Worn	Replace	8+M
Sorcerous Helmet The authority of Baalor				fied by -2D10 to a minimum of 0, as are any FORCING ROLLS and year the Helm of the White Eye.	RETAINING I	ROLLS, rolled	for each test separately.	
Frostshield		15	+15		1	Borne	Add or Replace; Shieldwall; Parry	3+M
Sorcerous Shield The shield of winter				of the bearer of the Frostshield for the first time in the battle gain while they are within 2" of the bearer.	cold effect to	kens equal to	their mass, and then D5 cold tokens at the end of ea	ch
The Reiver's Eye	5	5	+5		0	Worn	Add; Mundane Artefact	1+M
Sorcerous Armour Emblem The Eye protects	Favoured of Baalor: the b	earer of th	e White Eye	emblem gains a -1 parry modifier.				
Taarg's Black Belly		22	+22		0	Worn	Add	3+M
Sorcerous Gutplate Blunter of blades	Belly Buster: The bearer of Ograx only: Only warriors of			rg forces enemy warriors to re-roll any fated hit (strike, shot or sighear this armour artefact.	it invoke) cau	ised against	the bearer.	
Armour of the Tundra		18	+18		0	Worn	Add or Replace; Thwart	9+M
Sorcerous Light Armour Moss-infused	Hardened: the wearer may Reivers only: Only warriors			vades and sight avoids. ear the Armour of the Tundra.				
Spiked Shield		19	+19		1	Borne	Add or Replace; Shieldwall; Parry	8+M
Shield <i>Deadly spikes</i>	Spiky: the bearer's primary	combat we	eapon gains	+D5 attack dice (rolled for per Attack action) if the Spiked Shield is	part of his cu	ırrent equipr	nent and used in one hand.	
Armour of Pain		12	+12		0	Worn	Add or Replace; Thwart	9+M
Sorcerous Light Armour Invigoration through agony				red by any warrior within 6" (including the wearer) increases the at ary combat weapon's attack dice.	tack dice of t	he primary o	ombat weapon of the wearer by 1 until the end of the	current
Houndhelm	10	7	+7		0	Worn	Add or Replace	7+M
Helmet Master of hounds	Dog Warrior: A Cútain that	t wears the	Houndhelm	increases the attack dice of the primary combat weapon of any Cúa	ax or Cúacx i	n his unit by	1.	

BANNER ARTEFACT	Banner Artefact Rules	Cost
Beast Skulls Sorcerous Finial	Tough: the CONSTITUTION of the bearer, and any unit he has Joined, is increased by 3D10", rolled for in the battle rolls step of the Joining Battle Sequence.	8+M
Reiver Banner Sorcerous Banner	Killers: The bearer of the Reiver Banner, and any unit he has Joined, gain +1 attack die on their primary combat weapon. Host Banner Bearer: only a Host Banner Bearer may bear this banner artefact.	9+M
Mark of the Eye Sorcerous Banner Emblem	Baalor's Favoured: the bearer of the Mark of Baalor, and any unit he has Joined, gain a -1 parry, evade and sight avoid modifier.	11+M
Rime Banner Sorcerous Banner	Rimed with frost: The bearer, and any unit he has Joined, gain the 'Resistant (fire, hellfire)' trait and cold damage (+1) upon their primary combat weapon.	9+M
Slave-Rack Sorcerous Finial	Reminder: Slave units within host banner range of the Slave-Rack double their combat mass. Rack Bearer: only a Reiver Slave Wagon may bear this banner artefact. Rules: Mundame Artefact.	12+M
Banner of the Tundra Banner	This Frosted Earth: The bearer of the Banner of the Tundra gains +D5 earth dice with an earth range of 2D10", rolled for in the battle rolls step of the Joining Battle Sequence. 1 2 3 4 5	7+M
Bitter Banner Sorcerous Banner	Stay Frosty: one cold effect token is attached to each enemy unit within host banner range of the Bitter Banner. This occurs as soon as an enemy unit enters the Bitter Banner's host banner range for the first time and then at the end of each activation thereafter.	4+M
1 The Eye Sorcerous Finial	He Watches: The bearer of The Eye, and any unit he has Joined, increase their SKILL by +2D10, rolled for in the battle rolls step of the Joining Battle Sequence. Host Banner Bearer: only a Host Banner Bearer may bear this banner artefact.	5+M
Skull of Rabaag Sorcerous Trophy Rack	Frightener: The bearer gains the 'Terrifying' trait. Additionally, enemy warriors <i>Attack</i> the bearer with a +1 strike modifier. Ograx only: Rabaag's Plunder may only be borne by an Ograx noble, but not just a banner bearer - any ograx noble may bear this trophy rack.	4+M
1 Mossbone Sorcerous Finial	The frosted earth: The bearer, and any unit he has Joined, gain +1 PACE.	5+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
Hoar-horn Sorcerous Instrument	Rimed: after a successful Inspire action performed by the bearer of Hoar-horn, the amount of cold tokens attached to any unit within 12" of the bearer are doubled.	7+M
1 Reiver's Ruin Tune	2 Your death awaits: all friendly non-Allied units in host instrument range gain +2D10 combat mass for the current battle hour after this tune is performed. Host herald only: only host heralds may bear this instrument.	8
Bell of Carn Coul Sorcerous Instrument	You will be ours!: Living enemy units that fail a DREAD TEST caused by the bearer's Daunt action must perform a Panic reaction. If a Daunted unit passes if PANIC TEST, it becomes confused as slowed for the remainder of the battle hour. Hoofbeats: the range of the host instrument (which is the hooves of the bearer and the Provoking units) is 24" from the bearer and from any Provoking unit. Rules: The Bell of Carn Coul may only be borne by a Reiver Slave Wagon.	19+M
1 Horn of Staark Sorcerous Instrument	Murderers: If a unit is successfully Inspired by the bearer of the Horn of Staark, it immediately becomes exulted and gains an additional -1 strike modifier on all of its combat weapons for the 4 remainder of the current battle hour. Host herald only: only host heralds may bear this instrument.	9+M
Belly-Bellow Roar	Belly's Gonna Getcha: The amount of bulk impact strikes caused by a unit that is Roused by the Belly-Bellow in the current battle hour are doubled, after calculating the initial amount by comparing mass. Roarers: only vassal warriors with the 'roarer' ability may muster and perform the Belly-Bellow, regardless of whether they are a herald or not.	10
1 Whitesedge Horn Sorcerous Instrument	6 Protect and Survive: the focus and effective range of enemy Invoke actions against any unit Inspired by the Whitesedge Horn is reduced by 2D10", rolled for after the invoke distance is measured.	10+M
Gut Gong Sorcerous Instrument	7 Dinnert: a unit Inspired by the Gut Gong increases its PACE by +D5 until the end of the current battle hour. Ograx host herald only: only ograx host heralds may bear this instrument.	5
Call of the Eye	8 The Allure: after the Call of the Eye tune is played, any friendly unit within host instrument range become exulted. Host herald only: only host heralds may bear this instrument.	4
Reiver Horn Instrument	9 Attackl: If the bearer successfully Inspires his own unit with the Reiver Hom instrument it gains a -1 strike modifier for the remainder of the current battle hour. Rules: Mundane artefact. The Reiver Horn may be mustered by any vassal herald.	1+M
Chant of Killers Instrument	Doom is upon you: If the bearer successfully performs an <i>Inspire action</i> on his own unit, any Living enemy unit within instrument range of the bearer must perform a <i>Panic reaction</i> . The instrument range of the Chant of Killers is 12" plus the current mass of the bearer and his unit. Rules: Mundane artefact. The Chant of Killers may be mustered and played by any vassal unit of the Reiver realm, regardless of whether they have a herald or not.	6+M

TALISMAN ARTEFACT	Talisman Artefact Rules	Class	Cost
Iron Torc Sorcerous Vambrace	1 Once-Slave: the bearer of the Iron Torc gains the 'Fearless' trait and increases his CONSTITUTION by +4D10, rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add	Borne	12+M
Whiteshard Sorcerous Pendant	Branded: the wearer of the Whiteshard gains a -1 parry modifier. Rules: Add	Worn	3+M
Lichenous Gift Sorcerous Skin	Lichen Skin: the bearer of the Lichenous Gift increases his earth dice by +D5, rolled for in the battle rolls step of the Joining Battle Sequence, and then in the hour rolls step of the An 3 Hour Passes Sequence. Rules: Add or Replace	Worn	6+M
Slaveskin Cap Sorcerous Cap	Cruel Cap: the wearer of Slaveskin may, if he suffers damage from any source, force any warrior of the privilege slave in his own command within 6" to suffer it instead. Only one slave may be damaged in this way; if that slave dies as a result, any remaining damage is suffered by the wearer. Rules: Yad	Worn	8+M
Blood of Griaan Sorcerous Blood	5 Pureblood: The bearer gains the 'resistant (corruption)' trait and the 'Aura Parry' rule on all his armour elements. Rules: Add or Replace	Natural	3+M
Black Brow Sorcerous Pendant	6 Deflector: The bearer's parry, evade and avoid rolls are modified by -1. Rules: Add	Worn	6+M
Ring of Tol Dun Sorcerous Ring	Snowblind: The Ring of Tol Dun ensures the bearer cannot become the Target of any shot nor the Mark of any sight invocation under any circumstances. He is, effectively, unseen to 7 all shots and sight invocations. Rules: Add	Natural	13+M
Lithskull Sorcerous Belt-Hung Skull	Stone Skull: Enemy warriors that perform Earth, Channel or Absorb reactions against Invoke actions performed by the bearer of Lithskull must re-roll all of their earth, channelled and absorbed dice. Rules: Add	Borne	10+M
Eye of Winter Sorcerous Pendant	The Cold Earth: the bearer of the Eye of Winter gains +D5 earth dice, rolled for in the hour rolls step of the An Hour Passes Sequence. 1 2 3 4 5 Rules: Add; Earther only	Worn	4+M
Cloak of Black Sedge	Negater: Enemy <i>Invoke actions</i> performed against the bearer gain a +D5 invoke modifier. Rules: Add or Replace	Worn	12+M

NCHANTED ARTEFACT	Enchanted Artefa	act Rules										Class	Cos
Staff of the Tundra Sorcerous Staff		n create). If a un t weapon and one	it in a comma e invocation i	and he is part	of does not						oart of, including himself (and including old damage rule on its primary combat	Staff	8+
Vast Maw Sorcerous Body		er.	t Maw gains	the Vast Maw	combat wea	pon as outline	ed below as w	ell as the 'Dev	ourer' ability.	The bearer	may only <i>Grab</i> warriors of mass 1 with	Natural	
COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		11-
Vast Maw Bite	1 2 3	10	+10	0"				1	0	Natural	Grab		
The White Eye Sorcerous Tattoo	Killer: The bearer gains +D5 attack dice on his primary combat weapon, rolled for in the battle rolls step of the Joining Battle Sequence. Natural										5+		
Crooked Wand Sorcerous Wand	Bent power: The invoke dice of any invocation mustered by the bearer are increased by 1, but if the bearer fumbles, the fumble roll result is modified by -1. Worn										4-		
Mask of Gul Daar Sorcerous Mask	Cruel Visage: the be	earer gains the 'fe	earsome' trait	and the Mas	k of Gul Daar	gaze shot we	eapon below.					Natural	
SHOT WEAPON	Shoot Dice	Gz Dmg	GI Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		11
Mask of Gul Daar Sorcerous Mask	1 2	2D10	1D5	0"	0"	9″	15"	1	0	Natural	Cold Damage		
Eye of Baalor Sorcerous Scar	Ascendant: the bea	rer of the Eye of I	Baalor may in	clude one va	ssal unit of th	e Baalor reali	m in his comm	and.				Natural	7-
Scroll of Chaal Sorcerous Belt-Hung Scroll	Hidden Knowledge Tundral Spells list. Rules: Add; Sorcere			ead at any po	oint in the bea	arer's activation	on. When he o	loes so, he ma	y perform or	ne <i>Invoke ac</i>	tion with any invocation from the	Borne	6-
Black Moss Sorcerous Belt-Hung Moss	Hard to Kill: the bea		Black Moss at	any point in	his activation	or reactivation	on, gaining DS	wounds in th	e process. Th	nis can increa	ase his WOUNDS beyond its basic value.	Worn	9.
Clod of Raacha Belt-Hung Pouch	Protection: the Cloc rolling 10D10. Rules: Add	l of Raacha has th	ne 'dissipater'	rule with a d	lissipate range	e of 12". The	TEMPER of th	e Clod of Raa	cha is differer	nt for each D	issipate action and is determined by	Borne	8-
Wogaa's Flogger Sorcerous Whip	Whipcracker: the book any unit Bound to him Rules: Add or Replace	n, gain the 'fearle		er combat we	eapon and sho	ot weapon as	detailed below	v as well as th	e 'Bind (More	ograx, Gorog	rax)' ability. Additionally the bearer, and	Borne	
COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
Wogaa's Flogger Sorcerous Whip	+ 1 2 3 10 +10 3" 2 1 Borne Goad; Vicious Damage; Pierce												13
SHOT WEAPON	Shoot Dice Weapon+ M+W Min Rge Lth Rge Eff Rge Max Rge Damage* Hands Class Weapon Rules												
Wogaa's Flogger	Shoot Dice Weapon+ M+W Min Rge Lth Rge Eff Rge Max Rge Damage* Hands Class Weapon Rules 1 2 10 +10 0" 0" 6" 6" 1 1 Borne Combat Shot Weapon; Distinct Shot; Shoot and Drag; Pierce												

BRAND ARTEFACT	Artefact Rules											Class	Cost	
Mark of Baalor Brand	Skilled: The bearer of t Rules: Add; Mundane A		alor gains a -	1 strike modif	ier for all of i	s combat we	apons.					Natural	2+UM	
White Mottle Sorcerous Brand	Flankers: The riders of Rules: Add; Mundane A					OLL they make	e by -2D10 to	a minimum o	f 0.			Natural	1+MM	
Iron Grille Brand	Whipped up: The bear Rules: Add; Mundane a						battle, thus a	adding +1 frer	nzied attack d	lie to their pri	mary combat weapon.	Natural	1+UM	
Manacles of Maag Sorcerous Manacle	Enslaved: the wearer of Rules: Add	· ···												
Rings of Criaac Sorcerous Nose Ring		whip is worse: The wearers of the Rings of Criaac may re-roll any PANIC TEST they are required to make. The second roll is binding. s: Add; Only warriors of the Slave privilege may bear this brand.												
Frosthoof Sorcerous Brand	Swift: the bearers of the Rules: Add; Mundane a	ft: the bearers of the Frosthoof brand increase their PACE by +2. If the bearers are draught animals, the PACE of their engine is increased by +1. es: Add; Mundane artefact; Capacx only (as mount or draught animal)												
Baab the Bludgeoner Sorcerous Brand	Splat: the bearer of the Rules: Add; Morograx a			d will cause m	ighty strikes	on the roll of	an 8 or 9, not	t just a 9.				Natural	6+M	
Ronaan's Mark Sorcerous Brand	Better Trained: The be Rules: Add; Only warrie					on their prima	ary combat we	eapon.				Natural	3+UM	
Nailed Collars Sorcerous Collars	Burnt: the wearers of t Rules: Add; Cúax and C		rs convert al	graze dice ro	lled by the e	nemy into wo	und dice.					Worn	1+UM	
Tundral Breath Sorcerous Brand	O Cold of the earth: the	bearer, which	must have th	ne Solitary sub	olcass, gains t	the Tundral B	reath spray sh	not weapon as	shown below	v.		Natural		
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		4+UM	
Tundral Breath Spray	1 2 3													

				RI	EIV		UN er TAYN	TA:	IN							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv		nds	Unit Size		Co	ost
								,		,		2	1			
Fomoraic	Reivers of the Eye	Man	Warl	ord	No	ble	Vete	eran	Uncor	mmon	М	ass 1	Base Size 30mm		3	1
REIVER	UNTAIN	Pace	Sk	ill	Might		Constitution		Wounds		Fortitude		Authorit	у	Ten	nper
Frost Blood	; Insensate	5	8:	L	4	2	3	2	7	7	g	0	91		2	:3
Abili	ities	Disciplined; Tactician														
Wound	l 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 Ru	ules			
Reive	τ Δνο	1 2 3 4 5 6 7	9	51	0.5 "				1	1	Borne	Hook				
A×		1 2 3 4 5 6	18	60	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules			Cost
Reiver Ax	(es Two Axes	123456789	9	51	0.5"				1	2	Borne	Replace (Re	eiver Axe); Hook; Qu	iick Strik	e	-1
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules			
1 Reiver I	Bow Bow	1 2 3	8	50	0"	9"	36"	60"	1	2	Borne	Add				2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les			
Beaten A			8	40						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with (option				Hands	Class	Armour Ru	ıles			Cost
Reiver H	elm Helmet		5	45						0	Worn	Add				1
Reiver Sl	hield Shield		9	49	+Helmet	54				1	Borne	Parry; Add				2
MOUNT (OPTIONS	Mount Option Rules														Cost
Сарасх	Beast Mount	May ride a Capacx; Rider	gains the Fla	nker abilities	5											8
MOUNT ARMO	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cost
a Bardin	g Barding	6 46 0 Worn Add												1		
CHARIOT	OPTIONS	Chariot Option Rules											Chai	riot+	C+A	Cost
Reiver Ch	ariot Chariot	May ride a Reiver Chario	t, replacing on	e Reiver cre	w that is not	the driver. Ri	der gains the	Flanker abilit	ty.					7	47	36
ENGINE (OPTIONS	Engine Option Rules											Engi	ine+	C+A	Cost
Mammox War 1	Tower Engine Leader	May ride a Mammox Wai	Tower in add	ition to the	crew to becon	ne the engine	's leader.						1	19	<i>59</i>	595
	FMR-RVI	E-0200 - Haraald; FMI	R-RVE-1200	- Kaarsta	an; FMR-RV	E-1203 - F	lunter Kaai	stan; FMR	-RVE-1210	- Aastrid;	FMR-RVE-	1273 - Arch	ner Maari			

			OG	RA			VER		NTA	IN						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubiq	juity	На	nds	Uni	Size	Co	ost
Fi-	Reivers of the Eve	0	Warchief		Noble		V-4-				М	ass	Base	e Size		8
Fomoraic	Reivers of the Eye	Ograx			Noble		Veteran		Uncommon			4	60	mm	8	8
OGRAX REIV	ER UNTAIN	Pace	Skill		Might		Constitution		Wounds		Fort	itude	Auth	ority	Ten	nper
Frost Blood; Insensate	e; Tough; Fearsome	6	6	1	70		65		16		8	32	7	' 3	4	3
Abilit	ties	Bulk Charger; Roarer	Bulk Charger; Roarer													
Wound	Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16												
COMBAT \	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Mighty (Cleaver	1 2 3 4 5 6 7 8 9 10	10	80	1 "				1	1	Borne					
Cleav		1 2 3 4 5 6 7 8 9	20	90	1 "				2	2	Borne	Foot only; I	Mighty Strike	; Vicious Dama	ige	
COMBAT WEAF	ON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			Cost
Two Mighty	Clubs Clubs	1 2 3 4 5 6 7 8 9 10 11 12	10	<i>80</i>	1 "				1	2	Natural	Replace (M	ighty Cleaver); Quick Strike		-11
ARMO	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Beaten A			8	73						0	Worn					
ARMOUR (OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour R	ules			Cost
Beaten He	elm Helmet		5	<i>78</i>						0	Worn	Add				2
Beaten Sh	nield Shield		9	82	+Helmet	<i>87</i>				1	Worn	Add; Shiela	lwall; Parry			2
MOUNT O	PTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Feleox Ar	dent Mount	May ride a Feleox											8	11	84	77
Theracx A	rdent Mount	May ride a Theracx											8	11	84	68
MOUNT ARMO	UR OPTIONS		Armour+	Feleox	Theracx					Hands	Class	Armour R	ules			Cost
Beaten Bar	ding Barding		6	90	90					0	Worn	Add				1

				RE:	IVE		VAF WAR-lok	RLC	CK							
Kindred	Realm	Kin	Cla	nss	Priv	rilege	Acı	iitv	Ubio	ıuitv	Ha	nds	Unit	Size	Co	st
									<u> </u>	•	M	2 lass	Bacc	1 Size		
Fomoraic	Reivers of the Eye	Man	War	lord	No	oble	W	ild	Uncor	mmon		1	30		4	5
REIVER V	VARLOCK	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	hority Te		per
Frost Blood	; Insensate	5	3	6	3	31	2	8		5	7	77	3	4	6	4
Abil	Abilities Augurer; Dissipater; Earther; Sorcerer [Tundral Spells] (2)													Focus Ra	nge: 10"	
Wound	l Track	1 2 3 4 5 6												Ea	rth Dice: 1	2 3 4 5 6
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rule	es			
1 Reiver		1 2 3	9	40	0.5 "				1	1	Borne	Parry				
2 Staff of Sorcero		1	7	38	1 "				1	1	Borne	Staff of the Ey	e Artefact;	Cold Damage		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Rule	s			
Beaten			7	35						0	Worn					
ARTEI	FACTS	Artefact Rules														
2 Staff of Sorcero		The All-Seeing Eye: activation.	The Staff of the	Eye increas	es the effectiv	e range or fo	cus range of a	ny of the Re	iver Warlock's	invocations b	y 2D10". Ro	ll for this range in	ncrease at 1	the beginning o	of the Reiver	Warlock's
MOUNT	OPTIONS	Mount Option Rule	5										Mass	Mount+	C+A	Cost
Сарасх	Beast Mount	May ride a Capacx; Ri	der gains the Fla	nker ability									3			6
CHARIOT	OPTIONS	Chariot Option Rule	Chariot Option Rules										Chariot+	C+A	Cost	
Reiver Ch	ariot Chariot	May ride a Reiver Cha	May ride a Reiver Chariot, replacing one Reiver crew that is not the driver. Rider gains the Flanker ability.									7	14	36		
ENGINE	OPTIONS	Engine Option Rule	s											Engine+	C+A	Cost
Mammox War	Tower Engine Leader	May ride a Mammox l	Var Tower in add	dition to the	crew to beco.	me the engin	e's leader.							19	26	594
Mammox War	Tower Engine Crew	May ride a Mammox v	vith War Tower,	replacing or	ne Reiver crev	v that is not t	he driver nor i	ts leader.						19	26	-5
						FMR-RVE-:	L 270 - M aar	i								

					REI	VEI REE-VE	RT.	AIN	1							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	ıitv	Ubiq	uitv		nds		Size	Co	ost
										-		ass		1 e Size		_
Fomoraic	Reivers of the Eye	Man	Ward	hief	No	ble	Vete	eran	Com	mon		1		mm	1	.8
REIVE	R TAIN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	itude	Auth	ority	Ten	nper
Frost Bloo	d; Insensate	5	74	4	3	5	2	4	5	5	8	2	8	32	2	22
Abi	ilities	Disciplined; Tactician														
Woun	nd Track	1 2 3 4 5														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Reive	er Axe	1 2 3 4 5	9	44	0.5 "				1	1	Borne	Hook				
	Axe	1 2 3 4	18	53	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
Reiver A	XES Two Axes	1 2 3 4 5 6 7	9	44	0.5"				1	2	Borne	Replace (Ax	e); Hook; Q	uick Strike		0
Whin and	Axe Whip; Axe	1 2 3 4 Axe	9	44	0.5 "				1	1	Borne	Replace (Re	iver Axe)	Hook		1
•		1 2 3 Whip	7	42	3 "				1	1	Borne		-	Goad		
	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Kules			Cos
	Bow Bow	1 2	8	43	0"	9"	36"	60"	1	2	Borne	Add	_			2
	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour Armour		6	30						0	Worn					
	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles			Cos
Reiver F	Helm Helmet		4	34						0	Worn	Add				1
Reiver S	Shield Shield		9	39	+Helmet	43				1	Borne	Add; Shield	wall; Parry			2
NOBLE	OPTIONS	Noble Option Rules														Cos
Skull-Beare	* Host Banner Bearer	May bear the Host's Bann	ner. Gains the	Host Banne	er Bearer abilit	'y										7
Horn-Bea	I rer Host Herald	May bear the Host's Insti	rument. Gains	the Host He	erald ability											7
Hunt	ter Scout	Muster with (Reiver Bow)); Foot only; (Gains the Fla	nker, Scout a	nd Skirmishei	abilities and,	if he is a coi	mmander, the	Marksman a	bility					3
Cútain	Beast Handler	Muster with (Whip and A.	xe); Gains the	Beast Hand	dler (Cúax, Cú	acx) and Flan	ker abilities									3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Сарасх	Beast Mount	May ride a Capacx; Rider	gains the Fla	nker ability									3			7
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cos
Bardii	ng Barding		5	<i>35</i>						0	Worn	Add				1
CHARIO	T OPTIONS	Chariot Option Rules												Chariot+	C+A	Cos
Reiver Cl	hariot Chariot	May ride a Reiver Chariot	t, replacing on	e Reiver cre	ew that is not	the driver. Ri	der gains the	Flanker abilit	y.					7	<i>37</i>	36
ENGINE	OPTIONS	Engine Option Rules												Engine+	C+A	Cos
Mammox War	Tower Engine Leader	May ride a Mammox War	Tower in add	lition to the	crew to becor	me the engine	s leader.							19	49	59
Mammoy War	Tower Engine Crew	May ride a Mammox with	War Tower, i	replacing on	e Reiver crew	that is not th	e driver nor i	ts leader.						19	49	-5

				R	EIV	ER REE-vei	UL-tayn	TA]	[N							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds		Size	Co	ost
												2 lass		1 e Size		
Fomoraic	Reivers of the Eye	Man	Ward	hief	No	ble	Dri	lled	Com	mon	$\overline{}$	1		mm	1	.1
REIVER	ULTAIN	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood,	; Insensate	5	64	4	3	32	2	.0	4	ļ	7	78	5	1	1	.7
Abili	ities	Disciplined; Tactician														
Wound	l Track	1 2 3 4														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Reive		1 2 3 4	9	41	0.5 "				1	1	Borne	Hook				
1 Keive		1 2 3	18	50	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEAK	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R				Cost
1 Reiver Ax	es Two Axes	1 2 3 4 5 6	9	41	0.5"				1	2	Borne	Replace (Ax	e); Hook; Q	uick Strike		1
		1 2 3 4 Axe	9	41	0.5 "				1	1	Borne			Hook		4
1 Whip and A	**	1 2 3 Whip	7	39	3 "				1	1	Borne	Replace (Re	iver axe)	Goad		4
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			Cost
1 Reiver I	Bow Bow	1 2	8	40	0"	9"	36"	60"	1	2	Borne	Add				1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les			
Beaten A			6	26						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles			Cost
2 Reiver He	elm Helmet		4	30						0	Worn	Add				1
3 Reiver St	hield Shield		9	35	+Helmet	39				1	Borne	Add; Shield	wall; Parry			1
NOBLE C	PTIONS	Noble Option Rules														Cost
Skull-Bearer	Host Banner Bearer	May bear the Host's Ban	ner. Gains the	Host Banne	er Bearer abili	ty										7
Horn-Bear	'er Host Herald	May bear the Host's Inst	trument. Gains	the Host He	erald ability											7
Hunter Sco	ut Commander	Muster with (Reiver Bow); Foot only; (Gains the Fla	anker, Scout a	nd Skirmishei	abilities and,	if he is a co	mmander, the	Marksman a	bility; canno	t be the genera	9/			3
Cútain Be	east Handler	Muster with (Whip and A	lxe); Gains the	Beast Hand	dler (Cúax, Cú	iacx) and Flan	ker abilities									3
MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Сарасх	Beast Mount	May ride a Capacx; Ride	r gains the Fla	nker ability									3			6
MOUNT ARMO	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles			Cost
1 Barding	g Barding		5	31						0	Worn	Add				1
CHARIOT	OPTIONS	Chariot Option Rules												Chariot+	C+A	Cost
Reiver Cha	ariot Chariot	May ride a Reiver Chario	t, replacing on	ne Reiver cre	ew that is not	the driver. Ri	der gains the	Flanker abilit	y.					7	<i>33</i>	36
ENGINE (OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Mammox War 1	Tower Engine Leader	May ride a Mammox Wa	r Tower in add	lition to the	crew to becor	me the engine	e's leader.							19	45	594
	Tower Engine Crew	May ride a Mammox witi												19	45	-5

					R	EIV		W]	ITC	Н						
Kindred	Realm		Kin	Cla	ec.	Driv	ilege	Acı	ity	Ubia	wity	Ha	ands Ur	it Size	C	ost
Kiliuleu	Keaiiii		KIII	Cit	133		liege	Acc	iicy	Obiq	uity		2	1	-	,50
Fomoraic	Reivers of the Eye		Man	Ward	chief	No	ble	W	ild	Uncor	nmon	М		se Size	3	7
REIVER	WITCH		Pace	Sk	:ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude Aut	hority	Ten	nper
Frost Blood,	; Insensate		5	3	2	2	28	2	5		ŀ	(56	28	6	4
Abili	ities	Augui	rer; Dissipater; Ea	arther; Sorcerer	[Tundral Sp	ells] (1)									Focus R	ange: 9"
Wound	Track	1 2 3	3 4												Earth Dic	e: 1 2 3 4
COMBAT	OMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules Reiver Sword Sword 1 2 3 9 37 0.5 " 1 1 Borne Parry															
		1 2 3														
Staff of		1		7	35	1 "				1	1	Borne	Staff of the Eye Artefa	ct; Cold Damage		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Rules			
Beaten A				7	32						0	Worn				
ARTER	ACTS	Arte	fact Rules													
Staff of		The A		The Staff of the	Eye increase	es the effectiv	e range or fo	cus range of a	ny of the Rei	iver Witch's inv	ocations by	D10". Roll fo	r this range increase at th	e beginning of t	ne Reiver Wi	tch's
MOUNT (OPTIONS	Mour	nt Option Rules										Mass	Mount+	C+A	Cost
Сарасх	Beast Mount	May r	ride a Capacx; Ric	ler gains the Fla	nker ability								3			6
CHARIOT	OPTIONS	Char	iot Option Rule:	s										Chariot+	C+A	Cost
Reiver Cha	rer Chariot Chariot May ride a Reiver Chariot, replacing one Reiver crew that is not the driver. Rider gains the Flanker ability.												7	39	36	
ENGINE (OPTIONS	Engii	ne Option Rules	;										Engine+	C+A	Cost
Mammox War 1	Tower Engine Leader	May r	ride a Mammox W	ar Tower in add	dition to the	crew to beco	me the engin	e's leader.						19	51	594
Mammox War	Tower Engine Crew	May r	ride a Mammox w	ith War Tower,	replacing or	e Reiver crew	that is not t	he driver nor i	ts leader.					19	51	-5
							FMR-RVE-:	1270 - Maar	i							

				RI	EIV			AVI		TAI	N						
Kindred	Realm	к	Cin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	_	Cos	it
													ass	Base Size			
Fomoraic	Reivers of the Eye	М	lan	Ward	nier	NC	ble	Dri	iea	Uncor	nmon		1	30mm		15	<u> </u>
REIVER SL	AVER TAIN	Pa	ace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	1	[em	per
Frost Blood	d; Insensate	Į.	5	68	3	3	2	2	2	5	5	7	' 5	54		18	}
Abi	ilities	Disciplined;	; Slave Driver	; Tactician													
Woun	d Track	1 2 3 4 5															
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rul	les			
	er Axe	1 2 3 4		9	41	0.5 "				1	1	Borne	Hook				
	r Whip	1 2 3		8	40	1 "				1	1	Borne	Goad				
ARM	10UR			Armour+	C+A						Hands	Class	Armour Rule	es			
	Armour Armour			6	28						0	Worn					
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Rule	es			Cost
Reiver H	Helm Helmet			4	<i>32</i>						0	Worn	Add				1
ENGINE	OPTIONS	Engine Op	otion Rules											Engine	+ C+	A	Cost
Reiver Slave	Cart Engine Leader	May ride a	Reiver Slave	Cart, replacing	one Reiver	Slaver crew t	hat is not the	driver, to bed	ome the eng	ine's leader.				17	4	5	15
Reiver Slave V	Vagon Engine Leader	May ride a	Reiver Slave	Wagon, replaci	ing one Reiv	ver Slaver cre	v that is not t	the driver, to	become the e	engine's leade	r.			17	4	5	30
WARRIC	OR RULES	Warrior F	Rules														
No Sla	acking!	Should he d	do so, the Rei but instead o	iver Slaver and	the Urged u	ınit may imme	diately perfor	m a <i>Run acti</i> o	n (which can	be an Engage	ement action,	and if becor	mes so a <i>compu</i>	n <i>Urge action</i> (which ulsory Attack action m ins in a lively state bu	ust be perf	ormed	•
							FMR-RVE	-12xx - ?									

			0	GR			IVE		ΓΑΙ	N						
Kindred	Realm	Kin	Cla	55	Priv	ilege	Acu	itv	Uhio	uity		ınds	Unit	: Size	C	ost
Killulcu	Reum	N.III	Ciu			licge	Acc	,	ODIQ	quity		2	_	1		,,,,
Fomoraic	Reivers of the Eye	Ograx	Ward	hief	No	ble	Vete	ran	Uncor	mmon		ass 4		mm	5	5
OGRAX RE	IVER TAIN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood; Insensa	nte; Tough; Fearsome	6	5	2	6	2	5	8	1	4	7	76	6	55	4	1
Abi	lities	Bulk Charger; Roarer			_											
Woun	d Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Might	y Club	1 2 3 4 5 6 7 8	9	71	1 "				1	1	Borne					
	lub	1 2 3 4 5 6 7	18	80	1 "				2	2	Borne	Mighty Strik	e; Foot only			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			Cost
Two Might	y Clubs Clubs	1 2 3 4 5 6 7 8 9 10	9	71	# 1"				1	2	Borne	Replace (M.	ighty Club); (Quick Strike		-3
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	pon Rules			Cost
Crude	Bow Bow	1 2 3 4 5	8	70	0"	12"	48"	70"	1	2	Borne	Add				5
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
	Armour Armour		8	66						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ules			Cost
Beaten F	lelm Helmet		5	<i>71</i>						0	Worn	Add				1
Beaten S	Shield Shield		9	<i>75</i>	+Helmet	80				1	Worn	Add; Shield	lwall; Parry			2
NOBLE (OPTIONS	Noble Option Rules														Cost
Skull-Bearer	* Host Banner Bearer	May bear the Host's Bani	ner. Gains the	Host Banne	r Bearer abilit	y										11
Horn-Bea	rer Host Herald	May bear the Host's Insti	rument. Gains	the Host He	erald ability											11
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Feleox /	Ardent Mount	May ride a Feleox											8	11	<i>77</i>	77
Theracx	Ardent Mount	May ride a Theracx											8	11	77	68
MOUNT ARM	OUR OPTIONS		Armour+	Feleox	Theracx					Hands	Class	Armour Ru	ules			Cost
Poston Pa	rding Barding		6	83	83					0	Worn	Add				1

			0	GR			AVE		ΓΑΙ	N					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubio	ıuitv			it Size	Co	ost
												2 ass Bas	1 se Size		_
Fomoraic	Reivers of the Eye	Ograx	Ward	hief	No	ble	Drii	led	Uncor	mmon		4 6	0mm	4	5
OGRAX SL	AVER TAIN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude Aut	hority	Ten	nper
Frost Blood; Insense	ate; Tough; Fearsome	6	4	4	5	8	5	2	1	3	E	57	44	3	7
Abi	lities	Bulk Charger; Roarer;	Slave Driver						`						
Woun	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 Rules			
	d Club	1 2 3 4 5 6 9 67 1" 1 1 Borne													
	d Whip	1 2 3 4	8	66	4 "				1	1	Borne	Goad			
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Rules			
	Armour Armour		7	59						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Rules			Cost
Beaten F	Helm Helmet		5	64						0	Worn	Add			1
ENGINE	OPTIONS	Engine Option Rules											Engine+	C+A	Cost
Reiver Slave	Cart Engine Leader	May ride a Reiver Slave	Cart, replacing	one Reiver	Slaver crew to	hat is not the	driver, to bed	ome the eng	ine's leader.				17	76	23
Reiver Slave V	Vagon Engine Leader	May ride a Reiver Slave	Wagon, replac	ing one Reiv	er Slaver crev	v that is not t	the driver, to	become the e	engine's leade	r.			17	76	30
WARRIO	R RULES	Warrior Rules													
Earn yo	ur Gruel!		o, the Ograx Sla	ver Tain and	l Killing unit n	nay immediate	ely perform an	Attack actio	n regardless o	of its current	vigour. This o	e hour, perform a Kill! Kill annot force the Killing un sheer exhaustion.			
						FMR-RVE	-16xx - ?								

						H-grax REI 					Ha	nds	Unit	Size		
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubiq	luity		2		1	Co	ost
Fomoraic	Reivers of the Eye	Ograx	Ware	chief	No	oble	Vet	eran	Uncor	mmon	М	ass 4		mm	6	8
OGRAX REI	VER HEXER	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood; Insens	ate; Tough; Fearsome	6	3	1	5	8	5	6	1	3	7	' 6	3	31	5	8
Abi	ilities	Bulk Charger; Dissipate	r; Earther; Sor	cerer [Spells	of the Ice] (1)									Focus R	ange: 9"
Woun	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13												Earth	Dice: 1 2
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			
	al Club	1 2 3 4 5 6 7 8	8	66	1 "				1	1	Borne					
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ules			
	Armour		3	59						0	Worn					
	llcap Imet		5	64						0	Worn					
ARTE	FACTS	Artefact Rules														
	stave ous Staff	1 2 3 4 5 6 7 8 9	Hexstave co Curser: Wh then placed	ntains when ilst he bears upon any wa	the battle ho the Hexstave arrior within t	ur begins, to e, the Ograx R he Ograx Reiv	a minimum of Reiver may - a	1. This shoul t any point in rth range (wh	ld be marked of his activation nich can be au	on the Artefa or reactivation gmented as i	ct Line to the on - discard on normal), usin	left. ne or as man g a hex toke	y hex he has n to do so. A	nex roll is the a remaining. Eac warrior that h	ch hex discar	ded is
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Feleox	Ardent Mount	May ride a Feleox											8	11	<i>75</i>	77
Theracx	Ardent Mount	May ride a Theracx											8	11	<i>75</i>	68
MOUNT ARM	OUR OPTIONS		Armour+	Feleox	Theracx					Hands	Class	Armour R	ules			Cost

					K	FT/	/EK		ROST-born	IB	UK	N						
Kindre	ed	Realm		Kin	Cla	ass	Priv	ilege	Acı	uitv	Ubio	uitv		nds		t Size		Cost
	-				-					,	02.4	,	_	2	- '	20+/30	,	
Fomora	aic	Reivers of the Eye		Man	Infa	ntry	Va	ssal	Vet	eran	Uncor	nmon	М	ass 1		e Size Imm		11
REIVE	ER FRO	OSTBORN		Pace	Sk	cill	Mi	ght	Const	tution	Wou	ınds	Fort	itude		nority	Te	mper
F	Frost Blood;	Insensate		5	7	4	3	2	1	6	3	3	7	' 3	1	L4		21
	Abilit	ies	Bind (Ograx Reiver, Ogr	ax Hunter); Di	isciplined												
2 3	R-F 1 1	2 3 R-F 2	1 2 3	R-F 3	1 2 3	R-F 4	1 2 3	R-F 5	1 2 3	R-F 6	1 2 3	R-F 7	1 2 3	R-F 8	1 2 3	R-F 9	1 2 3	R-F 10
2 3	R-F 11 1	2 3 R-F 12	1 2 3	R-F 13	1 2 3	R-F 14	1 2 3	R-F 15	1 2 3	R-F 16	1 2 3	R-F 17	1 2 3	R-F 18	1 2 3	R-F 19	1 2 3	R-F 20
2 3	R-F 21 1	2 3 R-F 22	1 2 3	R-F 23	1 2 3	R-F 24	1 2 3	R-F 25	1 2 3	R-F 26	1 2 3	R-F 27	1 2 3	R-F 28	1 2 3	R-F 29	1 2 3	R-F 30
CON	MBAT V	VEAPON	A	ttack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	Reiver	Axe	1 2 3		9	41	0.5 "				1	1	Borne					
	Axe		1 2		18	50	0.5 "				2	2	Borne	Hook				
СОМВА	T WEAP	ON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
Re	eiver Axe	S Two Axes	1 2 3	4 5	9	41	0.5"				1	2	Borne	Replace (Ax	e); Hook; Q	uick Strike		3
SH	HOT WI	EAPON	9	hoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			
	Reiver		1		8	40	0"	3″	9"	12"	1	1	Borne	1 2 Shots ((2)			
	ARMO	UR			Armour+	C+A						Hands	Class	Armour Ru	les			
Ве	eaten A				6	22						0	Worn					
AR	RMOUR C	PTIONS			Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles			Cost
Re	eiver He	Im Helmet			4	26						0	Worn	Add				1
Re	eiver Shi	ield Shield			9	31	+Helmet	35				1	Borne	Add; Shield	wall; Parry			1
ι	UNIT OP	TIONS	Unit	Option Rules														Cost
	Gultain d	Champion	One R	eiver Frostborn be	comes the mu	stered cham	pion, who ga	ins +1 attack	die on his pr	mary combat	weapon							3
Tusi	k Bearer	Banner Bearer	One F	eiver Frostborn be	comes the mu	ıstered banne	er bearer											2
Н	lorn Blov	Ver Herald	One F	eiver Frostborn be	comes the mu	stered herald	1											2

					F	REI	VEI	R							
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Ac	uity	Ubic	quity	Ha	ands	Unit Size	C	ost
			-							17		2	5+/20+/30 Base Size		
Fomoraic	Reivers of the Eye	Man	Infa	ntry	Va	ssal	Dr	illed	Com	nmon	M	lass 1	30mm		7
REI	VER	Pace	Sk	till	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	nper
Frost Bloo	d; Insensate	5	5	8	3	80	1	.6		3	(58	11	1	.6
Abi	ilities	Bind (Ograx Reiver, Ogr	ax Hunter); Di	isciplined											
1 2 3 Reiver 1	1 2 3 Reiver 2	1 2 3 Reiver 3	1 2 3	Reiver 4	1 2 3	Reiver 5	1 2 3	Reiver 6	1 2 3	Reiver 7	1 2 3	Reiver 8	1 2 3 Reiver 9	1 2 3	Reiver 10
1 2 3 Reiver 11	1 2 3 Reiver 12	1 2 3 Reiver 13	1 2 3	Reiver 14	1 2 3	Reiver 15	1 2 3	Reiver 16	1 2 3	Reiver 17	1 2 3	Reiver 18	1 2 3 Reiver 19	1 2 3	Reiver 20
1 2 3 Reiver 21	1 2 3 Reiver 22	1 2 3 Reiver 23	1 2 3	Reiver 24	1 2 3	Reiver 25	1 2 3	Reiver 26	1 2 3	Reiver 27	1 2 3	Reiver 28	1 2 3 Reiver 29	1 2 3	Reiver 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Paive	er Axe	1 2 3	8	38	0.5 "				1	1	Borne				
1	lxe	1 2	16	46	0.5 "				2	2	Borne	Hook			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Reiver A.	XES Two Axes	1 2 3 4 5	8	38	0.5"				1	2	Borne	Replace (Ax	e); Quick Strike; Hook		3
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
1	er Axe	1	8	38	0"	3"	9″	12"	1	1	Borne	1 2 Shots	(2)		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour Armour		6	22						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles		Cost
² Reiver H	lelm Helmet		4	26						0	Worn	Add			1
3 Reiver S	Shield Shield		9	31	+Helmet	35				1	Borne	Add; Shield	wall; Parry		1
UNIT C	OPTIONS	Unit Option Rules													Cost
Gultai	n Champion	One Reiver becomes the	mustered cha	ampion, who	gains +1 atta	ack die on his	primary com	bat weapon							3
Tusk Bear	'er Banner Bearer	One Reiver becomes the	mustered bar	nner bearer											2
Horn Ble	OWET Herald	One Reiver becomes the	mustered her	rald											2
Veterar	n Reivers	The Reiver Unit become.	s Veteran rath	er than Drilled	d (cost show	n is per warrio	or), gaining +	10 SKILL, +5	FORTITUDE an	nd +5 AUTHOR	ZITY				2
		FMR-RVE-	2200 - Raab	ert's Warb	and; FMR	-RVE-2210	- Raab's V	/arband; Fl	MR-RVE-22	20 - Baara	's Warbar	nd			

					RE	IV		HU HUN-ter	NT	ER						
Kindred	Realm		Kin	Cla	iss	Priv	rilege	Acı	ıity	Ubio	uity	Ha	ands	Unit Size	Cos	it
Fomoraic	Reivers of the Eye		Man	Infa Sup		Va	ıssal	Trai	ined	Com	ımon	M	lass	5+/10+/20 Base Size 30mm	7	
REIVER	HUNTER		Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Bloo	d; Insensate		5	4	8	3	30	1	5	:	3	(53	8	12	2
Abi	ilities	Disc	ciplined; Flanker; Sco	ut; Skirmisher												
	1 2 3 RH 2	-		1 2 3		1 2 3		1 2 3		1 2 3		1 2 3			1 2 3	RH 10
1 2 3 RH 11	1 2 3 RH 12	1 2	3 RH 13	1 2 3	RH 14	1 2 3	RH 15	1 2 3	RH 16	1 2 3	RH 17	1 2 3	RH 18	1 2 3 RH 19	1 2 3	RH 20
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Dagger	1 2		5	35	0 "				1	1	Borne				
SHOT V	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
	er Bow	1		8	38	0"	9″	36"	48"	1	2	Borne	Volley Shoo	t		
ARM	10UR			Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour Armour			6	21						0	Worn				
UNIT C	OPTIONS	Uni	t Option Rules													Cost
Gultai	n Champion	One	Reiver Hunter becor	nes the muste	ered champio	n, who gains	+1 shoot die	on his prima	ry shot weap	on						3
Drilled Rei	ver Hunters	The	Reiver Hunter Unit b	ecomes Drille	d rather than	Trained (cos	st shown is pe	r warrior), gai	ining +10 SKI	LL, +5 FORTI	TUDE and +5 A	AUTHORITY				2
						FMR-I	RVE-2400 -	Baart's Wa	arband							

				R	EIV		YC HUN-ter	UT	Ή						
Kindred	Realm	Kin	Cla	iss	Privi	lege	Acı	uitv	Ubic	uitv	Ha	ands	Unit Size	Co	st
								,	05.4	,		2	5+/20+/30		
Fomoraic	Reivers of the Eye	Man	Infa	ntry	Vas	sal	Dri	lled	Com	mon	М	lass 1	Base Size 30mm	4	ļ.
REIVER	YOUTH	Pace	Sk	all	Mig	jht	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	per
Frost Blood; Inser	nsate; Headstrong	5	5	1	2	8	1	.3	3	3	(57	11	1	5
Abil	lities														
1 2 3 R-Y 1	1 2 3 R-Y 2	1 2 3 R-Y 3	1 2 3	R-Y 4	1 2 3	R-Y 5	1 2 3	R-Y 6	1 2 3	R-Y 7	1 2 3	R-Y 8	1 2 3 R-Y 9	1 2 3	R-Y 10
1 2 3 R-Y 11	1 2 3 R-Y 12	1 2 3 R-Y 13	1 2 3	R-Y 14	1 2 3	R-Y 15	1 2 3	R-Y 16	1 2 3	R-Y 17	1 2 3	R-Y 18	1 2 3 R-Y 19	1 2 3	R-Y 20
1 2 3 R-Y 21	1 2 3 R-Y 22	1 2 3 R-Y 23	1 2 3	R-Y 24	1 2 3	R-Y 25	1 2 3	R-Y 26	1 2 3	R-Y 27	1 2 3	R-Y 28	1 2 3 R-Y 29	1 2 3	R-Y 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Poivo	er Axe	1 2 3	8	36	0.5 "				1	1	Borne				
	xe	1 2	16	44	0.5 "				2	2	Borne	Hook			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Reiver Ax	KES Two Axes	1 2 3 4 5	8	36	0.5"				1	2	Borne	Replace (Ax	e); Quick Strike; Hook		2
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
	er Axe	1	8	38	0"	3″	9″	12"	1	1	Borne	1 2 Shots ((2)		
ARMOUR	OPTIONS		Armour+	C+A	with o	ption	with	option		Hands	Class	Armour Ru	les		Cost
Beaten Arm	OUF Light Armour		9	22						0	Borne	Add			1
2 Reiver H	l elm Helmet		4	<i>17</i>	+Light Armour	26				0	Worn	Add			1
3 Reiver S	hield Shield		9	22	+ Light Armour	31	+ Light Armour; Helm	40		1	Borne	Add; Shield	wall; Parry		1
UNIT O	PTIONS	Unit Option Rules													Cost
Gultair	1 Champion	One Reiver Youth becom	es the muster	red champion	n, who gains +	-1 attack die	on his primai	ry combat we	apon						3
Tusk Beare	er Banner Bearer	One Reiver Youth becom	es the muster	red banner b	earer										2
Horn Blo	DWET Herald	One Reiver Youth becom	es the muster	red herald											2
					FMR-R	VE-2400 -	Baart's Wa	arband							

						CLA	11/6								
						SLA									
						SLA					-	lands	Unit Size		
Kindred	Realm	Kin	Cla	ass	Priv	vilege	Acı	uity	Ub	iquity		2	5+/25+/40		Cost
Fomoraic	Reivers of the Eve	Man	Infa	antry	S	lave	Le	evy	Co	mmon		Mass	Base Size		1
	, , , , , ,			/	_			,				1	30mm		-
SLA	AVE	Pace	Sk	cill	Mi	ight	Const	itution	Wo	unds	For	titude	Authority	Tei	mper
		5	2	27	:	25	1	1		2		55	1		7
Abil	Abilities														
1 2 Slave 1	Slave 1 1 2 Slave 2 1 2 Slave 3 1 2 Slave 3 1 2 Slave 4 1 2 Slave 5 1 2 Slave 5 1 2 Slave 6 1 2 Slave 7 1 2 Slave 8 1 2 Slave 8 1 2 Slave 9 1														
1 2 Slave 11	1 2 Slave 12	1 2 Slave	.3 1 2	Slave 14	1 2	Slave 15	1 2	Slave 16	1 2	Slave 17	1 2	Slave 18	1 2 Slave 19	1 2	Slave 20
1 2 Slave 21	1 2 Slave 22	1 2 Slave	23 1 2	Slave 24	1 2	Slave 25	1 2	Slave 26	1 2	Slave 27	1 2	Slave 28	1 2 Slave 29	1 2	Slave 30
1 2 Slave 31	1 2 Slave 32	1 2 Slave	3 1 2	Slave 34	1 2	Slave 35	1 2	Slave 36	1 2	Slave 37	1 2	Slave 38	1 2 Slave 39	1 2	Slave 40
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	e Spear	1 2	5	30	1.5 "				1	1	Borne				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Rough S	Rough Shield Shield 6 17 1 Worn Add; Shieldwall; Parry 1												1		
UNIT O	PTIONS	Unit Option Rules													Cost
Siftain	1 Champion	One Slave becomes to	e mustered cha	mpion, who g	ains +1 atta	ack die on his p	orimary comb	at weapon							3
Trained	d Slaves	The Slave Unit become	es Trained rathe	er than Levy (c	ost shown i	s per warrior),	gaining +10	SKILL, +5 FOR	TITUDE and	+5 AUTHORITY	,				2
					FMR-	RVE-2400 -	Baart's Wa	arband							

				0	GR		RE:	IVE	R						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubio	uity	Ha	ands	Unit Size	Co	st
											м	2 lass	1+/3+/5 Base Size		
Fomoraic	Reivers of the Eye	Ograx	Monstrous	Infantry	Vas	ssal	Trai	ned	Uncor	mmon		4	60mm	3:	1
OGRAX	REIVER	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensa	ate; Tough; Fearsome	6	34	4	5	2	5	1	1	2	•	58	26	3	3
Abii	lities	Bulk Charger; Roarer; B	ound (Reiver F	rostborn, Re	eiver)										
1 2 3 4 5 6 7 8 9 10	11 12 Ograx Reiver 1	1 2 3 4 5 6 7 8 9 1	0 11 12 Ogr	rax Reiver 2	1 2 3 4 5	6 7 8 9 10	11 12 Og	rax Reiver 3	1 2 3 4 5	6 7 8 9 10	11 12 C	grax Reiver 4	1 2 3 4 5 6 7 8 9 10	11 12 Og	rax Reiver 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
, Bruta	l Club	1 2 3 4 5 6	8	60	0.5 "				1	1	Borne				
CI	lub	1 2 3 4 5	16	68	0.5 "				2	2	Borne	Mighty Stril	ke; Vicious Damage		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules		Cost
1 Two Bruta	al Clubs Clubs	1 2 3 4 5 6 7 8	8	60	0.5"				1	2	Borne	Replace (C	lub); Quick Strike		-1
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	Armour Armour		7	58						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
2 Beaten S	Shield Shield		8	66						1	Borne	Add; Shield	dwall; Parry		2
UNIT O	PTIONS	Unit Option Rules													Cost
Gultair	1 Champion	One Ograx Reiver becor	nes the muster	ed champion	n, who gains	+1 attack die	on his primar	y combat we	eapon						7
Tusk Beard	er Banner Bearer	One Ograx Reiver becor	nes the muster	red banner b	earer										5
Horn Blo	DWET Herald	One Ograx Reiver becor	mes the muster	red herald											5
Drilled Og	rax Reiver	The Ograx Reiver unit b	ecomes Drilled	(cost showr	is per warrio	or), gaining +	10 SKILL, +5	FORTITUDE	and +4 AUTH	IORITY					4
Veteran O	grax Reiver	The Ograx Reiver unit b	ecomes Vetera	n (cost shov	vn is per warr	ior), gaining	+18 SKILL, +9	FORTITUDE	E and +10 AU	THORITY					9
		FMR	-RVE-3650 -	Konraad'	s Mob; FMF	R-RVE-366	0 - Kaanrod	's Mob; FN	4R-RVE-36	70 – Raad'	s Mob				

				00	GR/	AX OH-grax	HUN-ter	NTI	ER						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	quity	H	ands	Unit Size 1+/3+/5	Cos	it
Fomoraic	Reivers of the Eye	Ograx	Monstrous	s Infantry	Va	ssal	Tra	ined	Uncor	mmon	M	lass 4	Base Size	34	Į.
OGRAX	HUNTER	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensa	te; Tough; Fearsome	6	3	5	5	i3	5	0	1	2		58	27	33	3
Abil		Bulk Charger; Roarer;													
1 2 3 4 5 6 7 8 9 10	11 12 Ograx Reiver 1	1 2 3 4 5 6 7 8 9	10 11 12 Og	rax Reiver 2	1 2 3 4 5	6 7 8 9 10	11 12 O	grax Reiver 3	1 2 3 4 5	6 7 8 9 10	11 12	grax Reiver 4	1 2 3 4 5 6 7 8 9 10	11 12 Ogr	ax Reiver 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
. Bruta	Brutal Club		8	61	0.5 "				1	1	Borne				
Clu		1 2 3 4 5	16	69	0.5 "				2	2	Borne	Mighty Strik	e; Vicious Damage		
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
1	Crude Bow 1 2 3 4			64	0"	12"	48"	70"	1	2	Borne	Pierce			
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Beaten			7	57						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Gultain	Champion Champion	omes the muste	red champio	n, who gains	+1 attack die	on his prima	ary shot weap	on						7	
Drilled Og	rax Hunter	The Ograx Hunter unit	becomes Drilled	d (cost show	n is per warri	ior), gaining +	-10 SKILL, +5	FORTITUDE	and +4 AUTH	HORITY					5
						FMR-RVI	E-3xxx - ?								

					BI		LAN	/ES							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size 1+/3+/5	Cos	st .
Fomoraic	Reivers of the Eye	Ograx	Monstrou	s Infantry	Sli	ave	Le	evy	Uncor	nmon		ass 4	Base Size 60mm	15	5
BIG SI	AVES	Pace	Sk	till	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate;	Fearsome	6	2	2	4	6	4	2	9)	4	14	13	27	7
Abili	ties	Bulk Charger; Worthless	7												
2 3 4 5 6 7 8 9	Big Slave 1	1 2 3 4 5 6 7 8 9		Big Slave 2	1 2 3 4 5	6 7 8 9		Big Slave 3	1 2 3 4 5	6 7 8 9		Big Slave 4	1 2 3 4 5 6 7 8 9		Big Slave !
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Crude	Club	1 2 3 4 5	7	53	0.5 "				1	1	Borne				
Clu		1 2 3 4	14	60	0.5 "				2	2	Borne	Mighty Strik	e; Vicious Damage		
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Two Brutal	Clubs Clubs	1 2 3 4 5 6	7	<i>53</i>	0.5"				1	2	Borne	Replace (Clu	ub); Quick Strike		-7
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Ra Light A			3	45						0	Worn				
ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
Beaten Si	hield Shield		8	<i>53</i>						1	Borne	Add; Shield	wall; Parry		1
UNIT O	UNIT OPTIONS Unit Option Rules														Cost
Siftain	Champion	One Big Slave becomes	champion, wi	ho gains +1	attack die on	his primary co	ombat weapo	n						6	

				R	EIV		HC er HORS	DRS	SE						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	uity		nds	Unit Size 5+/5+/10	Cos	t
				_					_			2 ass	5+/5+/10 Base Size		
Fomoraic	Reivers of the Eye	Man	Cava	alry	Va	ssal	Dri	lled	Com	imon		3	60x35mm	10)
REIVER	RHORSE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Bloo	d; Insensate	5	5	8	3	0	1	5	-	4	E	8	11	27	,
CAF	PACX	9	1:	8	3	4				•		-	-	-	
Abi	ilities	Bulk Charger (Capacx),	: Disciplined; Fla	anker			1								
2 3 4 RH 1	. 1 2 3 4 RH 2	1 2 3 4 RH	3 1 2 3 4	RH 4	1 2 3 4	RH 5	1 2 3 4	RH 6	1 2 3 4	RH 7	1 2 3 4	RH 8	1 2 3 4 RH 9	1 2 3 4	RH 10
. 2 3 4	RH 11	1 2 3 4		RH 12	1 2 3 4			RH 13	1 2 3 4			RH 14	1 2 3 4		RH 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	er Axe	1 2 3	8	38	0.5 "				1	1	Borne				
	IBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R			
	ng Hooves	1 2	6	40	0"				1	0	Natural	Sightless St			
SHOT V	WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
	er Axe	1	8	38	0"	3″	9″	12"	1	1	Borne	1 2 Shots	(2); Ride and Shoot		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour Armour		6	21						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles		Cost
Reiver F	Helm Helmet		3	24						0	Worn	Add			1
	Shield Shield		8	29	+Helmet	32				1	Borne	Add; Parry			1
	OUR OPTIONS		Armour+	C+A		option		option		Hands	Class	Armour Ru	iles		Cost
	arding Barding		5	26	+Helmet	29	+Shield	37		0	Worn	Add			1
	OPTIONS	Unit Option Rules													Cost
	n Champion	One Reiver Horse beco				+1 attack die	on his primar	y combat we	apon and +1	shoot die on	his primary s	shot weapon			5
	'er Banner Bearer	One Reiver Horse beco			nearer										4
	ower Herald	One Reiver Horse beco													4
Veteran R	eiver Horse	The Reiver Horse unit L	becomes Veteral	n rather thai	n Drilled (cost	shown is per	warrior), gain	ing +10 SKIL	L, +5 FORTITI	UDE and +5 A	AUTHORITY				2

				REI	VE			ITE		1OF	RSE	1					
Kindred	Realm	Kii	1	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv		nds	Unit S		Co	st
								7100		03.4			2	5+/5+		-	-
Fomoraic	Reivers of the Eye	Ma	n	Cava	alry	Vas	ssal	Trai	ined	Com	mon	М	ass 3	Base S 60x35r		7	,
REIVER HUN	ITER HORSE	Pac	ce	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Autho		Tem	per
Frost Blood,	; Insensate	5		48	8	3	0	1	4	4	ļ	6	54	8		2	3
CAP	ACX	9		18	3	3	4		•				-	_		-	
Abili	ities	Bulk Charger	(Capacx);	Disciplined; Fla	nker												
1 2 3 4 RHH 1	1 2 3 4 RHH 2	1 2 3 4	RHH 3	1 2 3 4	RHH 4	1 2 3 4	RHH 5	1 2 3 4	RHH 6	1 2 3 4	RHH 7	1 2 3 4	RHH 8	1 2 3 4	RHH 9	1 2 3 4	RHH 10
COMBAT	WEAPON	Attack	Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
1 Reiver I		1 2		5	35	0 "				1	1	Borne					
MOUNT COME	BAT WEAPON	Attack	Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
2 Trampling		1 2		6	40	1"				1	0	Natural	Sightless St	rike			
SHOT W	EAPON	Shoot	Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			
1 Reiver		1		8	38	0"	9″	36"	48"	1	2	Borne	Ride and Sh	noot			
ARM	OUR			Armour+	C+A					Wound-	Hands	Class	Armour Ru	ıles			
1 Beaten A				4	18						0	Worn					
UNIT O	PTIONS	Unit Option	Rules														Cost
Gultain	Champion	One Reiver H	lunter Horse	e becomes the	mustered ch	nampion, who	gains +1 sh	oot die on his	primary show	t weapon							5
Drilled Reiv	er Hunters	The Reiver H	unter Horse	unit becomes	Drilled rathe	r than Traine	d (cost showr	n is per warrio	or), gaining +	10 SKILL, +5 I	ORTITUDE ai	nd +5 AUTHO	RITY				3
						FMR-R	VE-4400 -	Baart's Wa	arband								

				RE	IVE	ER (CHA-ri-ot	\RI	OT						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds	Unit Size	Co	st
Fomoraic	Reivers of the Eve	Chariot	Cha		Va	ssal	Dri	lled	Uncor	mmon	_	0 ass	1+/2+/3 Base Size	4	.2
. omoraic	Herrers or the Eye	Charles	Carriage	Engine					ones.			8	90x50mm		_
		1			KE	:TAE	R CRE	: VV				and a			
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	luity		nds 2	Crew Size	Base	Size
Fomoraic	Reivers of the Eye	Reiver	Infa Chario		Va	ssal	Dri	lled	Uncor	nmon		ass 1	Driver + 2	30r	mm
	- CD = 147	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	nper
REIVER	CREW	5	5	6	3	0	1	.5	3	3	6	56	11	1	6
Reiver Crew Ti	aits & Abilities	Frost Blood; Insensate;	Disciplined; Fla	anker											
1 2 3 Driver 1	/1 1 2 3 Crev	v 1/2 1 2 3	Crew 1/3 1 2	3	Driver 2/1 1	2 3	Crew 2/2	1 2 3	Crew 2,	/3 1 2 3	Drive	er 3/1 1 2 3	Crew 3/2 1 2	3	Crew 3/3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Spear	1 2 3	8	38	2 "	8	46		1	1	Borne	Switch (Reiv Charge+	ver Spear); Mounted Impact	Strike; Mou	nted
Sp Reive		1 2 3	8	38	0.5 "				1	1	Borne				
2 Reive		1 2	16	46	0.5 "				2	2	Borne	Switch (Rei	ver Spear)		
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		Cost
1 Reiver	Bow Bow	1	8	38	0"	9"	36"	48"	1	1	Borne	Add; Ride a	nd Shoot		1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Beaten			6	21						0	Worn				
2 Reiver	Chariot		7	28						0	Engine				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles		Cost
3 Reiver H			4	32						0	Worn	Add			1
4 Reiver Si	hield Shield		9	<i>37</i>	+Helmet	41				1	Borne	Add; Shield	wall; Parry		1
UNIT O	PTIONS	Unit Option Rules													Cost
Gultair	Champion	One Reiver becomes th	e mustered cha	mpion, who	gains +1 atta	ack die on his	primary com	bat weapon							3
Tusk Beare		One Reiver becomes th													2
Horn Blo		One Reiver becomes th							_						2
Veteran	Reivers	The Reiver Unit become	s Veteran rathe	er than Drille					-ORTITUDE and	d +5 AUTHOR	UTY				4
			-				CHAF				На	ınds		_	
Kindred	Realm	Kin	Cla		Priv	ilege	Ac	uity	Ubiq	luity		0 ass	Engine Size	Base	Size
Fomoraic	Reivers of the Eye	Chariot	Cha Carriage		Eng	gine	Min	dless	Uncor	mmon		4	1	90x5	0mm
REIVER (CHARIOT	7)	5	52	6	0	1	0		0	0	5	5
	Traits & Abilities	Immune (Soul, Petrifica				nom); Tough	; Bulk Charge								
1 2 3 4 5 6 7 8 9 10			hariot 1 1 2				1		Reiver Chari					Reive	er Chariot 3
CHARIOT COM		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Wh		1 2 3 4	9	61	0.5 "	9	70		1	0	Natural	Impact Strik			
	WEAPON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+			Damage*	Hands	Class	Weapon R			Cost
	ikes Spikes	1 2 3 4 5	9	61	1"	9	70		2	0	Natural		t Strike; Charge+		11
CHARIOT Tough			Armour+	C+A 68						Hands 0	Class Natural	Armour Ru	iles		
Hi	de					antiar						Armour Ru	ulos		Cont
	OPTIONS ields Shields		Armour+	C+A 76	With	option				Hands 0	Class Worn	Add Add	ires		Cost 1
3 Draught Beas			5	73	+Shields	81				0	Worn	Add			1
	a. a.r.y carding						UGHT	ANI	MAL						
Kindred	Realm	Kin	Cla			ilege		uity	Ubiq	uity		inds	Draught Animal Size	Base	Size
Fomoraic	Baalor	Horse	Bea	ast		east		ild		ire	М	ass	Animai Size		5mm
	ACX	9	Beast Drau			4))	(3 0	0)
	ts & Abilities	Beast Draught Animal;	Frost Blood; In	sensate; Buli	k Charger										
	COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ing Bite	1	8	42	0"				1	0	Natural				
2 Tramplin	g Hooves	1 2	6	40	0"				1	0	Natural	Sightless St	rike		

				OG	iRA	X V	VRE x RE-kerz	CK	ER						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	ity	Ubio	quity		nds 2	Unit Size 1+/2+/3	Cost	
Fomoraic	Reivers of the Eye	Ograx	Monstrou	s Cavalry	Va	ssal	Trai	ned	Uncoi	mmon	М	ass 8	Base Size	33	
OCDAY I	WRECKER	Pace	Sk	rill	Mi	aht	Consti	tution	Wor	ınds		_ह itude	90x60mm Authority	Temp	or
						J							-		C.
	ate; Tough; Fearsome	6	3	6	5	52	5	1	1	.2		/2	27	54	
	ilities	Bulk Charger													
2 3 4 5 6 7 8 9 1	0 11 12 13	Ograx Ra	avager 1 1 2	3 4 5 6 7	7 8 9 10 11 12	13			Ograx Ravag	ger 2 1 2 3	4 5 6 7 8	9 10 11 12 1		Ograx Ra	avage
FEL	.EOX	9	3	1	6	4	5	7	2	20	3	34	31	46	
Feleox Tra	its & Abilities	FELEOX; 9	<u>'</u>		•										
2 3 4 5 6 7 8 9 1	0 11 12 13 14 15 16		Feleox 1 1 2	3 4 5 6 7	7 8 9 10 11 12	13 14 15 16			Fele	ox 2 1 2 3	4 5 6 7 8	9 10 11 12 1	3 14 15 16	I	Felec
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules		
	al Flail	1 2 3 4 5 6	9	61	2 "				2	1	Borne	Quick Strik	e		
	10UR		Armour+	C+A						Hands	Class	Armour R	ules		
	Armour Armour		7	58						0	Worn				
Beater	n Shield		8	66						1	Borne	Parry			
Fe	leox at Mount		6	72						0	Mount				
	OPTIONS		Mount+	C+A						Mass	Class	Mount Ru	iles		Cost
Theracx	Ardent Mount		5	71						8	Mount	Replace (F	eleox)		0
THE	RACX	8	3	3		58	5	4	1	16	(55	25	39	
Theracx Tra	its & Abilities	THERACX; 8			•		•				•				
2 3 4 5 6 7 8 9 1	0 11 12 13 14 15 16	T.	heracx 1 1 2	3 4 5 6 2	7 8 9 10 11 12	2 13 14 15 16			Thera	acx 2 1 2 3	4 5 6 7 8	9 10 11 12 1.	3 14 15 16	Ti	herac
UNIT	OPTIONS	Unit Option Rules													Cos
Gultai	n Champion	One Ograx Wrecker be	comes the mus	tered champ	oion, who gair	s +1 attack o	die on his prim	ary combat w	veapon						11
Tusk Bear	'er Banner Bearer	One Ograx Wrecker be	comes the mus	tered banne	r bearer										9
	ower Herald	One Ograx Wrecker be	comes the mus	tered herald	1										9
	rax Wrecker	The Ograx Wrecker uni	it becomes Drill	led (cost sho	own is per war	rior), gaining	+10 SKILL, +	5 FORTITUD	E and +5 AU	THORITY					5
Veteran Og	rax Wrecker	The Ograx Wrecker uni	it becomes Vete	eran (cost sh	hown is per wa	arrior), gainin	g +18 SKILL,	+8 FORTITUL	DE and +10 A	AUTHORITY					10

					C	CAP	AC	X						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds)	Unit Size	Cost
Fomoraic	Reivers of the Eye	Capacx <i>Horse</i>	Bea Moi		Ве	east	w	ild	Com	mon		iss	Base Size 60x35mm	5
CAP	ACX	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Forti	tude	Authority	Temper
	d; Insensate ught Beast only	9	1:	8	3	4	1	8	5	;	3	9	13	20
Abi	lities	Bulk Charger												
Woun	d Track	1 2 3 4 5												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	g Hooves	1 2	6	40	0"				2	0	Natural	Sightless St	rike	
					FMR-RVE	-1200-400	- Kaarstan	on Horse						

							CÚ	AX D-aks							
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Unit Size 5+/5+/10	Cost
Fomoraic	Reivers of the Eye		Cúax	Bea Hou		Ве	ast	w	ïld	Com	mon	М	ass 1	Base Size 40x25mm	6
CÚ	AX		Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Small; I	Beast Handler only		8	4:	3	2	2	- 1	3	2	2	2	25	8	12
Abil	ities	Flani	ker; Leaper												
1 2 Cúax 1	1 2 Cúax 2	1 2	Cúax 3	1 2	Cúax 4	1 2	Cúax 5	1 2	Cúax 6	1 2	Cúax 7	1 2	Cúax 8	1 2 Cúax 9	1 2 Cúax 10
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Clampi		1 2	3	8	30	0"				1	0	Natural			
₂ Slashing		1 2		3	25	0"				1	0	Natural			
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	les	
1 Beaten Light A				4	12						0	Worn			
				,			FMR-RVE	-7000 - ?							

						CÚ	ACX								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	_	nds	Unit Size	Cost	
												-	5+/5+/10		
Fomoraic	Reivers of the Eye	Cúacx	Bea		Be-	ast	w	ild	Uncor	mmon	Ma	ass	Base Size	10	
Tomoraic	recivers or the Lyc	Cuack	Ноц	ınd					011001			2	50x30mm	10	
CÚA	CÚACX Pace Skill Might Constitution Wounds Fortitude Authority Temper														
Camouflaged (snow); Fi Fearsome; Beas		9	3!	5	3	1	1	5	4	ŀ	2	8	11	17	
Abilit	ties	Bulk Charger; Roarer; F.	lanker; Leaper												
1 2 3 4 Cúacx 1	1 2 3 4 Cúacx 2	1 2 3 4 Cúacx 3	1 2 3 4	Cúacx 4	1 2 3 4	Cúacx 5	1 2 3 4	Cúacx 6	1 2 3 4	Cúacx 7	1 2 3 4	Cúacx 8	1 2 3 4 Cúacx	9 1 2 3 4 Cúacx 10	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Crushin		1 2 3 4	9	40	0"				1	0	Natural	Pierce			
1 Slashing	4	1 2	5	36	0.5"				1	0	Natural				
						FMR-	THL-?								

					MC		GR oh-graks	AX							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubic	uity	_	nds 2	Unit Size 1+/2+/3	Co	ost
Fomoraic	Reivers of the Eye	Morograx	Monstro	us Beast	Va	ssal	W	ild	Uncor	mmon		ass 7	Base Size 80mm	7	'1
MORO	GRAX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
Frost Blood; Gigantic; Terrifying		6	3	2	6	7	6	9	2	6	7	'3	36	6	52
Abili		Bound (Ograx Reiver); I	Bulk Charger; F	Roarer											
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 Mor	ograx 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	7 18 19 20 21 22	23 24 25 26	Morogr	ax 2 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	Morograx 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound*	Hands	Class	Weapon R	ules		
	COMBAT WEAPON Attack Dic Mighty Club			86	1 "				2	2	Borne	Grab; Might	y Strike; Vicious Damage		
2 Tran		1 2 3 4	7	74	0 "				1	0	Natural	Sightless St	rike; Stomp		
ARM			Armour+	C+A						Hands	Class	Armour Ru	iles		
Beaten A			8	77						0	Worn				
2 Shaped	l Helm		5	82						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Morograx G	Iltain Champion	One Morograx becomes	the mustered	champion, w	ho gains +1	attack die on	his primary c	ombat weapo	n						12
						FMR-RV	E-8xxx - ?								

					GO		GR h-graks	AX						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	ity	Ubiq	uity		nds 2	Unit Size	Cost
Fomoraic	Reivers of the Eye	Gorograx	Monstroi <i>Soli</i> i		Va	ssal	Wi	d	Ra	ire	M	ass 18	Base Size	440
GORO	GRAX	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Frost Blood; Gigantic; Terrifyin	Insensate; Stubborn; g; Tough	8	2	3	1	12	11	8	9	5	6	7	55	82
Abil	ities	Bulk Charger; Roarer												
Wound	d Track	1 2 3 4 5 6 7 8 9 1 81 82 83 84 85 86 87 88 89 9			0 21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	86 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75 76 77 78
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Spike		1 2 3 4 5 6 7 8 9 1 11 12 13 14 15 16 17	33	145	2 "				3	2	Borne	Grab; Might	y Strike; Pierce; Terrible D	amage
Trampli Trar		1 2 3 4 5 6	11	123	0"				1	0	Natural	Sightless St	rike; Stomp	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
Battered			7	125						0	Worn			
	d Helm		5	130										

					DR		CK K-ox	OX						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	uity	Ubic	uity		nds 2	Unit Size	Cost
Fomoraic	Reivers of the Eye	Draackox	Monstroi <i>Soli</i> i		Va	ssal	w	ild	Ra	are	М	ass 15	Base Size	352
DRAA	СКОХ	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
rost Blood; Gigantic; Inse Terrif	ensate; Tough; Stubborn; iying	8	2	3	8	7	10	04	6	8	7	7	55	78
Abili		Bulk Charger; Roarer												
Wound		1 2 3 4 5 6 7 8 9						36 37 38 39 40						
COMBAT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles	
Great Great		11 12 13 14	27	114	2 "				3	2	Borne	Terrible Dam	nage	
Crushin		1 2 3	18	105	0"				2	0	Natural	Switch (Ice E	Breath); Pierce; Vicious Da	ımage
Raking		1 2 3 4	22	109	1"				1	0	Natural			
Tail S		1 2 3	18	105	2"				1	0	Natural	Blind Strike;	Sightless Strike	
Tram		1 2 3 4 5 6	9	96	0"				1	0	Natural	Sightless Stri	ike	
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules	
Breath Brea		1 2 3	11	98			6"		1	0	Natural		hing Bite); Combat Shot V ate; Freeze Damage	/eapon; Spray; 6" Frost
ARM	OUR		Armour+	C+A						Hands	Class	Armour Rul	les	
Scaled Ski			13	117						0	Natural			
Battered Light A			14	131						0	Worn			

			R	EI	/EF	R SL	AV LAYV KART		AR	T					
Kindred	Realm	Kin	Cla	ess	Priv	rilege	Acı	ity	Ubiq	uity		nds	Unit Size	Co	st
Fomoraic	Reivers of the Eye	Slave Cart	War E	ingine	Va	issal	Dril	led	Uncor	nmon		nss	1+/2+/3 Base Size	2	1
romoraic	Relivers of the Lye	Slave Calt	Carriage	e Engine						illion		5	80x45mm		
				R	ETAE	R SL	AVER	CRE	W						
Kindred	Realm	Kin	Cla	ass	Priv	rilege	Acı	ity	Ubiq	uity		nds 2	Crew Size	Base	Size
Fomoraic	Reivers of the Eye	Reiver		ntry e <i>Crew</i>	Va	issal	Dril	led	Uncor	nmon		iss	Driver +	30n	nm
		Pace	Sk		Mi	ght	Consti	tution	Wou	ınds		tude	Authority	Tem	per
REIVER SLA	AVER CREW	5	5	4	3	30	1	4	3	3	6	2	11	1	6
Reiver Crew Ti	raits & Abilities	Frost Blood; Insensate;	Disciplined; F	lanker											
2 3 Driver 1	/1 1 2 3 Crew	1/2 1 2 3			Driver 2/1 1	2 3	Crew 2/2	1 2 3				1 2 3	Driver 3/1 1 2	3	Crew 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	er Axe	1 2 3	9	39	0.5 "				1	1	Borne	Hook			
Reive	r Whip	1 2	8	38	1 "				1	1	Borne	Goad			
	hip IOUR		Armour+	C+A						Hands	Class	Armour Ru	les		
	Armour		4	18						0	Worn				
Slave	Armour Cart		9	27						0	Engine				
	options		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
	lelm Helmet		4	31						0	Worn	Add			1
					FTV	ER SI	ΔVF	CAR	_						
		10	-								Ha	nds	- : ::		a:
Kindred	Realm	Kin	War E	ngine		rilege	Acı	-	Ubiq	-		nss	Engine Size	Base	
Fomoraic	Reivers of the Eye	Slave Cart	Carriage	e Engine		gine	Mino		Uncor			4	1	80x4	
	LAVE CART	7				52	6		1)	0	5	<u> </u>
2 3 4 5 6 7 8 9 10	t Traits & Abilities	Immune (Soul, Petrificat Reiver Slave				enom); rougn,	; Buik Charge.		ver Slave Ca		4 5 6 7 8	9 10		Poivor C	lave Cart
2 Slave 1				Slave 4		Slave 5	1 2	Slave 6		Slave 7		Slave 8	1 2 Slave 9		Slave 1
	ARMOUR		Armour+	C+A						Hands	Class	Armour Ru			
	ed Frame														
Constr										0	Natural				
WADDIO		Warrior Rules	25	85						0	Natural				
	R RULES	Warrior Rules 1 2 3 4 5 6 7 8 9 10	Caged: the within the cleaving the Moved in the Entering the as many sla	Reiver Slave age must be e Slave Cag e same activa he Slave Cag	recorded to t e: the slaves ition. The Re ge: a Reiver: fit into the Slaver	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e.	ave Cage may mediately <i>Bini</i> part of a unit	Dismount fro ds to the slave that contains	m the Reiver es and forms slaves may fo	sitioned insid Slave Cart if a separate ur	le the Slave C there is a Rei nit of his own ck into the ca	ver Slaver with with them. ge if he is with	ginning of the battle, but t hin 2" of it, and if the Reiv hin 2" of the Reiver Slave (ved from the battlefield. R	er Slave Cart I	nas not e do so,
	R RULES		Caged: the within the cleaving the Moved in the Entering the as many sla	Reiver Slave age must be e Slave Cag e same active he Slave Cag ves that can e Reiver Slave	recorded to t e: the slaves ation. The Re ge: a Reiver: fit into the Slave Cart to the	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e.	ave Cage may mediately <i>Bin</i> part of a unit , so that there	Dismount fro ds to the slave that contains are no more	m the Reiver es and forms slaves may fo slaves in the	sitioned insid Slave Cart if a separate ur	le the Slave C there is a Rei nit of his own ck into the ca	ver Slaver with with them. ge if he is with	hin 2" of it, and if the Reiv	er Slave Cart I	nas not e do so,
	R RULES		Caged: the within the cleaving the Moved in the Entering the as many slasslaves in the	Reiver Slave age must be e Slave Cag e same active he Slave Cag ves that can e Reiver Slave	recorded to t e: the slaves ition. The Re ge: a Reiver: fit into the Sla e Cart to the	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e., left.	ave Cage may mediately <i>Bin</i> part of a unit , so that there	Dismount fro ds to the slave that contains are no more	m the Reiver es and forms slaves may fo slaves in the	sitioned insid Slave Cart if a separate ur rce them bad cart than ten	le the Slave C there is a Rei tit of his own ck into the ca) will enter it	ver Slaver with with them. ge if he is with	hin 2" of it, and if the Reiv	er Slave Cart I	nas not e do so, ount of
Slave	Cage	1 2 3 4 5 6 7 8 9 10	Caged: the within the content of the within the content of the within the within the content of the within the win	Reiver Slave age must be e Slave Cag e same active he Slave Ca ves that can be Reiver Slave CAP	recorded to t e: the slaves stition. The Re ge: a Reiver it into the Sl c Cart to the ACX Priv	he left. s within the Sla iver Slaver imi Slaver who is ave Cage (i.e., left.	ave Cage may mediately <i>Bini</i> part of a unit , so that there	Dismount fro ds to the slave that contains are no more	m the Reiver es and forms slaves may fo slaves in the	sitioned insic Slave Cart if a separate ur rce them bac cart than ten	le the Slave (there is a Rei ilt of his own ck into the ca) will enter it Ha	ver Slaver with with them. ge if he is with and are remo	hin 2" of it, and if the Reiv hin 2" of the Reiver Slave (ved from the battlefield. R	er Slave Cart I	nas not e do so, ount of Size
Slave Kindred Fomoraic	Cage	1 2 3 4 5 6 7 8 9 10	Caged: the within the c Leaving th Moved in th Entering th as many sla slaves in the Cla	Reiver Slave age must be e Slave Cag e same active he Slave Cag e same active he Slave Cag e Reiver Slave CAP	recorded to t e: the slaves tition. The Re ge: a Reiver fit into the Sl Cart to the Priv	he left. within the SI iver Slaver im Slaver who is ave Cage (i.e. left. DRAL vilege	ave Cage may mediately <i>Bin</i> . part of a unit , so that there	Dismount fro ds to the slave that contains are no more ANI lity	m the Reiver es and forms slaves may fo slaves in the	sitioned insic	there is a Rei there is a Rei ilt of his own k into the ca) will enter it Ha	ver Slaver with with them. ge if he is with and are remo	in 2" of it, and if the Reiv nin 2" of the Reiver Slave O ved from the battlefield. R Draught Animal Size	er Slave Cart I	nas not e do so, ount of Size
Slave Kindred Fomoraic CAP Capacx Train	R RULES Cage Realm Baalor ACX ts & Abilities	Kin Horse 9 Beast Draught Animal; F	Caged: the within the cure Leaving the Moved in the Entering it as many slas slaves in the Claim Bee Beast Drau	Reiver Slave age must be e Slave Cag e same actively es Slave Slave CAP ass ast gght Animal	recorded to test the slaves tition. The Rege: a Reiver fit into the Slaves a Cart to the ACX Priv	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e., left. DRAL villege	ave Cage may mediately <i>Bin</i> part of a unit , so that there	Dismount fro ds to the slave that contains are no more ANI lity	m the Reiver es and forms slaves may fo slaves in the MAL Ubiq	sitioned insic	there is a Rei there is a Rei ilt of his own k into the ca) will enter it Ha	ver Slaver with with them. ge if he is with and are remo	hin 2" of it, and if the Reiv hin 2" of the Reiver Slave (ved from the battlefield. R Draught Animal Size	er Slave Cart I Cart. Should he ecord the amo	nas not e do so, ount of Size
Kindred Fomoraic CAP Capacx Train DRAUGHT ANIMAL	Realm Baalor ACX ts & Abilities COMBAT WEAPON	1 2 3 4 5 6 7 8 9 10 Kin Horse	Caged: the within the cure Leaving the Moved in the Entering it as many slas slaves in the Claim Bee Beast Drau	Reiver Slave age must be e Slave Cag e same actively es Slave Slave CAP ass ast gght Animal	recorded to test the slaves tition. The Rege: a Reiver fit into the Slaves a Cart to the ACX Priv	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e., left. DRAI vilege east	ave Cage may mediately <i>Bin</i> part of a unit , so that there	Dismount fro ds to the slave that contains are no more ANI lity	m the Reiver es and forms slaves may fo slaves in the MAL Ubiq	sitioned insic	there is a Rei there is a Rei ilt of his own k into the ca) will enter it Ha	ver Slaver with with them. ge if he is with and are remo	hin 2" of it, and if the Reiv hin 2" of the Reiver Slave (ved from the battlefield. R Praught Animal Size 1 0	er Slave Cart I Cart. Should he ecord the amo	nas not e do so, ount of Size
Kindred Fomoraic CAP Capacx Train DRAUGHT ANIMAL Chompi	R RULES Cage Realm Baalor ACX ts & Abilities	Kin Horse 9 Beast Draught Animal; F	Caged: the within the c Leaving th Moved in th Entering t as many slas slaves in the Classes Beast Drace Beast Drace 1	Reiver Slave age must be e Slave Cag e same activities e Slave Slave e Slave Slave E Slave Cag e Slave Slave E Slave Slave B Slave Slave E AP ass ast gght Animal 8 ssensate; Bulli	ecorded to tee: the slaves tition. The Rege: a Reiver if it into the Sl. Cart to the IACX Priv Be Charger	he left. within the Sla iver Slaver im Slaver who is ave Cage (i.e., left. DRAI vilege east	ave Cage may mediately <i>Bin</i> part of a unit, so that there	Dismount fro ds to the slave that contains are no more ANI lity	m the Reiver es and forms slaves may fo slaves in the MAL Ubiq	Slave Cart if a separate ur rece them baccart than ten	there is a Rei thore is a Rei tit of his own k into the can) will enter it	ver Slaver with with them. ge if he is with and are remo	hin 2" of it, and if the Reiv hin 2" of the Reiver Slave (ved from the battlefield. R Praught Animal Size 1 0	er Slave Cart I Cart. Should he ecord the amo	nas not e do so, ount of Size

			RE	IVE	ER	SLA REE-ver SL	VE AYV WAG-0	W	4G(NC					
Kindred	Realm	Kin	Cla	iss	Priv	rilege	Acu	iity	Ubiq	uity		nds 0	Unit Size	Co	st
Fomoraic	Reivers of the Eye	Slave Wagon	War E Carriage		Va	essal	Dril	led	Uncor	nmon	М	ass g	Base Size	2	8
			Carriage		EIVE	R SL	AVER	CRE	W			9	110x60mm		
Kindred	Realm	Kin	Cla			rilege	Acu		Ubiq	uity		ınds	Crew Size	Base	Size
			Infa					•		-		ass	Driver +		
Fomoraic	Reivers of the Eye	Reiver	Engine	e Crew		essal	Dril		Uncor			1	2	30n	nm
REIVER SLA	AVER CREW	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
_	_	5	5		3	30	1	4	3	3	6	52	11	10	6
	raits & Abilities	Frost Blood; Insensate; I									1				
COMPAT	WEADON		river 1 1 2			61 .	14.14.01		Reiver Slav			l	•	Reiv	er Slaver
COMBAT	er Axe	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	lies		
A	xe	1 2 3	9	9	0.5 "				1	1	Borne	Hook			
	r Whip _{hip}	1 2	8	8	1 "				1	1	Borne	Goad			
ARM			Armour+	C+A						Hands	Class	Armour Rul	es		
	Armour		6	20						0	Worn				
Slave \	Armour Wagon		9	29						0	Engine				
Eng	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	las		Cost
	lelm Helmet		4	33						0	Worn	Add	ies		1
					IVE	R SLA	VE V	VAGC	N						
Kindred	Realm	Kin	Cla	iss	Priv	rilege	Acu	iity	Ubiq	uity		nds 0	Engine Size	Base	Size
Fomoraic	Reivers of the Eye	Slave Wagon	War E Carriage		En	gine	Mind	lless	Uncor	nmon	М	ass 6	1	110x6	0mm
REIVER SLA	VE WAGON	7	C	_	5	52	6	0	1	6		Ö	0	5	;
Reiver Slave Wago	on Traits & Abilities	Immune (Soul, Petrificati	ion); Resistan	t (Death, Cole	d, Freeze, Ve	enom); Tough	; Bulk Chargei	r; Move per D	raught Anima	il; Wheeled					
2 3 4 5 6 7 8 9 10														Reiver Sla	ave Wag
2 Slave 1				Slave 4		Slave 5		Slave 6		Slave 7		Slave 8			Slave
Slave 11		1 2 Slave 13		Slave 14	1 2	Slave 15	1 2	Slave 16	1 2	Slave 17 Hands	Class	Slave 18		1 2	Slave
	ARMOUR ed Frame		Armour+	85						0	Natural	Armour Rul	es		
	ruction	Warrior Rules	2.5	65						0	Ivacui di				
Slave	Cage	1 2 3 4 5 6 7 8 9 10	slaves within Leaving the not Moved in Entering the as many slaves	n the cage mu e Slave Cag n the same ac ne Slave Cag	ust be record e: the slaves ctivation. The ge: a Reiver it into the SI	led to the left. within the Slave Reiver Slave Slaver who is ave Cage (i.e.	ave Cage may r immediately part of a unit	Dismount from Binds to the state contains:	m the Reiver slaves and for slaves may fo	Slave Wagon ms a separat orce them bac	if there is a e unit of his ck into the ca	Reiver Slaver v own with them age if he is with	he beginning of the battle within 2" of it, and if the Ro in 2" of the Reiver Slave C yed from the battlefield. R	eiver Slave Wa	agon has e do so, ount of
	OPTIONS	Engine Option Rules													Cost
	er Banner Bearer	May bear the Reiver Slav May bear the Reiver Slav													7
Deli Dea	11 C1 Heraiu	riay bear the Keiver Slav	er crews mise		ACV	DDAI	JGHT	' A NIT	MAI						
	Bl	Kin	Cla			rilege	Acu		Ubiq	uity	На	ınds	Draught	Base	Sizo
Kindred			Cit					-		•	М	0 ass	Animal Size	60x35	
Kindred	Realm	Horse	Bea		D,		14/3	ild '	L) ~			•			
Fomoraic	Baalor	Horse	Beast Drau	ght Animal		east R4	Wi		Ra			3 n			
Fomoraic CAP	Baalor	9	Beast Drau	ght Animal	3	3 4	(Ra (0	0	00,5	
Fomoraic CAP Capacx Trait	Baalor		Beast Drau	ght Animal	3		(T T	0		
Fomoraic CAP Capacx Trait DRAUGHT ANIMAL	Baalor ACX ts & Abilities COMBAT WEAPON ing Bite	9 Beast Draught Animal; F.	Beast Drau 1 rost Blood; In	ght Animal 8 sensate; Bulk	Charger	34	(()		0	0		

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			MA	M I	MO	X V MAM-oks V	VAF	R T	WC	ER					
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubic	luity		nds 0	Unit Size	Co	ost
Fomoraic	Reivers of the Eye	War Tower		Engine e Engine	Va	ssal	Tra	ined	Ra	ire	М	ass 21	Base Size 120mm	59	92
					IVE	R HU	NTER	CRF	W				, 220		
Kindred	Realm	Kin	Cli	ass	1	ilege		uity		uity		inds	Crew Size	Base	Size
		Reiver Hunter		intry		ssal	Tra		Com		_	ass	Driver +		mm
Fomoraic	Reivers of the Eye	_	_	e Crew								1	5		
REIVER HU	NTER CREW	Pace _		cill		ght		itution		ınds		itude	Authority		nper
C T is	s & Abilities	5		8	_	30		.6	3	3	6	53	8	1	.2
L 2 3	Driver 1 2 3	Frost Blood; Insensate;	Crew 1		ox war rower		1 2 3	/	Cre	ew 3 1 2 3			Crew 4 1 2 3		Crew
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules		
	r Spear _{Dear}	1 2 3	8	38	2 "	8	46		1	1	Borne	Mounted Ir	mpact Strike; Mounted Char	ge+	
	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules		
	er Bow	1	8	38	0"	9″	36"	48"	1	2	Borne	Ride and S	hoot; Volley Shoot		
	ow IOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	Armour		6	22						0	Worn				
	Armour Tower		10							0					
En	gine OPTIONS	Unit Option Rules	10	32						U	Engine				Cost
	n Champion	One Reiver Hunter become	mes the must	ered champio	on, who gains	+1 shoot die	e on his prima	ry shot weap	on						3
	ver Hunters	The Reiver Hunter Unit b								UDE and +5 A	AUTHORITY				10
				V	VAR 1	TOW	ER EI	NGIN	ΙE						
Kindred	Realm	Kin	Cla	ass		ilege		uity		uity		nds 0	Engine Size	Base	Size
Fomoraic	Reivers of the Eye	War Tower		Engine e Engine	Eng	gine	Mine	dless	Uncor	mmon	М	ass 8	- 1	120	mm
WAR TOW	ER ENGINE	6		<u> </u>		0	7	0	3	0		0	0	Į	5
War Tower Ti	raits & Abilities	Immune (Soul, Petrificat	ion, Fume); R	Resistant (De	ath, Cold, Free	eze, Venom);	Tough; Bulk	Charger; Mov	ve per Draugh	t Animal; Har	ng On!				
	11 12 13 14 15 16 17 18 19 20	21 22 23 24 25 26 27 28 29 30										1			War Towe
	ARMOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	ed Frame		25	95						0	Natural				
	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
	ields Shields OPTIONS	Engine Option Rules	8	103						0	Worn	Add			1 Cost
	er Banner Bearer	May bear the Reiver Hur	iter crew's Ba	nner											2
Skull Bearer	Host Banner Bearer	May bear the Host's Ban									er Bearer abi	lity			7
				MAM	<u> </u>	DRA	UGH	T AN	<u>IMAL</u>						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubic	juity		nds 0	Draught Animal Size	Base	Size
Fomoraic	Reivers of the Eye	Mammox		us Beast ught Animal	Be	east	W	ild	Ra	ire		ass 19	- 1	120)mm
МАМ	IMOX	7		2	1.	12	13	22	10)1		32	49	8	3
	aits & Abilities	Ardent Draught Beast; C													
Woun	d Track	1 2 3 4 5 6 7 8 9 10 81 82 83 84 85 86 87 88 89 90				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	51 52 53 54 55	5 56 57 58 59 6	0 61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 79 8
DRAUGHT BEAST	COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules		
	ing Trunk	1 2 3 4 5 6 7 8 9 10	17	129	1"				2	0	Natural	Mighty Stri	ke; Grab; Vicious Damage		
₁ Goring	Tusks	1 2 3 4 5 6 7 8 9 10	24	136	2"	24	160		3	0	Natural	Impact Stri	ike; Charge+; Pierce; Terrib	le Damage	
	ing Bite	1 2 3 4	22	134	0"				1	0	Natural				
₂ Trampl	ing Feet	1 2 3 4 5 6	11	123	1"				1	0	Natural	Sightless S	trike; Stomp		
Tra	mple IBAT WEAPON OPTIONS		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon I			Cost
	Trunk Trunk	1 2 3 4 5 6 7 8 9 10		134	1"	c.i.a.ge /	77776		2	0	Worn	Replace (B	ludgeoning Trunk); Mighty S	Strike;	4
	EAST ARMOUR		Armour+	C+A						Hands	Class	Armour R	ub; Vicious Damage		
Toug	h Hide kin		5	127						0	Natural				
Scavenge	ed Armour Armour		8	135						0	Natural				
War '	Tower gine		10	145						0	Engine				
	. ARMOUR OPTIONS		Armour+	C+A	with	option	with	option		Hands	Class	Armour R	ules		Cost
	namfron Helmet		11	146	+Chains	157				0	Worn	Add			3
	ail Breastplate		10 11	145 146	+Helmet +Helmet	156 157	+Breastplate	167		0	Worn Worn	Add Add			3
Flailk CI	IGITIS CHAIRS		11	170	ciiict	13/	, D. Casipidle	10/		U	110111	nuu			

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FAR THULE MUSTER

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

FOMORAIC (FAR THULE) MUSTER WENDLIST Changes to the Fomoraic (Far Thule) muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The tusk hunter noble option only gains the 'marksman' ability if he is a commander
	The focus range of all sorcerers has been reduced
	The greatmaw has been removed from the walvax thuln's petition box as his AUTHORITY is too low
	The 'Bound (Srónax)' ability has been removed from the mammax profile
	Added the harpoon thrower profile and its mustering options
	Increased walvax thuln's SKILL and AUTHORITY slightly
	Clarified the Winter Comes invocation's Mark
	Equated the srónocx draught animal with the normal srónocx
	Equated the paracerox draught animal with the normal paracerox
	Increased the CONSTITUTION of the srónox to ensure his armour upgrade increases his C+A band
	Removed tusk hunter as sworn unit options for a unthuln and thuln
v2.03	Altered walvax thuln's Acuity to trained
	Reduced walvax thuln and walvax tusk gore combat weapon damage* value to 1
	Increased walvax thuln and walvax shoot dice for their harpoon shot weapon by 1
	Added the rope net combat weapon option to the walvax thuln
	Added the 'camouflaged (snow)' trait to the srónax thuln, srónax, mammax thuln, mammax, srónox, srónox, feleox, theracx, mammox, paracerox
	Reworked the Cold Blood invocation
	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
v2.05	Added the Saamankaraq profile to the Warchief class and the muster chart
	Added the Saamankar profile to the Infantry class and the muster chart
	Changed the feleacx to the Ardent Mount subclass
	Added the 'flanker' ability to the mallax tusk raiders, mallax wild raiders, feleacx and feleox
	Added the kigaangakoq profile to the Warlords class
	Added the thulean hunter profile to the Infantry class and the muster chart
	Altered the tusk hunter shot weapon to tusk bolas and combat weapon to tusk daggers
	Altered the crew of the tusk thrower, mammox war tower and paracerox war tower to thulean hunters
	Added the Hoard of Far Thule artefact list
v2.06	Added the 'goad' ability to the Hornheart noble option's horn spear
	Added the 'tactician' ability to the thulean raider unthuln, thulean raider thuln and thulean raider ulthuln profiles
	Increased the SKILL of most humans that are not Levy or Wild by +10
	Slightly reduced the AUTHORITY of all humans
	Replaced the 'fearless' trait on the mammox with the 'stubborn' trait
	Removed the 'fearless' trait from the paracerox
	Reduced the cost of noble shot weapon options
v2.07	Added the 'goad' ability to the Hornheart noble option's horn spear
	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
	Added the Ice Spear combat and shot weapons to the mammax profile
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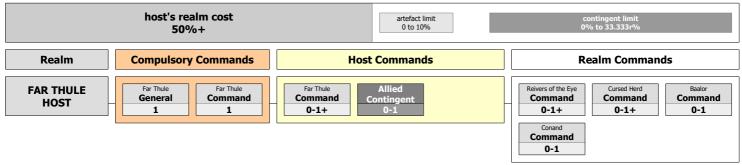
FOMORAIC (FAR THULE) MUSTERING

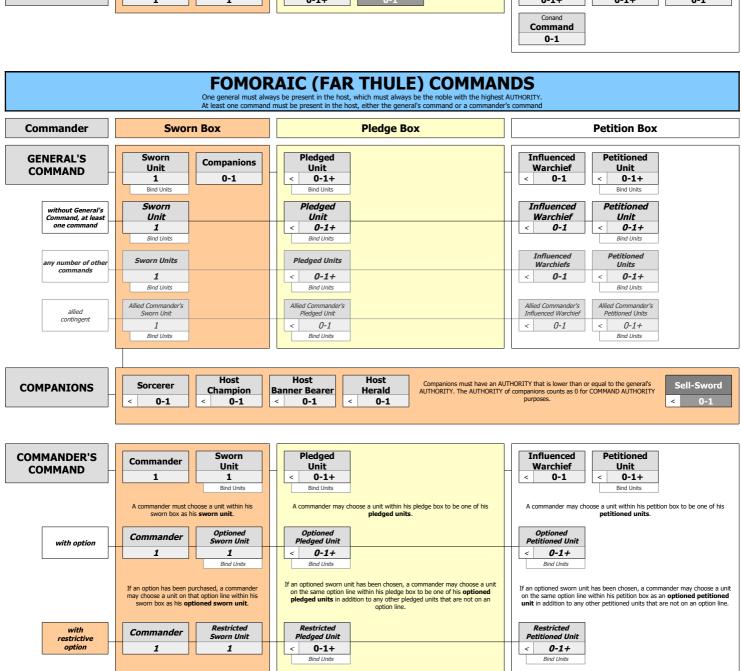
FOMORAIC (FAR THULE) HOST

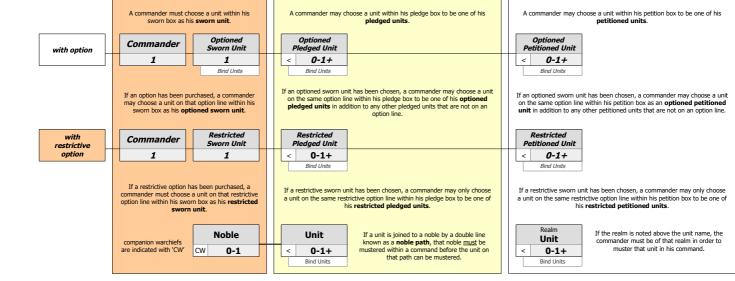
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

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.







MINIATURE AVAILABILITY



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.

FOMORAIC (FAR THULE) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

FOMORAIC (FAR THULE) COMMANDERS Commander **Sworn Box Pledge Box Petition Box THULEAN RAIDER** Raider Raider Hunter **Tusk Hunter** Hornheart **UNTHULN** 0-1+ 8 0-1+ 0-1 0-1 0-1+ 8 11 8 Mallax, Mallax Hunter Mallax, Mallax Hunter any Beast Hunter Tusk Hunter Strongback Horntooth a horn bow or horn spear 0-1+ 0-1+ 0-1+ 0-1+ Strongback Strongback Horntooth **Tusk Chariot Horn Chariot Tusk Thrower** as rider of Iprac 8 0-1+ 0-1+18 0-1+0-1 0 - 1 +0-1 Horntooth Horntooth Feleox Saamankar as rider of Feleac 17 0-1 0-1 8 0-1+ 31 0-1 Mallax as engine leader of Chariot Tusk Chariot Horn Chariot Tusk Chariot Horn Chariot Mallax Mallox Hunter 0-1 0-1 0-1+ 18 0-1+ 21 0-1+ 20 0-1+ 39 0-1 Mallax Hunter, Mallox Mammox Mammox as engine leader of Mammox War Tower Srónox Walvax Srónax War Tower War Tower 0-1 0-1 25 0-1 26 0-1 35 0-1 Paracerox Paracerox Paracerox Mammox as engine leader of Paracerox War Tower War Tower War Tower **War Tower** War Tower 0-1 0-1 35 0-1 0-1 Far Thule **THULEAN RAIDER** Raider Raider Hunter **Tusk Hunter** Hornheart **THULN** 0-1 0-1+ 0-1 0-1+ any Beast 81 with Hunter Strongback Horntooth a horn bow or horn spear 0-1+ 0-1+ 0-1+ Tusk Hunter Tusk Hunter **Tusk Chariot Horn Chariot Tusk Thrower** as Tusk Hunter 0-1+ 0-1+ 0-1+ 0-1 0-1 Hornheart Hornheart Tusk Hunter Saamankar Hornheart 0-1 0-1+ 11 0-1+ 17 0-1 any Be any Bea Strongback Strongback Horntooth as rider of Iprac 0-1+ 0-1+ 0-1 Horntooth Horntooth Feleox as rider of Feleac 0-1+ 31 0-1 0-1 8 Mallax as engine leader Tusk Chariot Horn Chariot Tusk Chariot Horn Chariot Mallax Mallox Hunter 0-1+ 0-1 0-1 0-1 0-1+ 0-1+ 39 18 21 0-1+Mallax Hunter, Mallox

War Tower

War Tower

0-1

0-1

35

29

Walvax

Mammox

War Tower

0-1

0-1

25

Srónax

War Tower

0-1

0-1

26

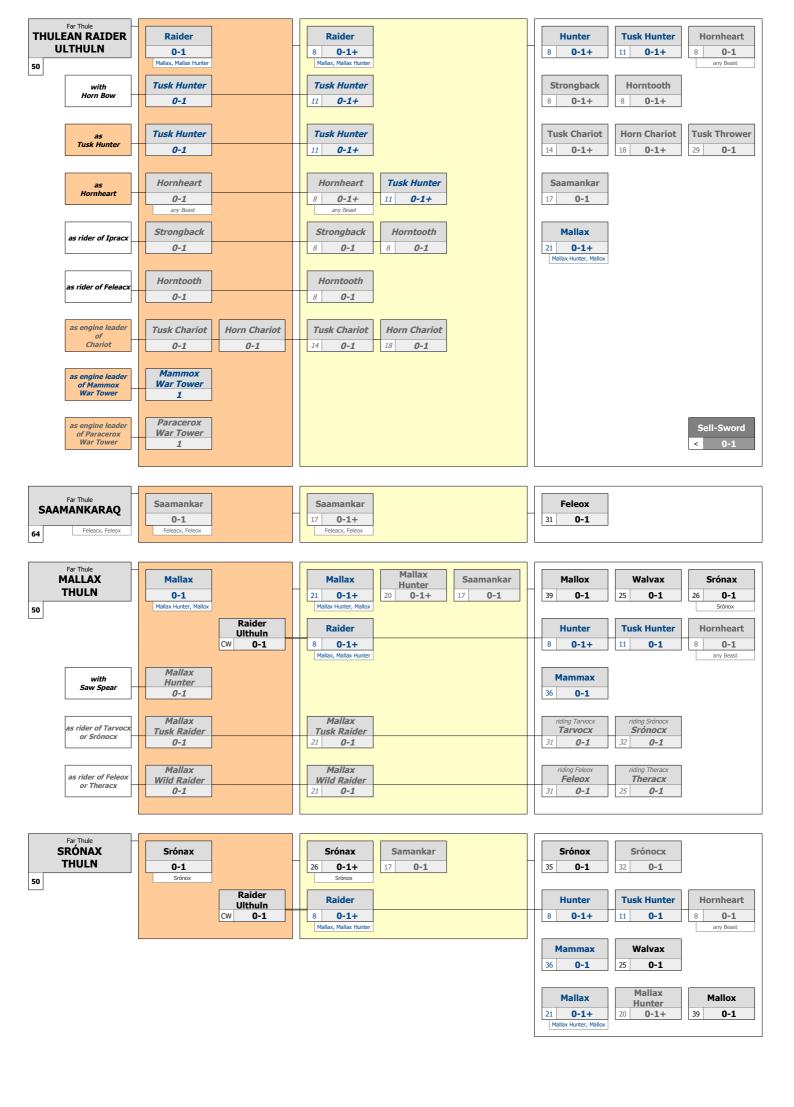
as engine leader of Mammox War Tower

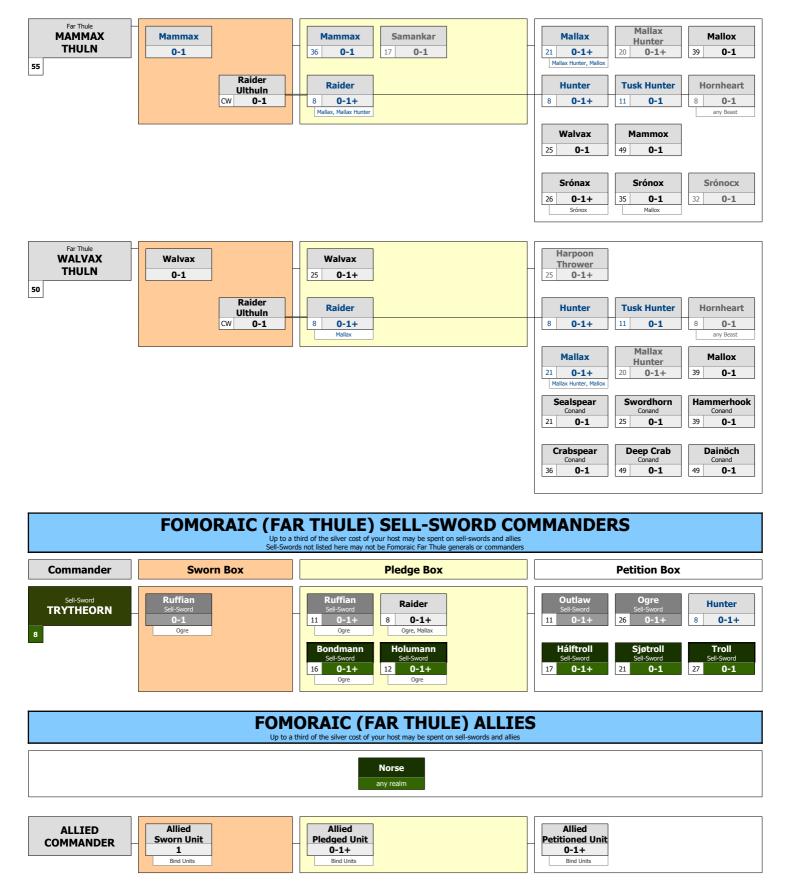
as engine leader of Paracerox War Tower War Tower

0-1

War Tower

0-1





TUSKSPEL	LS
Fomoraic (Far Thule) Invocation	List

								rom the Fomoraic (Far Thule) Invocation List below.	T
INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	_		Invocation Rules	
Thickened Hide	1 2 3	realm. Such warriors	are called Thick The Marked unit the Tough tra	kened warrie t becomes a 1 it.	ors.			rous Infantry, Beast or Monstrous Beast from the Far Thule or Cursed Herd within the Thickened unit (a Thickened warrior) gains 1D10 CONSTITUTION per	
Greathorns Focus	1 2 3 4		Marked Unit bons of the type	ecomes a Ho Horn and Tus	rned unit. E	ach Marked w	arrior within	e type Horn or Tusk. the Horned unit (a Horned warrior) gains one attack die per invoked die on all ad die on all of their combat weapons of the type Horn and Tusk.	
Cold of Far Thule	1 2 3 4 5 6	43	die.					d slowed . Additionally, the Marked unit gains 1 cold effect token per invoked mour; Transient	
Call of the Wild	1 2 3 4	Weapons: The Mark Constant Effect: Th primary combat weap Rules: Once per Mark	e Marked Unit b	oecomes a Ca				the Called unit (a Called warrior) gains one attack die per invoked die on their	
Tuskshards Sight	1 2 3 4 5 6 7 8 9	10 62	0"	6"	30"	40"	1	Pierce	
Lumbering Beasts Focus	1 2 3	Marked Beasts: Mai Immediate Effect: Rules: Once per Mark	Marked unit imr	nediately gair				Beast or Monstrous Beast.	
Frost Shatter Focus	1 2 3 4	74					2	Cold Damage; Ignores Armour	
Freezing Fog	1 2 3 4 5 6	43	hour, the M to Fog unti Sequence a	and slowed a larked unit ga I the end of the s normal.	as well as Sig ins two freezo he current bat	hted D10" u e effect token ttle hour, at w	ntil the Free per warrior hich point it	d to the Marked unit per invoke die. Additionally, each Marked warrior becomes zing Fog dissipates. If the Freezing Fog is not dissipated at the end of a battle within the unit. Additionally, the battle's current weather immediately changes may change during the The Changing Weather subsection of the Battle Armour; Unstable	
Cold Blood Focus	1 2 3 4		Each Different No. If the COLD	Mark within th TEST is passe	e Marked uni	t (that is withi	n total focus	the Living trait. range) must take a CONSTITUTION TEST, in this case a COLD TEST , modified b s failed, that Different Mark suffers D10 wounds per invoked die.	y
Tuskspear Sight	1 2 3 4 5 6	72	0"	9″	60"	90"	2	Distinct Marks: The Mark must be a Distinct Marked warrior within the Marked unit. Rules: Cold Damage; Pierce	
Horn-Bone Focus	1 2 3 4		nvoked die and	2D10 MIGHT				within the Horn-Boned unit (a Horn-Boned warrior) gains 2D10 rm-Boned warrior's CONSTITUTION and MIGHT beyond their basic values.	
Charge of the Wild	1 2	Immediate Effect: determined by the Inv plus 2D10". Resolve ti unit becomes weary a Rules: Once per Mark	The Marked unit coker, thus also the Charge action fiter this Charge	t immediately becoming a on of the Char	becomes act Charging un	rive and perfor it. However, i	rms a <i>compu</i> instead of <i>C</i>	unit of the Far Thule realm. New Charge action (regardless of its current vigour) against an enemy unit harging at twice its warriors' PACE, the Marked unit Charge Moves up to its PACE Attack actions - before continuing with the Invoker's activation. The Charging	
Splintertusks Sight	1 2 3 4 5 6 7 8 9 11 12 13 14 15 16 17 18	53	0"	6"	36"	48"	1	Pierce	
Roar Focus	1 2 3 4 5	Immediate Effect: passed its ROAR TEST Rules: Once per Mari	Γ. Enemy units I					form a <i>Roar action</i> (regardless of its current vigour) and counts as having	

THE HOARD OF THULE Fomoraic (Far Thule) Artefact List

Up to 10% of a Fomoraic (Far Thule) host's cost may be spent on The Hoard of Thule.

Fomoraic (Far Thule) 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.

OMBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules		Cost
Tusked Axe	+ 1 2 3	12	+12	0.5"			1	1	Borne	Add or Replace (axe, cleaver); Hook; Pierce;		11+M
	+ 1 2	24	+24	0.5"			2	2	Borne	Cold Damage; Vicious Damage	Foot only	1171
vvrought of manimox tusk	Killer: enemies must r	re-roll parried did	e when parr	ying strikes fr	om the Tuske	d Axe.						
Snowtooth Spear Sorcerous Spear	+ 1 2 3	12	+12	1.5"	12	+24	2	1	Borne	Add or Replace (spear, gla Strike; Pierce; Cold Damag Strike; Mounted Charge+		8+M
Swift and deadly	Quickhaft: all strikes	made with the S	nowtooth Sp	ear have a -1	strike modifie	er, and enemies parry	those strikes with	a +1 parry m	nodifier.			
Ice Saw	+ 1 2	13	+13	0.5"			1	1	Borne	Replace (axe, cleaver); Freeze Damage: Terrible		14+M
	+ 1	26	+26	0.5"			2	2	Borne	Damage Damage; Terrible	Foot only	14+14
Suffused by ice	Pained: enemy warrio	ors that suffer da	mage dice (b	out not fated	damage dice)	from the Ice Saw ga	in one cold effect t	oken per dam	age dice.			
	+ 1 2	28	+28	1"			2	1	Borne	Add or Replace (axe,		0.14
Qornaak's Ruin	+ 1	56	+56	1"			3	2	Borne	cleaver or mace); Hook; Vicious Damage	Foot only	9+M
Sorcerous Axe The destruction of the mind	The path to madnes For the mighty: Only						his TEMPER by 1. 1	f this reduces	the bearer's	TEMPER to 0, the bearer is o	dead.	
	+ 1 2	24	+24	0"	48	+48	2	1	Natural	Foot only; Replace; Impact Charge+; Pierce	t Mighty Strike;	8+M
Horn ³ Defeater of armour	Iced Tip: Enemy warr	iors parry the Tu	ulhorn with a	+3 parry mo	difier.							
Greyhorn Spear Sorcerous Spear	+ 1 2	23	+23	1.5"	23	+46	2	1	Borne	Add or Replace (spear, gla Damage; Mounted Impact Charge+		8+M
Made of the grey ones	The strongest: The b	earer gains the	'tough' trait a	s well as +40	D10 CONSTITU	JTION, rolled for in t	he battle rolls step	of the Joining	Battle Sequ	ence.		
	+ 1	44	+44	2"			2	1	Borne	Replace (mace, club); Free Strike; Terrible Damage	eze Damage; Mighty	13+M
Sorcerous Mace **Black Iced**	Unseen ice: Enemies	parrying the bea	arer's strikes	do so with a	+1 parry mod	ifier.						
Sawtooth Axe Sorcerous Great Axe	+ 1 2 3 4	22	+22	0.5"			2	1	Borne	Add or Replace (axe, cleav Foot only	er); Vicious Damage;	7+M
Of the sharptoothed	Nasty: Graze dice cau	sed by the Sawt	ooth Axe bed	ome damage	dice. Addition	nally, parries made by	enemies against t	he Sawtooth	Axe can nev	er become fated parries.		
Harda Glatina	+ 1 2 3	13	+13	2"			1	1	Borne	Replace (glaive, spear);	Hedge	4+M
Hook Glaive Sorcerous Glaive	+ 1 2	26	+26	2"			2	2	Borne	Hook; Cold Damage; Vicious Damage	Foot only	4+14
Hooked saw	Hooker: an enemy wa Attack react.	arrior engaged w	vith the beare	er, if he suffer	s a fated dam	age die and is of equ	al or lower mass to	the bearer, I	becomes ent	angled until the end of his cu	rrent reactivation - and s	o may not
	+ 1 2 3 4	16	+16	0.5"	32	+32	2	1	Borne	Replace; Impact Strike; Ch Damage	arge+; Pierce; Vicious	9+M
Sorcerous Tusks Split and shod		pains D5 earth d	ice and an ea	rth range of	4D10", as wel	l as the 'earther' and	'dissipater' abilities	. Perform the	se FARTH R	OLLS during the battle rolls se	nguence	1 2 3 4

IOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost
Furfletched Arrows		-	-	-	-	-	-	1	-	Borne	Add	2
Sorcerous Arrows 1 The finest of fletching	Steady: the bearer ga	nins a -2 shoot m	nodifier when	using Furfleto	ched Arrows.		1					
Whitehorn Bow	+ 1 2	24	+24	0"	9″	36"	48"	1	2	Borne	Replace; Vicious Damage; Cold Damage; Blind	8+1
Sorcerous Bow 2 Soul Blinder	Snowblind: Living er Man only: Only a war						nitehorn Bow	also become	prone.			
Black Bolas	+ 1 2	4	+4	0"	0"	15"	18"	1	1	Borne	1 2 Replace; Move and Shoot; Ride and Shoot; Shots (2); Entangle	3+
Bolas 3 Whirling Death	Entangling: Any shot battle hour.	with the Black E	Bolas is perfo	rmed with a -	2 shoot modif	ier. Additiona	Illy, a warrior	that is entang	gled by the Bl	ack Bolas ca	nnot perform a <i>Disentangle action</i> until the end of the	current
Snow Bow	+ 1 2 3 4	18	+18	0"	9″	36"	48"	1	2	Borne	Replace; Cold Damage (2)	8+
Sorcerous Bow The blizzard comes	Snow Warrior: The I Man only: Only a wa						ring upon the	battlefield wh	nen placing ki	indred terrain	n. Additionally, the bearer is seen 2" when upon snow	coverin
Sawheads		-	-	-	-	-	-	2	-	Borne	Add	3
Sorcerous Arrows Cold agony	Agonising: a unit tha	t suffers at least	one point of	damage from	Sawheads ar	rows must p	erform a <i>Pani</i>	ic reaction.				
Icesaw Spears	+ 1 2	24	+24	0"	6"	24"	28"	2	1	Borne	Replace; Foot only; Shots (3); Impetus Shot; Pierce; Terrible Damage; Cold Damage	11-
Sorcerous Spears Ice-splitters	Nasty: graze dice cau Mallax only: Only wa					act.					•	
Snowbreath	1 2 3	10	+10			4"		1	0	Natural	Add; Combat Shot Weapon; Spray; 4" Frost Spray Template; Cold Damage	4+
Breath 7 A gift of the Eye	Snowborn: the beare	er gains the 'resis	stant (fire, he	llfire)' trait.								
Niguuk's Atlatl	1 2 3	24	+24	0"	6"	24"	36"	2	1	Borne	1 2 3 Shots (3); Impetus Shot; Pierce; Vicious	6+
Sorcerous Spear Thrower Death thrower	Accurate: shots with Man only: Only a war						ch time a <i>Sho</i>	oot action is p	erformed with	n it, to a mini		
Tuskheads		-	-	-	-	-	-	1	-	Borne	Add; Pierce	4
Sorcerous Arrows Of the great ones	Tusked Death: warri	ors must re-roll	evades when	evading shot	s made by the	Tuskheads.						
Blubberbane	+ 1 2	18	+18	0"	9″	36"	48"	2	1	Borne	Replace; Shoot and Drag; Pierce	8+
Sorcerous Harpoon Blubber-blessed	Mighty: The bearer's Walvax only: Only w						Dragging with	Blubberbane				

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
Snowburn Weapon Coating	1 Rules: Add; Cold Damage; Mundane Artefact	Borne	1
1 Ice	2 Rules: Add; Freeze Damage	Borne	3

ARMOUR ARTEFACT	Ai	rmour+	C+A		Hands	Class	Armour Artefact Rules	Cost
Walhide		12	+12		0	Worn	Replace (Light Armour); Thwart	3+M
Light Armour Thickest of skins	Thick: The wearer gains the	e 'tough' ar	nd 'stubborn'	aits as well as the 'resistant (corrosion)' ability. Additionally, enen	nies attack th	e wearer with	h a +1 strike modifier.	
Snowshield	2	14	+14		1	Borne	Replace; Shieldwall; Parry	12+
Sorcerous Shield Blinded	Snowblind: The bearer is d	lifficultly se	en (i.e., he i	a Difficult Target and a Difficult Mark) and enemy Attacks against	the bearer a	re difficult str	rikes.	
Hoof Helm		6	+6		0	Worn	Replace	7+1
Sorcerous Helm The herd is commanded	units of any privilege as petit	tioned unit	s (as long as	d Herd)' ability and, if he is a commander, may include one vassa e has enough AUTHORITY'). 'man' may wear this armour artefact.	l Cursed Hero	l unit as a ple	edged unit in his own command and/or up to two Cur	sed Herd
Greytusk's Bones		26	+26		0	Natural	Replace (Light Armour)	12+
Sorcerous Light Armour Gleaming white	Bones of the Great One: 1	The weare	r gains the 'to	gh' trait and may re-roll all wound dice (but not fated wound dice	e) when parry	/ing.		
The Eye		5	+5		0	Worn	Add; Mundane Artefact	1+1
Sorcerous Armour Emblem Under His influence	Favoured by the Ice: the b	bearer of t	he White Eye	emblem gains a -1 parry modifier.	'			
Hornplate		9	+9		0	Worn	Add	4+1
Sorcerous Pauldrons Made of the homed ones				e gains +D5 impact strikes in addition to any he would normally 'man' may wear this armour artefact.	have from the	at ability.		
Naarbone Mantle		27	+27		0	Worn	Replace (Light Armour); Ignores Weapons	4+1
Sorcerous Corselet Armour of bone	Hard as Naar: The bearer of	gains the 't	ough' trait; a	ditionally, no enemy weapon gains the 'pierce' rule against this ar	rmour.			
Tuskshield		22	+22		1	Borne	Replace; Shieldwall; Parry	5+I
Shield Mammox carved	Impervious: the Tuskshield	d cannot be	e destroyed b	any means. Additionally, if the bearer has the 'bulk charger' abili	ty, he gains +	D5 impact st	trikes in addition to any he would normally have from	that abili
Armour of Ikuuk		19	+19		0	Worn	Replace (Light Armour)	9+1
Sorcerous Heavy Armour Ikuuk's blood	Blooded: the wearer of the Man only: Only a warrior of			-2 parry, evade and sight avoid modifier. this armour artefact.				
Srónhelm		7	+7		0	Worn	Replace	8+1
Sorcerous Helm Ring-nosed	Horned Helm: If the weare AUTHORITY. Man only: Only a warrior of			y include one unit of of the kin Mallax, Srónax, Mammax or Walv this armour artefact.	ax in his com	mand. That u	unit's AUTHORITY becomes 0 for the purposes of CON	MMAND

BANNER ARTEFACT	Banner Artefact Rules	Cost
1 Naatjuuk Sorcerous Finial	Horned Ones: friendly warriors within 12" of the bearer of Naatjuuk gain +1 attack die upon any combat weapon of the type 'horn'. For the Mighty: only warriors with a basic MIGHT of 40 or more may bear Naatjuuk.	7+M
Banner of the Drifts Sorcerous Banner	Winter is here: Once per battle, at any point in his activation, the bearer may change the current weather to Snow, placing a 12x12" snow cover mat centred upon himself. Additionally, the bearer (and any unit he has Joined) is seen 12" while upon snow covering. Host Banner Bearer: only a Host Banner Bearer may bear this banner artefact.	9+M
1 Mark of Baalor Sorcerous Banner Emblem	Baalor's Favoured: the bearer of the Mark of Baalor, and any unit he has Joined, gain a -1 parry modifier.	8+M
Cold Banner Sorcerous Banner	Deep Cold: the banner contains the Cold of Far Thule invocation, which counts as a slaved invocation. The banner's TEMPER of 10D10 (rolled for in the battle rolls step of the Joining Battle Sequence) is used for the purposes of <i>Invoking</i> , but in all other respects the bearer controls the <i>Invoke action</i> .	9+M
Split-Horn Sorcerous Emblem	Stubborn: The bearer of Split-Horn, and any unit he has Joined, gains the 'stubborn' rule and always pass any VALOUR TEST they are required to make.	1+M
Banner of Thule Sorcerous Banner	From the Cold Lands: The bearer of the Banner of Thule, and any unit he has <i>Joined</i> , gain the cold damage (+1) rule upon their primary combat weapons. Host Banner Bearer: only a Host Banner Bearer may bear this banner artefact.	5+M
Mantle of the Great One Sorcerous Finial	Tough: The bearer of the Mantle of the Great One, and any unit he has Joined, gain the 'tough' rule and parry, evade and sight avoid with an additional -1 modifier.	6+M
1 Whitetusk Sorcerous Finial	Gorers: The bearer of the Whitetusk, and any unit he has Joined, gain the 'pierce' rule on their primary combat weapons.	1+M
1 Hornhide Sorcerous Banner	Implacable: the bearer of Hornhide, and any unit he has Joined, gain +2D10 combat mass whenever it is required to be calculated.	5+M
Snowskull Sorcerous Finial	Snowbound: once per activation, at any point in his activation, the bearer of Snowskull may attach D5 cold effect tokens to each enemy unit within 12".	8+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
Blacktusk Horn Sorcerous Instrument	To Battle: One unit that is <i>Inspired</i> by the bearer of the Blacktusk Horn may immediately perform a <i>Walk</i> or <i>Run action</i> (which cannot be an <i>Engagement action</i>). Host Herald only: only host heralds may bear this instrument.	7+M
Call of the Eye	Baalor Compels: All friendly units within instrument range become exulted after this tune is played.	4
Snow Drum Sorcerous Instrument	Whiteout: All friendly units within instrument range that are upon snow covering and that have the 'camouflaged (snow)' trait become seen 12". Additionally, the weather immediately changes to Snow.	16+1
Tooth Horn Sorcerous Instrument	We Await: 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. Host Herald only: the Tooth Horn may only be borne by a host herald.	6+M
Stormsong Stormsong	Storm squall: if this tune is played the current wind strength is increased by D10 and the wind direction changes to be in line with the bearer; additionally, the weather immediately changes to Snow.	6
Horn of Thule Sorcerous Instrument	All Thule Is Against You: enemy units that fail a DREAD TEST caused by the bearer's Daunt action immediately perform a Panic reaction.	8+M
1 Thunder-Roar 7	Roarers: up to three friendly units with the 'roarer' ability within instrument range of the player of the Thunder-Roar tune may immediately perform an embedded Roar action if this tune is played, regardless of their current vigour.	6
1 Winter's Cry Tune	Winter is Yours: Friendly units within snow covering that are within instrument range of the player of the Winter's Cry tune become resolute if they are not exulted or frenzied, and gain the 'stubborn' ability for the rest of the current battle hour.	4
Malhide Drum Sorcerous Instrument	Beast Resonance: one unit that is not of the kin Man within host instrument range (the Resonant unit) that is Inspired by the bearer of the Malhide Drum immediately performs an Attack action or Attack Move action if it is currently engaged with or beset by an enemy unit, regardless of its own vigour. The enemy unit may Attack react as normal, but after their Attack actions or Attack Move actions are resolved, the Resonant unit and any unit it has Attacked becomes weary. Host herald only: only host heralds that are not of the kin Man may bear this instrument.	15+M
Srónhorn Sorcerous Instrument	Groundshaker: if the Srónhorn is used as part of a Daunt action, each enemy unit within instrument range must roll a D10. On the roll of a 0, that unit becomes prone and unconscious. Host Herald only: the Srónhorn may only be borne by a host herald that is not of the kin Man.	12+M

TALISMAN ARTEFACT	Talisman Artefact Rules	Class	Cost
Mask of the Eye Sorcerous Mask	Baalor's Favour: The wearer always counts his TEMPER as being in the same ATTRIBUTE BAND as an enemy Mark, if their SKILL or TEMPER is in a higher ATTRIBUTE BAND. Rules: Add	Worn	11+N
Tantjaak Sorcerous Belt-Hung Horn	Hardened: the bearer gains the 'tough' trait. Additionally, the bearer may turn all odd wound dice that he suffers (except for fated wound dice) into parry, evade or avoid die instead. Rules: Add	Borne	14+1
Swordtooth Cloak Sorcerous Cloak	Swift as the Wind: the wearer of the Swordtooth Cloak gains +1 PACE and the 'aura parry' rule on all of his armour elements. Rules: Add; Man Only	Worn	3+1
Srónuuq Sorcerous Pendant	Charmed: In the battle rolls step of the Joining Battle Sequence, the wearer of Srónuuq must nominate one warrior on the battlefield (friend or enemy) to be The Horned One. Enemy warriors must be able to be seen by the wearer to become The Horned One. Any damage the wearer suffers is immediately suffered by The Horned One, until The Horned One is alive, the wearer can only be killed by actions that do not cause damage (such as by falling an ESCAPE TEST, etc.) Rules: Add; Jealous Artefact	Worn	13+
Black Togaak Sorcerous Pendant	Blocker: Enemies Invoking with focus invocations against the wearer of the Black Togaak, as well as any unit he has Joined, do so with a +D5 invoke modifier, rolled each time an invoke value is calculated against the wearer. Rules: Add	Worn	12+
Morse Grease Sorcerous Grease	Thick Fat: the wearer of Morse Grease gains a -1 parry, evade and shoot avoid modifier. Morse Grease cannot be negated nor destroyed by any means. Rules: Add; Man Only	Worn	2+1
Snowpelt Skin	Pelt of Pure Snow: when upon snow covering, the bearer of Snowpelt becomes Unseen. Rules: Add; Mallax, Srónax, Mammax only	Natural	5+I
Gruaan Bones Sorcerous Pendant	8 Earther: the wearer's earth dice are increased by 10, but each earth die from the Gruaan Bones may only be used once per battle. 1 2 3 4 5 6 7 8 9 10 Rules: Add; Earther only	Worn	6+1
Fomor's Eye Sorcerous Pendant	He is Watching: enemies Attack, Shoot and Invoke against the wearer with a +3 strike, +2 shoot and +1 invoke modifier. Rules: Add	Natural	9+1
Fishbone Broth Sorcerous Belt-Hung Potion	Revitalised: The bearer may drink the Fishbone Broth at any point in his activation or reactivation. Once drunk, the bearer gains +D5 WOUNDS. This cannot increase his WOUNDS 10 beyond its base value. Rules: Add: One Use Only	Borne	7+1

ENCHANTED ARTEFACT	Enchanted Artefact Rules	Class	Cost								
Sacrificial Ulu Sorcerous Belt-Hung Knife	For Baalor! The bearer of the Sacrifical Ulu may perform a Sacrifice action, which is also a command action, in his own activation (with a handy animal carried about his person). Should he do so, he gains either +2D5 attack dice, +2D5 shoot dice, +2D5 invoke dice to use upon any invocation he can create or 1 2 3 4 5 6 7 8 9 10 +2D5 earth dice (if he is an Earther) until the end of his current activation. Rules: Add; One Use Only; Man Only	Borne	10+M								
1 Windbone Sorcerous Brooch	The Wind is with us: The Winterbone increases the effective/maximum range of the bearer's primary shot weapon by 4D10", as well as its Weapon+ by the same amount (rolled for in the battle rolls step of the Joining Battle Sequence). Additionally, the wind direction immediately turns to be directly forwards of the wearer's head mark whenever he performs a Shoot action. Rules: Add	Worn	8+M								
Tuskmask Sorcerous Mask	Tusk and Horn: The wearer of the Tuskmask may include one Monstrous Infantry unit of the Far Thule muster in his command as his Sworn unit. Rules: Add; Man Only	Worn	10+M								
Blackbite Sorcerous Belt-Hung Toe	Frostbitten: the first time an enemy warrior becomes contact engaged with the bearer, that enemy warrior gains +D5 freeze tokens and suffers 1 point of damage. Rules: Add	Borne	8+M								
Cloudstruck Ring Sorcerous Horn/Tusk Ring	Cold-wielder: The wearer of the Cloudstruck Ring gains +2D10 cold effect tokens at the beginning of the battle, rolled for in the battle rolls step of the Joining Battle Sequence. At the end of each battle hour, in the hour rolls step of the An Hour Passes Sequence, a further +D5 cold effect tokens are attached to the wearer. At any point in his activation the wearer may transfer any or all of the cold effect tokens attached to him to one enemy warrior in base contact. Rules: Add; Srónax and Mammax only	Worn	7+M								
Duundrift Sorcerous Pendant	is: Aud; sronax and mainmax only tht: Once per activation or reactivation (and at any point in the wearer's activation or reactivation), one enemy warrior within 12" of the wearer is completely engulfed by snow eccomes entangled, immediately gaining 2D10 cold effect tokens. A 6x6" snow covering patch must then be placed, the exact centre of which lies under that enemy warrior's base. s: Add; Three Uses Only										
Shivering Shard Sorcerous Pendant	Killer: The damage* of the wearer's primary combat weapon is increased by 1 and its attack range by 1". Additionally, it gains the cold damage rule; if the weapon already causes cold damage, it increases its cold damage by 1. Rules: Add; Jealous Artefact	Worn	12+M								
Frost Mantle Sorcerous Cloak	Drift-mover: The wearer may, at any point in his activation or reactivation, perform a <i>Sorcerous Shift Move</i> to any point on the battlefield so that the wearer's base is entirely within snow covering. This <i>Shift Move</i> may be used as a <i>voluntary Engagement reaction</i> , but may not be used to <i>Engage</i> an enemy warrior. Rules: Add	Worn	10+M								
Naalhorn Staff Sorcerous Staff	Whale-wrought: the bearer may swap one invoke die from an invocation he is <i>Invoking</i> for a -1 invoke modifier (to a minimum of 1) instead, for that <i>Invoke action</i> only. Rules: Replace	Borne	7+M								
1 Iron Flake Sorcerous Pendant	Cold Awaits You: D5 cold effect tokens are immediately attached to any enemy warrior within 6" of the wearer per point of damage that enemy warrior suffers from any source. Rules: Add or Replace	Worn	3+M								

BRAND ARTEFACT	Arte	efact Rules											Class	Cost
1 Mark of Baalor 1 Brand		led: The bearer of tes: Mundane Artefac		alor gains a -	1 strike modif	ier for its prin	nary combat	weapon.					Natural	1+UM
Cold-Eye Sorcerous Brand		l: all of the bearer's es: Mundane Artefa		ons of the cla	ass 'Natural' ga	ain the cold d	amage rule.						Natural	1+UM
1 Ironspikes Tusk or Horn 3	Roll f	ted Bands: the bear for each combat we es: Mundane Artefac	apon of the typ				at weapon of	the type 'tusk	and 'horn', r	olled for in th	ne battle rolls	step of the Joining Battle Sequence.	Worn	2+UM
Frostcrag Brand 4	From	n the highlands: t	he bearer gain	s the 'Flanke	er' ability, if it	did not alread	y have it, an	d performs FL	ANK TESTS w	ith a -D10 m	odifier per w	arrior in the unit.	Natural	1+UM
Greyhide Sorcerous Brand		hty One: The beard doubled.	er gains +4D10	MIGHT, roll	ed for in the b	oattle rolls ste	p of the Joini	ing Battle Seq	uence. Additio	nally, the att	ack dice of b	ulk impact strikes caused by the bearer	Natural	2+UM
Snowfoot Sorcerous Brand	Blizz	zard-swift: the bea		Natural	2+UM									
Snowbone 7 Sorcerous Brand	Snov	wborn: the bearer,		Natural										
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		6+M
Frost Breath Spray	1 2 3	3	30	+30			6"		1	0	Worn	Cold Damage		
Snowborn Sorcerous Brand	(inclu	w Warrior: The be uding an Ambush ac es: Mundane Artefac	ction) from sno		ay have a ride	er), if it has th	ne 'camouflag	ged (snow)' tra	ait, may be pla	iced upon <i>SC</i>	COUT orders	and may perform an Emerge action	Natural	3+UM
Spinefur 9 Brand	Toug	gh: The bearer of S	pinefur gains +	-5D10 CONS	TITUTION, ro	lled for in the	battle rolls s	tep of the Joir	ning Battle Se	quence.			Natural	2+UM
1 Whiteclaw Sorcerous Brand	Claw Roll f	v-Killer: The beare for each combat we	r gains the 'pie apon of the typ	rce' rule as v pe 'claw' sepa	well as +D5 at arately.	tack dice on (each combat	weapon of the	e type 'claw',	olled for in t	he battle roll	s step of the Joining Battle Sequence.	Natural	1+UM

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Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds		Size	Co	ost
								-				ass		1 e Size	_	
Fomoraic	Far Thule	Man	War	lord	No	ble	Vet	eran	Uncor	nmon		1		mm	3	31
RAIDER	UNTHULN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Bloo	d; Insensate	5	8	1	4	2	3	2	7	,	8	38	9	1	2	23
Abi	ilities	Disciplined; Tactician														
Woun	nd 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			
Hor	n Axe	1 2 3 4 5 6 7	9	51	0.5 "				1	1	Borne	Pierce				
	Axe	1 2 3 4 5 6	18	60	0.5 "				2	2	Borne	Pierce; Foot	only			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
Horn S	pear Spear	1 2 3 4 5 6 7	9	51	1.5"	9	60		1	1	Borne		ace (Horn Ax nted Charge+	re); Mounted Ii +; Hedge	npact	1
SHOT WEAR	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			Co.
Horn	Bow Bow	1 2 3	9	51	0"	9"	36"	48"	1	1	Borne	Add; Ride a	nd Shoot			3
Horn S	pear Spear	1 2 3	9	51	0"	3"	12"	16"	1	1	Borne	1 2 Add; Shots (2); Impetus Shot				2
Horn B	Bolas Bolas	1 2 3 4	3	45	0"	0"	15"	18"	1	1	Borne	1 2 Add; Shots (2); Move and Shoot; Ride Shoot; Entangle			Ride and	2
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour Armour		7	39						0	Worn					
	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	ıles			Co.
Raider I	Helm Helmet		5	44						0	Worn	Add				1
Raider S	Shield Shield		9	48	+Helmet	53				1	Borne	Add; Shield	wall; Parry			2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Feleacx	Ardent Mount	May ride a Feleacx; Ri	der gains the Fla	anker ability									3	7	46	23
Ipracx	Ardent Mount	May ride an Ipracx; Ri	der gains the Fla	anker ability									4	11	50	34
MOUNT ARM	OUR OPTIONS		Armour+	Feleacx	Ipracx					Hands	Class	Armour Ru	iles			Cos
	arding Barding		4	50	54					0	Worn	Add; Ipracx	only		1	
	OPTIONS	Chariot Option Rule	5											Chariot+	C+A	Co.
	ariot Chariot	May ride a Tusk Charie												12	51	6-
	ariot Chariot	May ride a Horn Chari	. , .	Thulean Ra	ider crew tha	t is not the d	river. Rider ga	ins the Flank	er ability.					15	47	11
	OPTIONS	Engine Option Rules												Engine+	C+A	Со
	Tower Engine Leader	May ride a Mammox V												19	51	59
Paracerox War	Tower Engine Leader	May ride a Paracerox	Nar Tower in ad	dition to the	crew to beco	me the engir	ne's leader.							16	48	27

				K	IG/	AAN KIG-an	IGA	KO	0								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	ıitv	Ubiq	uitv		nds	Unit	Size	Co	st	
- Idilai Cu	Reum	Kiii	Cit			nege	AC	,	Obiq	uicy		2 ass	D	1 Size			
Fomoraic	Far Thule	Man	War	lord	No	oble	w	ild	Ra	ire	M	ass 1		mm	5	3	
KIGAAI	NGAKOQ	Pace	Sk	all	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	per	
Frost Bloo	od; Insensate	5	3	5	3	32	3	0	•	5	7	'8	3	3	7	1	
Ab	ilities	Augurer; Dissipater; Ea	rther; Sorcerer	[Tuskspells]	1 (2)										Focus Ra	nge: 11"	
Wour	nd Track	1 2 3 4 5 6	·		. ,									Eartl	n Dice: 1 2	3 4 5 6	
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
	n Axe	1 2 3	9	41	0.5 "				1	1	Borne	Hook					
	Far Thule	1	7	39	1 "				1	1	Borne	Rod of Far 1	Rod of Far Thule Artefact; Cold Damage; Sorcerous Dam				
ARN	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles				
	d Armour		8	38						0	Worn						
	FACTS	Artefact Rules															
	Far Thule	The All-Seeing Eye: \	Vhilst bearing t	he Rod of Fa	r Thule, and a	as long as he	is upon snow	covering, the	Kigaangakoq	may re-roll o	dissipated dice	and fumble o	lice. The seco	ond roll is bind	ing.		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost	
Feleacx	Ardent Mount	May ride a Feleacx; Rid	er gains the Fla	anker ability									3	7	45	23	
CHARIO	T OPTIONS	Chariot Option Rules												Chariot+	C+A	Cost	
Tusk Chariot Chariot Gains the Engine Leader (Tusk Chariot) ability, replacing one Thulean Raider crew that is not the driver. Rider gains the Flanker ability.									12	20	63						
Horn Ch	nariot Chariot	Gains the Engine Leade	r (Horn Chariot	t) ability, rep	placing one Th	nulean Raider	crew that is r	ot the driver.	. Rider gains t	he Flanker a	bility.			15	23	119	
ENGINE	OPTIONS	Engine Option Rules												Engine+	C+A	Cost	
Mammox War	Tower Engine Leader	Gains the Engine Leade	r (Mammox Wa	ar Tower) ab	ility, replacing	g one Tusk Hu	ınter crew tha	nt is not the c	driver.					19	<i>27</i>	589	
Mammox Wai	Tower Engine Crew	Gains the Engine Crew	(Mammox War	Tower) abili	ity, replacing	one Tusk Hun	ter crew that	is not the dri	iver nor its lea	der.				19	<i>27</i>	-4	
Paracerox Wai	Tower Engine Leader	Gains the Engine Leade	r (Paracerox W	/ar Tower) a	bility, replacir	ng one Tusk H	lunter crew th	at is not the	driver.					16	24	270	
Paracerox Wa	r Tower Engine Crew	Gains the Engine Crew	(Paracerox Wai	r Tower) abi	ility, replacing	one Tusk Hu	nter crew tha	is not the di	river nor its le	ader.				16	24	-4	
					FN	IR-THL-12	60 - Thurna	aq									

Kindred	Realm	Kin	Cla	100	Drivi	ilege	Acı	iity	Ubiq	uity	Hai		Unit	Size		ost
Killuleu	Realiii	Kill	Cie	133	FIIV	ilege	Acc	ancy .	DDiq	uity	2			1		031
Fomoraic	Far Thule	Man	Ward	chief	No	ble	Vete	eran	Comi	mon	Ma 1			e Size mm	1	.8
RAIDER	RTHULN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	nds	Forti	tude	Auth	ority	Ten	nper
Frost Bloo	d; Insensate	5	7	2	3	5	2	4	5	;	8	1	8	31	2	22
Abi	ilities	Disciplined; Tactician	_													
Woun	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			
Hori	n Axe	1 2 3 4 5	9	44	0.5 "				1	1	Borne	Hook				
	Axe	1 2 3 4	18	53	0.5 "				2	2	Borne	Hook; Foot o	nly			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les			Cost
Horn S	pear Spear	1 2 3 4 5	9	44	1.5"	9	53		1	1	Borne	Add or Repla Strike; Mount	ce (Horn Ax	re); Mounted In	npact	1 -
	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap		, neuge		Cost
Horn	Bow Bow	1 2	9	44	0"	9"	36"	48"	1	2	Borne	Add; Ride an	d Shoot			2
Horn S	pear Spear	1 2	9	44	0"	3"	12"	16"	1	1	Borne	1 2 Add; Sh	ots (2); Im	petus Shot		1
Horn B	Solas Bolas	1 2 3	3	38	0"	0"	15"	18"	1	1	Borne	1 2 Add; Sh Shoot;		ve and Shoot;	Ride and	2
ARM	10UR		Armour+	C+A						Hands	Class	Armour Rul				
Ragged	Armour		6	30						0	Worn					
	Armour OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Rul		Cost		
	Helm Helmet		5	35		-,				0	Worn	Armour Rules Add				1
	Shield Shield		9	39	+Helmet	44				1	Borne	Add; Shieldw	all: Parry			2
	OPTIONS	Noble Option Rules														Cost
	" Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abilit	'y										7
Horn-Bea	rer Host Herald	May bear the Host's In.	strument. Gains	the Host H	erald ability											7
Tusk H	unter Scout	Muster with (Horn Bola	s); Foot only; (Gains the Fla	nker, Scout ar	nd Skirmisher	abilities and,	if he is a con	mmander, the	Marksman ab	bility; cannot l	be the general				3
Hornhead	rt Beast Handler	Muster with (Horn Spe.	ar combat weap	oon), which	gains the Goad	d ability; Gair	ns the Beast H	landler (any l	Far Thule Beas	t or Monstro	us Beast) and	l Flanker abiliti	es			3
Tusk Throv	Ver Engine Leader	Foot only; Gains the Er	ngine Leader (T	usk Thrower) ability; cann	ot be the ger	neral									2
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Feleacx	Ardent Mount	May ride a Feleacx; Rid	der gains the Fla	anker ability									3	7	<i>37</i>	23
Ipracx	Ardent Mount	May ride an Ipracx; Rid	der gains the Fla	anker ability									4	11	41	33
MOUNT ARM	OUR OPTIONS		Armour+	Feleacx	Ipracx					Hands	Class	Armour Rules				Cost
Ragged Ba	arding Barding		4	41	45					0	Worn	Add; Ipracx o		1		
CHARIO	OPTIONS	Chariot Option Rules	5											Chariot+	C+A	Cost
Tusk Ch	ariot Chariot	Gains the Engine Leade	er (Tusk Chariot	t) ability, rep	lacing one Th	ulean Raider	crew that is n	ot the driver.	Gains the Fla	nker ability				12	42	64
	ariot Chariot	Gains the Engine Leade	er (Horn Chario	t) ability, rep	placing one Th	ulean Raider	crew that is n	ot the driver.	. Gains the Fla	nker ability				15	45	119
	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
	Tower Engine Leader	Gains the Engine Leade												19	49	589
	Tower Fngine Crew	Gains the Engine Crew	(Mammox War	Tower) abili	ity, replacing of	one Tusk Hun	ter crew that	is not the dri	ver nor its lea	der				19	49	-4
Mammox War		_														
Paracerox War	Tower Engine Leader Tower Engine Crew	Gains the Engine Leade	er (Paracerox W			-								16 16	46 46	270 -4

Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uitv	Ubiq	uitv		ınds		Size	C	ost
		1						•				ass		1 e Size		
Fomoraic	Far Thule	Man	Ward	chief	No	ble	Dri	lled	Com	mon		1		mm	1	L2
RAIDER	ULTHULN	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Frost Blood	l; Insensate	5	6	3	3	2	2	1		5	8	31	5	0	1	L 7
Abil	lities	Disciplined; Tactician														
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	iles			
Horn	Axe	1 2 3 4	9	41	0.5 "				1	1	Borne	Hook				
	xe	1 2 3	18	50	0.5 "				2	2	Borne	Hook; Foot	only			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru				Co
Horn Sp	Dear Spear	1 2 3 4	9	41	1.5"	9	50		1	1	Borne	Add or Repla		re); Mounted In	npact	1
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap		, rieuge		Co
Horn E	Bow Bow	1 2	9	41	0"	9"	36"	48"	1	1	Borne	Add				
Horn Sp	Dear Spear	1 2	9	41	0"	3"	12"	16"	1	1	Borne	1 2 Add; S	hots (2); Im	petus Shot		1
Horn B	olas Bolas	1 2 3	3	35	0"	0"	15"	18"	1	1	Borne		hots (2); Mo Entangle	ve and Shoot;	Ride and	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru				
	Armour		6	27						0	Worn					
ARMOUR OPTIONS Armour+ C+A with option						Hands	Class	Armour Ru	les			Co				
Raider H	l elm Helmet		5	32						0	Worn	Add				
Raider S	hield Shield		9	36	+Helmet	41				1	Borne	Add; Shieldv	vall; Parry			1 2
NOBLE (OPTIONS	Warrior Option Rule	5													Co
Skull-Bearer	Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abilit	ty .										
Horn-Bear	rer Host Herald	May bear the Host's In.	strument. Gains	the Host He	erald ability											
Tusk Hu	Inter Scout	Purchased with (Horn I	Bolas); Foot on	ly; Gains the	Flanker, Scou	it and Skirmis	sher abilities a	nnd, if he is a	commander,	the Marksma	n ability; can	not be the gen	eral			.
Hornhear	t Beast Handler	Purchased with (Horn :	Spear combat w	veapon), whi	ich gains the (Goad ability;	Gains the Bea	st Handler (a	ny Far Thule L	Beast or Mons	strous Beast,	and Flanker a	bilities			
Tusk Throw	'er Engine Leader	Foot only; Gains the Er	ngine Leader (T	usk Thrower) ability; cann	ot be the ger	neral									1
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Co
Feleacx	Ardent Mount	May ride a Feleacx; Rid	der gains the Fla	anker ability									3	7	34	2
•	Ardent Mount	May ride an Ipracx; Rid	der gains the Fla										4	11	38	3
	OUR OPTIONS		Armour+	Feleacx	Ipracx					Hands	Class	Armour Ru				Co
	rding Barding		4	38	42					0	Worn	Add; Ipracx	or Feleacx o	· ·		
	OPTIONS	Chariot Option Rules												Chariot+	C+A	Ca
	ariot Chariot	Gains the Engine Leade	· .	, ,, ,										12	39	6
	ariot Chariot	Gains the Engine Leade		t) ability, rep	placing one Th	ulean Raider	crew that is r	not the driver	. Rider gains t	he Flanker al	bility.			15	42	1.
	OPTIONS	Engine Option Rules												Engine+	C+A	Co
	Tower Engine Leader	Gains the Engine Leade								,				19	46	58
	Tower Engine Crew	Gains the Engine Crew								aer.				19	46	-
	Tower Engine Leader	Gains the Engine Leade		rar lower) a	numy rentacin	a one luck h	uinter crow th		arwer					16	43	22

					AA		AK(00								
Kindred	Realm	Kin	Cla	iss	Priv	ileae	Acu	itv	Ubiq	uitv		nds	Unit	Size	Co	st
							-					2 ass	Race	1 Size		
Fomoraic	Far Thule	Man	Ward	chief	No	ble	Wi	ld	Uncor	nmon		1		mm	3	4
AANG	AKOQ	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	ıper
Frost Blood	d; Insensate	5	3	2	2	28	2	4	4	,	7	2	2	28	6	9
Abi	lities	Augurer; Dissipater; Ea	rther; Sorcerer	[Tuskspells] (1)						-				Focus R	ange: 9"
Woun	d 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 Ru	les			
	1 Axe	1 2 3	9	37	0.5 "				1	1	Borne	Hook				
	Far Thule	1	7	35	1 "				1	1	Borne	Staff of Far T	hule Artefa	ct; Cold Dama	ge; Sorcerou	s Damage
	ARMOUR Armour+ C+A Hands Class Armour Rules							es								
	Beaten Armour		6	30						0	Worn					
	FACTS	Artefact Rules														
	Far Thule	The All-Seeing Eye:	Whilst bearing tl	ne Staff of F	ar Thule, and	as long as he	is upon snow	covering, th	e Aangakoq m	ay re-roll dis	sipated dice.	The second roll	is binding.			
	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Feleacx	Ardent Mount	May ride a Feleacx; Rid	der gains the Fla	anker ability									3	7	<i>37</i>	23
CHARIOT	OPTIONS	Chariot Option Rules	5											Chariot+	C+A	Cost
Tusk Cha	ariot Chariot	Gains the Engine Leade	er (Tusk Chariot) ability, rep	placing one Th	ulean Raider	crew that is n	ot the driver	. Rider gains t	he Flanker a	bility.			12	42	63
Horn Cha	ariot Chariot	Gains the Engine Leade	er (Horn Chariot	t) ability, rep	placing one Th	nulean Raider	crew that is n	ot the driver	. Rider gains t	he Flanker a	bility.			15	45	119
ENGINE	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Mammox War	Tower Engine Leader	Gains the Engine Leade	er (Mammox Wa	ar Tower) al	bility, replacing	g one Tusk H	unter crew tha	t is not the o	driver.					19	49	589
Mammox War	Tower Engine Crew	Gains the Engine Crew	(Mammox War	Tower) abil	lity, replacing	one Tusk Hur	nter crew that	is not the dr	iver nor its lea	der.				19	49	-4
Paracerox War	Tower Engine Leader	Gains the Engine Leade	er (Paracerox W	'ar Tower) a	bility, replacir	ng one Tusk H	lunter crew th	at is not the	driver.					16	46	270
Paracerox War	Tower Engine Crew	Gains the Engine Crew	(Paracerox Wai	r Tower) ab	ility, replacing	one Tusk Hu	inter crew that	is not the d	river nor its le	ader.				16	46	-4
					FN	IR-THL-12	60 - Thurna	aq								

	1		_		1						- 11-	nds	12	t Size		
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nas 2	Uni	t Size	Co	ost
Fomoraic	Far Thule	Mallax	Ward	hief	No	ble	w	ild	Uncor	nmon	М	ass	Bas	e Size	A	12
		1							-			3)mm		
MALLA	(THULN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	nority	Ten	nper
	Frost Blood; Insensate; ; Fearsome	5	4	2	5	2	5	6	1	2	8	31	5	50	3	88
Abi	lities	Bulk Charger; Shieldwa	n//											<u> </u>		
Woun	d Track	1 2 3 4 5 6 7 8 9	10 11 12													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
Horn	Glaive	1 2 3 4 5 6 7	9	61	2 "				1	1	Borne	Hedge				
	aive	1 2 3 4 5 6	18	70	2 "				2	2	Borne					
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules			Cost
Horn S	aw Cleaver	1 2 3 4 5 6 7	10	62	0.5"				2	1	Borne	Replace (Ho	rn Glaive);	Vicious Damage	?	1
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cost
Saw Sp	Dear Spear	1 2 3 4	9	61	0"	6"	19"	24"	2	1	Borne	1 2 3 Add, Vicio	1 2 3 Add; Shots (3); Impetus Shot; Pierce; Vicious Damage			
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Rules				
	Armour Armour		8	64						0	Worn					
Cracke	d Shield		11	75						1	Borne	Parry				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Cracked Arm	10UF Heavy Armour		14	81						0	Worn	Replace (Ra	gged Armou	ır)		1
NOBLE (OPTIONS	Warrior Option Rule	s													Cost
Skull-Bearer	* Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	y										9
Horn-Bea	rer Host Herald	May bear the Host's In	strument. Gains	the Host He	erald ability											9
Trained M	lallax Thuln	The Mallax Thuln beco.	mes Trained, ga	ining +10 Sk	ILL, +5 FORT	TTUDE and +5	AUTHORITY									6
MOUNT	OPTIONS	Mount Option Rules										Mass Mount+ C+A				Cost
Tarvocx	Ardent Mount	May ride a Tarvocx; Ri	der gains the Fla	anker ability								11 15 90				80
Srónocx	Ardent Mount	May ride a Srónocx; Ri	der gains the Fla	anker ability									8	14	89	75
Feleox	Ardent Mount	May ride a Feleox; Rid	er gains the Flar	ker ability									6	11	86	77
Theracx	Ardent Mount	May ride a Theracx; Ri	der gains the Fla	anker ability									5	11	86	68
MOUNT ARM	OUR OPTIONS		Armour+	Tarvocx	Srónocx	Feleox	Theracx			Hands	Class	Armour Ru	les			Cost
Ranned Ra	arding Barding		5	95	94	91	91			0	Worn	Add				1

			ı	1A l	L LA		KIG	UU	TAŁ	(
Kindred	Realm	Kin	Cla	ec .	Driv	ilege		uity	Ubio	wity	Ha	ınds	Unit	: Size	Co	et et	
Killuleu	Kealili	Kili	Cia	155	FIIV	ilege	AC	шісу	ODIC	luity	_	2		1		5 L	
Fomoraic	Far Thule	Mallax	Ware	chief	No	oble	l w	/ild	Uncor	mmon	M	ass 3		e Size mm	7	2	
MALLAX K	IGUUTAK	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Tem	per	
Camouflaged (snow); F Stubborn:		5	2	5	4	18	5	4	1	0	7	72	2	20	7	4	
Abili		Bulk Charger; Dissipate	er; Earther; Son	cerer [Tusks	pells] (1)										Focus Ra	inge: 8"	
Wound	Track	1 2 3 4 5 6 7 8 9		- ,	,,,									Ea	rth Dice: 1	2 3 4 5	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules				
Horn Clea		1 2 3 4 5	10	58	0.5 "				2	1	Borne	Vicious Dan	nage				
Tusk 1		1	7	55	1 "				1	1	Borne	Tusk Totem	n Artefact; Co	old Damage; So	rcerous Dam	age	
ARM	OUR		Armour+	C+A					Hands Class Armour Rules								
Ragged Light A		8 64 0 Worn															
ARTER	ACTS	Artefact Rules															
Tusk T	••••	1 2 3 4 5 6 7 8 9	result of the left. Brutal: Wh increase the	k: before the tuskentaak ilst he bears Power of the	e battle (in the roll is the amo the Tusk Tota	e battle rolls sount of Tusk em, before he by 1D10 per	tep) and at the entaak the T rolls the invo Tuskentaak di	ne end of each usk Totem be lke dice for ar	h hour (in the ears when the n invocation th	hour rolls ste battle hour b at has a Pow	ep) the Kiguu egins, to a m er value the	ninimum of 1 Kiguutak may	ust roll a D10 This should b discard as m	called the tu e marked on the any Tuskentaa s are made. Of	ne Artefact Li k as he wishe	ne to the es to	
MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost	
Tarvocx /	Ardent Mount	May ride a Tarvocx; Ri	der gains the Fl	anker ability									11	15	15	80	
Srónocx /	Ardent Mount	May ride a Srónocx; Ri	der gains the Fl	anker ability									8	14	70	<i>75</i>	
Feleox A	rdent Mount	May ride a Feleox; Rid	er gains the Fla	nker ability									6	11	67	<i>77</i>	
Theracx	Ardent Mount	May ride a Theracx; Ri	der gains the Fl	anker ability									5	11	<i>67</i>	68	
	VID COTTONS		Armour+	Tarvocx	Srónocx	Feleox					CI		Armour Rules				
MOUNT ARMO	OUR OPITONS		Al IIIOUI T	1 al Voca	Sionoca	/ C/COX	Theracx			Hands	Class	Armour Ri	uies			Cost	

				SI	RÓI		(Th	lUL	_N						
Kindred	dred Realm Ki		Kin Class		Privilege		Acuity		Ubiquity		Hands		Unit Size	Cost	t
Fomoraic	Far Thule	Srónax	Warchief		Noble		Trained		Uncommon		Mass 5		Base Size 60mm	66	,
SRÓNAX	SRÓNAX THULN		Sk	ill	Might		Consti	tution	on Wounds		Fortitude		Authority	Tem	per
	amouflaged (snow); Frost Blood; Insensate; Tough: Terrifying		4:	3	6	64	68		19		85		50	36	,
Abil	lities	Bulk Charger; Roarer													
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Brutal Great	Mace	1 2 3 4 5 6 7	18	82	2 "				2	2	Borne	Mighty Strike; Vicious Damage			
Horn	Gore	1 2	12	76	0 "	12	88		1	1 0 Na		Impact Strike; Charge+; Pierce			
ARM	OUR		Armour+	C+A				·		Hands	Class	Armour Ru	iles		
Ragged			6	74						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A				1		Hands	Class	Armour Rules			Cost
Cracked Arm	Cracked Armour Light Armour		12	80						0	Worn	Replace (Ra	ngged Armour)		1
NOBLE (OPTIONS	Warrior Option Rule	5												Cost
Skull-Bearer	* Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abili	ty									12
Horn-Bear	rer Host Herald	May bear the Host's In	strument. Gains	the Host He	erald ability										12
						MR-THL-0	501 - Qaan	0							

				MA	MI		X T	HU	LN						
Kindred	Realm	Kin	Cla	55	Priv	ilege	Acı	uitv	Ubic	mitv	Ha	ınds	Unit Size	Co	st
			-				7100	,		,		2	1		
Fomoraic	Far Thule	Mammax	Ward	hief	No	ble	Trai	ined	Ra	are	М	8 8	Base Size 80mm	16	0
MAMMA	(THULN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	Wounds Fortitude Authority Tem		per			
Camouflaged (snow); Insensate; Tough; S		6	4:	2	82		8	4	35		83		55	5:	1
Abili	ities	Bulk Charger; Roarer													
Wound	l 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 32 33 34 35								
COMBAT	COMBAT WEAPON		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
ı Ice N		1 2 3 4 5 6 7 8 9	20	102	2 "				2	2	Borne	Cold Damage; Vicious Damage			
2 Tusk		1 2 3 4 5	16	98	0.5 "	16	114		1	0	Natural	Impact Strike; Charge+; Pierce; Vicious Damage			
3 Trampli		1 2 3 4	8	90	0 "				1	0	Natural	al Sightless Strike; Stomp			
ARM	OUR		Armour+	C+A	Hands Class Armour Rules				ıles						
Scavenge			4	88						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A					Hands	Class	Armour Rules			Cost	
1 Beaten Armo	Beaten Armour Light Armour		8	92	0 Worn Replace (Scavenged Armour)				cavenged Armour)		1				
NOBLE OPTIONS Warrior Option Rules									Cost						
Skull-Bearer	Host Banner Bearer	May bear the Host's Bar	ner. Gains the	Host Banner	Bearer abilit	y									17
Tusk-Bear	'er' Host Herald	May bear the Host's Inst	trument. Gains	the Host He	rald ability										17
					FM	1R-THL-17	01 - Gaarw	äg							

				VV	AL		ax TAYN	וטר							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds	Unit Size	Co	st
Fomoraic	Far Thule	Walvax	Ward	hief	No	ble	Tra	ined	Uncor	nmon		ass 4	Base Size 60mm	6	3
WALVA	X THULN	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper	
	te; Loathsome; Tough; rsome	4	4:	42		58		63		15		58	50	3	5
Abi	lities	Amphibious; Bulk Char	ger; Roarer												
Woun	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
Har	noon	1 2 3 4 5 6 7 8	9	67	2 "				1	1	Borne	-			
Harpoon Harpoon		1 2 3 4 5 6 7	18	76	2 "				2	2	Borne	Pierce			
Flesh Hook		1 2 3 4 5 6 7 8	12	70	0.5 "				2	1	Natural	Switch (Harpoon 2 Hands); Pierce			
Tusk Gore		1 2	12	70	0 "				1	0	Natural	Pierce			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Class Weapon Rules			Cos
Rope	Net Net	1 2 3 4	0	0	3 "				0	0	Borne	Replace (Ha	arpoon); Entangle; Parry		0
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
	poon poon	1 2 3 4 5	9	67	0"	6"	30"	40"	2	1	Borne	Shoot and E	Orag; Pierce		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Blubber kin		10	73						0	Natural				
	Armour Armour	Armour 6 79 0 worn													
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Rules			Cos
Cracked Arr	nour Light Armour		10	<i>83</i>						0	Worn	Replace (Ragged Armour)			1
NOBLE	OPTIONS	Warrior Option Rule	s										<u> </u>		Cos
Skull-Beare	" Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	r Bearer abilit	ty									9
Tusk-Bea	rer Host Herald	May bear the Host's In	strument. Gains	the Host He	erald ability										9

				S	AAN		KAR-ak	\RA	0								
Kindred	Realm Kin		Kin Cla		Privilege		Acuity		Ubiquity		Hands		Unit Size	Cost			
Fomoraic	Far Thule	Samankar	Samankar Warchief		Noble		Wild		Uncommon		Mass 2		Base Size 40mm	29			
SAAMAI	SAAMANKARAQ		Sk	ill	Might		Constitution		Wounds		Fortitude		Authority	Temper			
	Camouflaged (snow); Frost Blood; Insensate; Fearsome		5	7	4	5	3	8	8	8	8	88	64	22			
Abil	lities	Beast Handler (Feleacx,	Feleox); Bulk	Charger; Fla	nker; Scout												
Wound	d 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	Weapon Rules				
Snow	/spear	1 2 3 4 5 6	9	54	1.5 "				1	1	Borne	Pierce; Cold Damage					
Sp	pear	1 2 3 4 5	18	63	1.5 "				2	2	Borne	Ficiec, cold buildings					
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules					
	/spear	1 2	9	54	0"	6"	19"	24"	1	1	Borne	1 2 3 Shots (3); Impetus Shot; Pierce; Cold Damage					
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	nour Rules				
	Ragged Armour		7	45		0 Worn											
WARRIO	R RULES	Rules															
Snow \	Warrior	Whitefur: a Saamanka	raq, if under <i>SC</i>	COUT orders	, may <i>Emerge</i>	from snow o	overing. Addit	ionally, while	in snow cove	ring, a Saama	ankaraq is di	ficultly seen.					
						FMR-THI	-19xx - ?										

				TH		EAN			ER							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uitv	Ubio	uitv		nds	Unit Siz		Co	st
								•				2 ass	5+/20+/ Base Si			
Fomoraic	Far Thule	Man	Infa	ntry	Va	ssal	Tra	ined	Com	imon	- 14	1	30mm		6	
THULEAN	RAIDER	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Author	rity	Tem	per
Frost Blood	d; Insensate	5	4	6	3	1	1	.6		3	6	4	8		1	2
Abil	lities	Bind (Mallax); Discipline	d; Shieldwall													
1 2 3 TR 1	1 2 3 TR 2	1 2 3 TR 3	1 2 3	TR 4	1 2 3	TR 5	1 2 3	TR 6	1 2 3	TR 7	1 2 3	TR 8	1 2 3	TR 9	. 2 3	TR 10
1 2 3 TR 11	1 2 3 TR 12	1 2 3 TR 13	1 2 3	TR 14	1 2 3	TR 15	1 2 3	TR 16	1 2 3	TR 17	1 2 3	TR 18	1 2 3	TR 19	2 3	TR 20
1 2 3 TR 21	1 2 3 TR 22	1 2 3 TR 23	1 2 3	TR 24	1 2 3	TR 25	1 2 3	TR 26	1 2 3	TR 27	1 2 3	TR 28	1 2 3	TR 29	. 2 3	TR 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	Spear ear	1 2 3	8	39	1.5 "				1	1	Borne	Hedge				
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules			
	Spear ear	1	8	39	0"	3″	12"	16"	1	1	Borne	1 2 Shots	(2); Impetus Sho	ot		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
1 Ragged	Armour Armour		3	19						0	Worn					
2 Raider	Shield		10	26						1	Worn	Parry				
UNIT O	PTIONS	Unit Option Rules														Cost
Gulthul	n Champion	One Thulean Raider bed	omes the must	ered champi	ion, who gain	s +1 attack o	lie on his prin	nary combat i	veapon							3
1 0.011 = 00.11	er Banner Bearer	One Thulean Raider bed	omes the must	ered banner	bearer											2
Hornblo	Wer Herald	One Thulean Raider bed	omes the must	ered herald												2
Drilled	Raiders	The Thulean Raider Unit	becomes Drille	ed (cost shov	vn is per warı	rior), gaining	+10 SKILL, +.	5 FORTITUDE	and +5 AUTHO	ORITY						2
						FMR-THL	-2250 - ?									

				TH		AN THOO-lee-			ΓER						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubic	uity		ands 2	Unit Size 5+/10+/20	Co	st
Fomoraic	Far Thule	Man	Infa	ntry	Va	ssal	Trai	nod	Com	mon		lass	Base Size		•
romoraic	rai illule	Mail	Sup	port	va	5501	110	neu	Com	IIIOII		1	30mm	•	•
THULEAN	HUNTER	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood;	Insensate	5	4	4	3	0	1	4	3	3	6	55	8	1	2
Abilit	ties	Disciplined													
1 2 3 Hunter 1 1	1 2 3 Hunter 2	1 2 3 Hunter 3	1 2 3	Hunter 4	1 2 3	Hunter 5	1 2 3	Hunter 6	1 2 3	Hunter 7	1 2 3	Hunter 8	1 2 3 Hunter 9	1 2 3	Hunter 10
1 2 3 Hunter 11 1	1 2 3 Hunter 12	1 2 3 Hunter 13	1 2 3	Hunter 14	1 2 3	Hunter 15	1 2 3	Hunter 16	1 2 3	Hunter 17	1 2 3	Hunter 18	1 2 3 Hunter 19	1 2 3	Hunter 20
COMBAT V	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Horn S		1 2 3	8	38	1.5 "				1	1	Borne				
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
1 Horn		1	8	38	0"	9"	36"	48"	1	2	Borne	Volley Shoot	t		
ARMO	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Ragged A			3	17						0	Worn				
UNIT OF	PTIONS	Unit Option Rules													Cost
Gulthuln	Champion Champion	One Tusk Hunter become	es the muster	ed champion,	who gains +	-1 shoot die d	n his primary	shot weapor	1						3
Drilled Tusi	k Hunters	The Tusk Hunter Unit bed	comes Drilled	rather than 7	rained (cost .	shown is per	warrior), gain	ing +10 SKILL	., +5 FORTITU	IDE and +5 AL	THORITY				2
						FMR-THL	-2450 - ?								

			THU	JLE	AN		JSK HUN-ter	Н	דאע	ΓER					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	quity		nds 2	Unit Size 5+/5+/10	Co	st
Fomoraic	Far Thule	Man	Infar	ntry	Vas	ssal	Dri	lled	Com	nmon	М	ass 1	Base Size 30mm	1	0
THULEAN TU	ISK HUNTER	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	unds	Fort	itude	Authority	Tem	per
Frost Blood	; Insensate	5	5	6	3	3	1	5	3	3	6	5	11	1	6
Abili		Disciplined; Flanker; Sco	. ,												
1 2 3 TTH 1		1 2 3 TTH 3	1 2 3	TTH 4	1 2 3	TTH 5	1 2 3	TTH 6	1 2 3	TTH 7	1 2 3	TTH 8	1 2 3 TTH 9	1 2 3	TTH 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Tusk Do Dago		1 2 3 4	9	42	0 "				1	2	Borne				
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
Tusk I		1 2	3	36	0"	0"	15"	18"	1	1	Borne	1 2 3 Sho	ets (3); Move and Shoot; Er	ntangle	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Ragged			3	18						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthuli	7 Champion	One Tusk Hunter becom	es the mustere	ed champion,	who gains +	-1 shoot die d	on his primary	shot weapor	1						3
						FMR-THL	-2450 - ?								

			TH	IUL	.EAI		OR N-hart	NH	EA	RT					
Kindred	l Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubic	juity		nds	Unit Size 1+/3+/5	Co	st
Fomoraio	c Far Thule	Man	Infa	antry	Va	ssal	Tra	ined	Com	mon	М	ass	Base Size 30mm	7	•
THULE	AN HORNHEART	Pace	Sk	cill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Fro	ost Blood; Insensate	5	4	4	3	0	1	4	3	3	6	55	8	1	2
	Abilities	Bind (any Far Thule Be	east or Monstro	us Beast); Di	isciplined; Flar	nker							•		
1 2 3	Thulean Hornhea	t 1 1 2 3	Thulean	Hornheart 2	1 2 3		Thulean	Hornheart 3	1 2 3		Thulear	Hornheart 4	1 2 3	Thulean I	Hornheart 5
СОМ	IBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules		
1 H	lorn Spear	1 2 3	8	38	1.5 "				1	1	Borne	Goad			
	ARMOUR		Armour+	C+A				·		Hands	Class	Armour R	ules		
1 Rag	gged Armour		3	17						0	Worn				
UI	NIT OPTIONS	Unit Option Rules													Cost
Gı	ulthuln Champion	One Hornheart becom	es the mustered	d champion,	who gains +1	attack die or	n his primary o	combat weapo	on						3
WAF	RRIOR RULES	Rules													
ŀ	Hornheart	A Thulean Hornheart u action, the Thulean Ho Called to War: the G	rnheart unit ma	y force the G	Goaded unit to	perform the	following goad	d effect:	oaded unit) b	y performing	a Goad action	on upon them	. In addition to the goad ef	fects listed in t	he Goad
							L-2550 - ?								

					SAA		AN P	(AF	2						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubio	uity	-	nds	Unit Size	Cos	st
								-		•		2 ass	3+/10+/15 Base Size		
Fomoraic	Far Thule	Samankar	Infar	ntry	Vas	ssal	W	ild	Unco	mmon		2	40mm	1!	5
SAAM	ANKAR	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
	Frost Blood; Insensate; rsome	6	30	6	3	7	3	3		5	8	2	17	19	9
Abil	lities	Beast Handler (Feleacx,	Feleox); Bulk	Charger; Fla	nker; Scout										
			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5			1 2 3 4 5	6 S 10
1 2 3 4 5 6	S 11	1 2 3 4 5 6		S 12	1 2 3 4 5	6		S 13	1 2 3 4 5	6		S 14	1 2 3 4 5 6		S 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Snow	/spear	1 2 3 4	9	46	1.5 "				1	1	Borne	Pierce; Colo	I Damago		
Sp	pear	1 2 3	18	55	1.5 "				2	2	Borne	ricicc, coic	Dumage		
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
	/spear	1 2	8	45	0"	6"	19"	24"	1	1	Borne	1 2 3 Sho	ots (3); Impetus Shot; Piero	e; Cold Dama	ge
ARM	IOUR		Armour+	C+A				*		Hands	Class	Armour Ru	ıles		
	Armour Armour		7	40						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthul	In Champion	One Samankar becomes	the mustered	champion, v	vho gains +1	attack die on	his primary o	combat weap	on						4
WARRIO	R RULES	Rules													
Snow V	Varriors	Whitefur: Saamankar, i	f under SCOUT	T orders, ma	y <i>Emerge</i> fron	n snow cover	ing. Additiona	lly, while in s	now covering,	. Saamankar a	are difficultly	seen.			
						FMR-THI	-29xx - ?								

					N		LA L-ax	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	itv	Ubio	uitv		ınds	Unit Size	Cos	t
										,		ass	3+/5+/10 Base Size		
Fomoraic	Far Thule	Mallax	Monstrous	Infantry	Vas	ssal	W	ld	Com	mon		3	50mm	24	,
MAL	LAX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); F Stubborn:		5	2	7	4	4	4	7	1	0	7	73	21	35	j
Abili	ities	Bulk Charger; Shieldwall,	: Bind+ (Malla:	x Hunter, Ma	allox); Bound	(Thulean Rai	der)								
1 2 3 4 5 6 7 8 9 10	Mallax 1	1 2 3 4 5 6 7 8 9 10		Mallax 2	1 2 3 4 5	6 7 8 9 10		Mallax 3	1 2 3 4 5	6 7 8 9 10		Mallax 4	1 2 3 4 5 6 7 8 9 10		Mallax 5
1 2 3 4 5 6 7 8 9 10	Mallax 6	1 2 3 4 5 6 7 8 9 10		Mallax 7	1 2 3 4 5	6 7 8 9 10		Mallax 8	1 2 3 4 5	6 7 8 9 10		Mallax 9	1 2 3 4 5 6 7 8 9 10		Mallax 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
, Horn (Glaive	1 2 3 4 5	8	52	2 "				1	1	Borne	Hedge			
Glai		1 2 3 4	16	60	2 "				2	2	Borne				
COMBAT WEAL	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Horn Sa	W Cleaver	1 2 3 4 5	10	54	0.5"				2	1	Borne	Replace (Ho	orn Glaive); Vicious Damage		1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Ragged Light A			9	56						0	Worn				
2 Cracked			12	68						0	Worn	Parry			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Cracked Armo	OUT Heavy Armour		13	72						0	Worn	Replace (Ra	agged Armour)		1
UNIT O		Unit Option Rules													Cost
Gulthuli	n Champion	One Mallax becomes the	mustered cha	mpion, who	gains +1 atta	nck die on his	primary comb	at weapon							5
Tusk-Beare	er Banner Bearer	One Mallax becomes the	mustered ban	ner bearer											4
Hornblo	Wer Herald	One Mallax becomes the	mustered here	ald											4
Trained	Mallax	The Mallax Unit becomes	Trained (cost	shown is pe	r warrior), ga	ining +10 SK	LL, +5 FORTI	TUDE and +5.	AUTHORITY						4
					FMR-1	THL-3250 -	Grunting I	1allax							

					M/	\LL		HUN-ter	NT	ER						
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	juity	На	nds 2	Unit Size 1+/3+/5	Cos	st
Fomoraic	Far Thule		Mallax	Monstrous	Infantry	Vas	ssal	w	ild	Uncor	mmon		ass 3	Base Size 50mm	2:	L
MALLAX	HUNTER		Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); F Stubborn;			5	2	4	4	6	4	.5	1	0	7	75	20	3!	5
Abili	ities	Bulk	Charger; Bound (T	hulean Raider,	Mallax)											
1 2 3 4 5 6 7 8 9 10	Mallax Hunter 1	1 2	3 4 5 6 7 8 9 1	Malla	x Hunter 2	1 2 3 4 5	6 7 8 9 10	Mall	ax Hunter 3	1 2 3 4 5	6 7 8 9 10	Mal	lax Hunter 4	1 2 3 4 5 6 7 8 9 10	Malla	x Hunter 5
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Saw S		1 2	3 4 5	8	54	2 "				1	1	Borne	Pierce			
SHOT W	/EAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
1 Saw S		1 2	3	8	54	0"	6"	19"	24"	2	1	Borne	1 2 3 Sho	ots (3); Impetus Shot; Pierc	e; Vicious Dar	nage
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Ragged				7	52						0	Worn				
UNIT O	PTIONS	Uni	t Option Rules													Cost
Gulthuli	n Champion	One	Mallax Hunter beco	mes the muste	ered champio	n, who gains	+1 attack die	e on his prima	ary shot weap	on						5
Trained	Mallax	The	Mallax Hunter unit l	necomes Traine	ed (cost show	vn is per warr	ior), gaining ·	+10 SKILL, +5	FORTITUDE a	nd +5 AUTHO	DRITY					4
							FMR-THI	-32xx - ?								

					S		NA H-nax	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubic	luity	Ha	nds	Unit Size 1+/3+/5	Co	st
Fomoraic	Far Thule	Srónax	Monstrous	Infantry	Va	ssal	w	ild	Uncor	mmon	М	ass 5	Base Size 60mm	4	4
SRÓ	NAX	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); Tough;		5	2	7	5	6	6	2	1	6	8	32	26	34	4
Abil 1 2 3 4 5 6 7 8 9 10		Bulk Charger; Roarer; B		16 S 2	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 S 3	1 2 3 4 5	6 7 8 9 10	11 12 13 14 1	5 16 S 4	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 S 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
1 Bruta Great		1 2 3 4 5	18	74	2 "				2	2	Borne	Vicious Dan	nage		
2 Horn		1	12	68	0 "	12	80		1	0	Natural	Impact Stril	ke; Charge+; Pierce		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
1 Ragged			5	67						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
1 Cracked Arm	IOU Light Armour		11	<i>73</i>						0	Worn	Replace (Ra	agged Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthul	n Champion	One Srónax becomes th	e mustered cha	ampion, who	gains +1 att	ack die on hi	s primary con	bat weapon							7
Tusk-Beare	er Banner Bearer	One Srónax becomes th	e mustered bai	nner bearer											5
					FMR-	THL-3710	- Roaring S	rónax							

					V		VA L-vax	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size 1+/2+/3	Cos	at
Fomoraic	Far Thule	Walvax	Monstrous	Infantry	Va	ssal	w	ild	Uncor	mmon	М	2 ass 4	Base Size 60mm	39)
WALVA	AX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensate; Lo. Fearsome		4	2:	2	5	0	5	8	1	2	•	55	25	32	2
Abilities	-	Amphibious; Bulk Charg													
1 2 3 4 5 6 7 8 9 10 11 12	2	V	Valvax 1 1 2	3 4 5 6 7	8 9 10 11 12				Walv	ax 2 1 2 3	4 5 6 7 8	9 10 11 12			Walvax 3
COMBAT WI	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Harpoo	on	1 2 3 4 5 6	8	58	1 "				1	1	Borne	Pierce			
Harpoon		1 2 3 4 5	16	66	1 "				2	2	Borne	Switch (Fle	sh Hook); Pierce		
1 Flesh Ho	ook	1 2 3 4 5 6	10	60	0.5 "				2	1	Natural	Switch (Har	poon 2 Hands); Pierce		
2 Tusk Go	ore	1	10	60	0 "				1	0	Natural	Pierce			
COMBAT WEAPO	N OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		Cost
1 Rope Net	t Net	1 2 3 4	0	0	3 "				0	0	Borne	Replace (Ha	arpoon); Entangle; Parry		0
SHOT WEA	APON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
1 Harpoo		1 2 3 4	8	58	0"	6"	30"	40"	2	1	Borne	Shoot and I	Orag; Pierce		
ARMOU	JR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Tough Blu	ıbber		8	66						0	Natural				
2 Ragged Ar			4	70						0	Worn				
UNIT OPTI	IONS	Unit Option Rules													Cost
Gulthuln ch	nampion	One Walvax becomes t	he mustered ch	ampion, who	o gains +1 att	tack die on hi	is primary con	bat weapon	and +1 shoot	die on his pi	rimary shot v	veapon			7
			FM	R-THL-39	20 - Cough	ing Walva	x; FMR-THL	-3930 - Ba	arking Walv	ax					

		THU	LEA	4N	RA:	IDE	ER S	STR NG-bak	ON	GB	AC	K			
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	iity	Ubio	uity		nds 2	Unit Size	Co	ost
						-	_			-	_	ass	3+/3+/5 Base Size		
Fomoraic	Far Thule	Man	Infa	ntry	Va	ssal	Tra	ined	Uncoi	mmon		4	70x40mm	3	9
STRON	IGBACK	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
Frost Blood	d; Insensate	5	4	5	3	2	1	5	3	3	E	55	8	2	28
Thulean Raider St	trongback Abilities	Bulk Charger (Ipracx); L	Disciplined; Fla	nker											
2 3 Th	ulean Raider Strongback 1	1 2 3 Th	ulean Raider S	Strongback 2	1 2 3	Th	ulean Raider S	Strongback 3	1 2 3	Th	ulean Raider	Strongback 4	1 2 3 Thu	lean Raider S	Strongback 5
IPR	ACX	7	3	3	5	2	5	4	1	2	4	13	18	3	80
Ipracx Train	ts & Abilities	Camouflaged (snow); Fr	ost Blood; Ins	ensate; Toug	l	Fearsome; E	Bulk Charger;	Bound (Thule	l an Hornheart); Roarer					
2 3 4 5 6 7 8 9 10	11 12 Ipracx 1	1 2 3 4 5 6 7 8 9 10	0 11 12	Ipracx 2	1 2 3 4 5	6 7 8 9 10	0 11 12	Ipracx 3	1 2 3 4 5	6 7 8 9 10	11 12	Ipracx 4	1 2 3 4 5 6 7 8 9 10	11 12	Ipracx 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules		
	Spear	1 2 3	9	41	1.5 "	9	50		1	1	Borne	Mounted Im	pact Strike; Mounted Char	ge+	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les		
	Armour Armour		3	18						0	Worn				
Raider	Shield		10	28						1	Worn	Parry			
	TACX t Mount		11	39						0	Mount				
MOUNT	OPTIONS		Mount+	C+A						Hands	Class	Mount Rule	es		Cost
Cúgacx	Ardent Mount		9	<i>37</i>						0	Ridden	Replace (Ipi	racx)		-1
CÚC	GACX	9	4	4	4	18	4	5	1	0	3	38	25	3	35
Cúgacx Trai	its & Abilities	Camouflaged (snow); Fr	ost Blood; Ins	ensate; Fear	some; Beast	Handler or D	raught Animal	or Mount on	ly; Bulk Charg	er; Roarer; I	Flanker; Bour	d (Thulean Ho	rnheart); Leaper		
2 3 4 5 6 7 8 9 10	11 Cúgacx 1	1 2 3 4 5 6 7 8 9 10	0 11	Cúgacx 2	1 2 3 4 5	6 7 8 9 10	0 11	Cúgacx 3	1 2 3 4 5	6 7 8 9 10	11	Cúgacx 4	1 2 3 4 5 6 7 8 9 10	11	Cúgacx :
	OUR OPTIONS		Armour+	with I	mount	with	mount			Hands	Class	Armour Ru	les		Cost
	arding Barding		4	on Ipracx	43	on Cúgacx	41			0	Worn	Add			1
	PTIONS	Unit Option Rules		.,											Cost
	n Champion	One Thulean Raider Stro	-				+1 attack die	on his prima	ary combat w	eapon					6
	er Banner Bearer Dwer Herald	One Thulean Raider Stro				pearer									5 5
						n ia nor w	ios) gainin- i	10 CVIII	FORTITUDE -	d (E AUTUS	DITY				3
Drillea St	rongbacks	The Thulean Raider Stro	riguack Unit b	ecomes Drille	u (cost snow		or), gaining + -THL-?	10 SKILL, +5	FUKITIUDE AI	iu +5 AUTHO	KIIT				3

											н	nds	Unit Size		
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	ity	Ubio	uity		2	3+/5+/10	Co	ost
Fomoraic	Far Thule	Man	Infa	entry	Vas	ssal	Trai	ned	Unco	mmon	М	ass	Base Size 60x35mm	2	9
HORN'	гоотн	Pace	Sk	cill	Mic	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
	l; Insensate	5	4	4		0	1	4		3	(54	8		3
Abii	ities	Disciplined; Flanker		· ·			_	-				-	-		
2 3 TRH 1	1 2 3 TRH 2		3 1 2 3	TRH 4	1 2 3	TRH 5	1 2 3	TRH 6	1 2 3	TRH 7	1 2 3	TRH 8	1 2 3 TRH 9	1 2 3	TRH
FELE	ACX	9	4	1	4	2	3	4		3	3	32	21	3	0
Feleacy Trai	ts & Abilities	Camouflaged (snow); i	rost Blood: In:	ensate: Fear	some: Beast i	Handler or Di	raught Animal	or Mount on	lv: Bulk Chard	er: Roarer: F	lanker: Lear	ner			
			3 1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5 6 7 F 9	1 2 3 4 5	6 7 F
COMBAT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		-
	Spear	1 2 3	8	38	1.5 "	8	46		1	1	Borne	Mounted Im	pact Strike; Mounted Char	ge+	
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
Horn		1	8	38	0"	9"	36"	48"	1	2	Borne	Ride and Sh	oot		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Ragged	Armour		3	17						0	Worn				
Raider	Shield		10	27						1	Worn	Parry			
Fele Ardent	eacx		7	34						0	Mount				
	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Ragged Ba	rding Barding		4	31						0	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthul	n Champion	One Thulean Raider Ho	rntooth becom	es the muste	ered champion	n, who gains	+1 attack die	on his primar	y combat we	apon					5
Tusk-Bear	er Banner Bearer	One Thulean Raider Ho	rntooth becom	es the muste	ered banner be	earer									4
Hornblo	Wer Herald	One Thulean Raider Ho	rntooth becom	es the muste	ered herald										4
Drillad L	lornteeth	The Thulean Raider Ho	rntooth Unit he	comos Drillos	d (cost shown	ic per warrio	r) gaining ±1	CVIII IEE	ODTITUDE OR	d LE AUTHORI	TV.				3

				T	USI		HAI	RIC	T						
Kindred	Realm	Kin	Cla	iss	Drive	ilege	Acı	iitv	Ubiq	uitv		nds	Unit Size	Cos	st
Killuleu	Keaiiii	Kill				nege	Acc	iicy	Obiq	uity	M	o ass	1+/2+/3		
Fomoraic	Far Thule	Chariot	Cha Carriage		Va	ssal	Trai	ned	Uncon	nmon		8	Base Size 90x50mm	69	9
				TH	ULE	N RA	AIDE	R CR	EW						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	ıity	Ubiq	uity		nds	Crew Size	Base	Size
			Infa					-	-			ass	Driver +		
Fomoraic	Far Thule	Man	Chario	t Crew	Va	ssal	Trai	ned	Comi	mon			2	30m	ım
THULEAN	RAIDER	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	nds	Forti	itude	Authority	Tem	per
CRI	₩	5	4:	3	3	81	1	6	3	;	6	6	8	12	2
Crew Traits	& Abilities	Frost Blood; Insensate;	Bound Perman	nently (Tusk (Chariot); Disc	ciplined; Engir	ne Crew; Flan	ker							
		v 1/2 1 2 3 C	rew 1/3 1 2	3	Driver 2/1 1	2 3	Crew 2/2	1 2 3	Crew 2/	3 1 2 3	Drive	r 3/1 1 2 3	Crew 3/2 1 2	3	Crew 3
COMBAT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Horn S		1 2 3	8	39	1.5 "	8	47		1	1	Borne	Mounted Im	npact Strike; Mounted Char	ge+	
SHOT W		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
Horn S		1	8	39	0"	3″	12"	16"	1	1	Borne	Ride and Sh	noot		
SHOT WEAP		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear			Cost
Horn B		1	8	39	0"	9"	36"	48"	1	1	Borne	Add			2
ARM			Armour+	C+A						Hands	Class	Armour Ru	iles		
Ragged			3	19						0	Worn				
Light A Raider															
Shie	eld		10	29						1	Worn	Parry			
Tusk C			12	41						0	Engine				
UNIT OF		Unit Option Rules							1			II.			Cost
Gulthuli	,	One Thulean Raider tha	t is not a drive	r becomes th	ne mustered (champion, wh	o gains +1 at	tack die on h	is primary con	nbat weapon	,				3
Tusk-Beare		One Thulean Raider tha					•								2
Hornblot Drilled I		One Thulean Raider that The Thulean Raider crev					+10 SVIII .	↓5 E∩PTITI II	0F and +5 AU	THORITY					<u>2</u> 4
Dillieu I	<i>Naiueis</i>	The Thulean Raider Cres	v becomes bril	ilea (cost sinc					L and +3 AU	morari					
The state of the s			1		10	SK C	HAKI	<u>.UI</u>							
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubiq	uity	на	nds 0	Engine Size	Base	Size
Fomoraic	Far Thule	Chariot	Cha		En	gine	Mino	lless	Uncon	nmon		ass	1	90x50)mm
TUSK CH	LADIOT	6	Carriage			18	5	^	g			4 D	0	_	
	IAKIUI	0		<u>'</u>	۹ ۹	ю	_ J	U	9	,		•			
	nite O Abilities	T	C	:	-H- C-11 F	1/1.	T	Ch M		A-:	0-1- 1//		U	5	
2 3 4 5 6 7 8 9	aits & Abilities	Immune (Soul, Petrification Tusk Chariot 1							e per Draught				•		k Chariot
		Tusk Chariot 1 Attack Dice				sk Chariot 2			e per Draught		ng On!; Whee				k Chariot
CHARIOT COM Runner	BAT WEAPON Blades	Tusk Chariot 1	1 2 3 4 5	6 7 8 9	Tu	sk Chariot 2	1 2 3 4 5		re per Draught Tus	k Chariot 3	1 2 3 4 5	6 7 8 9	ules		k Chariot
CHARIOT COM Runner	BAT WEAPON Blades ers	Tusk Chariot 1 Attack Dice 1 2 3	1 2 3 4 5 Weapon+	6 7 8 9 M+W	Att Rge 0.5 "	sk Chariot 2 Charge+	1 2 3 4 5 M+W+Ch		e per Draught Tus Damage*	k Chariot 3 Hands 0	1 2 3 4 5 Class Natural	Weapon R	ules xe; Charge+		
CHARIOT COM Runner	BAT WEAPON Blades ers WEAPON OPTIONS	Tusk Chariot 1 Attack Dice	1 2 3 4 5 Weapon+	6 7 8 9 M+W	Att Rge	sk Chariot 2	1 2 3 4 5 M+W+Ch		re per Draught Tus Damage*	k Chariot 3	1 2 3 4 5 Class	6 7 8 9 Weapon R Impact Strik Weapon R	ules xe; Charge+	Tusl	Cost
CHARIOT COM Runner Runr CHARIOT COMBAT	BAT WEAPON Blades ers weapon options sks Tusks	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice	1 2 3 4 5 Weapon+ 9 Weapon+	6 7 8 9 M+W 57 M+W	Att Rge 0.5 " Att Rge	charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch		Tus Damage* 1 Damage*	k Chariot 3 Hands 0 Hands	1 2 3 4 5 Class Natural Class	6 7 8 9 Weapon R Impact Strik Weapon R	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost
CHARIOT COM Runner CHARIOT COMBAT Yoke Tu	BAT WEAPON Blades lers WEAPON OPTIONS SKS TUSKS ARMOUR	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice	1 2 3 4 5 Weapon+ 9 Weapon+ 9	6 7 8 9 M+W 57 M+W 57	Att Rge 0.5 " Att Rge	charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch		Tus Damage* 1 Damage*	k Chariot 3 Hands 0 Hands 0	1 2 3 4 5 Class Natural Class Natural	Weapon Ru Impact Strik Weapon R Add; Impac	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost
CHARIOT COM Runner Runr CHARIOT COMBAT YOKE TU CHARIOT TOugh	BAT WEAPON Blades BERS BERS WEAPON OPTIONS SKS TUSKS ARMOUR HIGHS BERS BERS BERS BERS BERS BERS BERS BER	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+	6 7 8 9 M+W 57 M+W 57 C+A	Att Rge 0.5 " Att Rge	charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch		Tus Damage* 1 Damage*	Hands 0 Hands 0 Hands	1 2 3 4 5 Class Natural Class Natural Class	Weapon Ru Impact Strik Weapon R Add; Impac	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost
CHARIOT COM Runner CHARIOT COMBAT Yoke Tu	BAT WEAPON Blades BIES WEAPON OPTIONS SKS TUSKS ARMOUR HIGHES BE DPTIONS	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8	6 7 8 9 M+W 57 M+W 57 C+A 58	Att Rge 0.5 " Att Rge	charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch		Tus Damage* 1 Damage*	Hands 0 Hands 0 Hands	1 2 3 4 5 Class Natural Class Natural Class	Weapon Ru Impact Strik Weapon R Add; Impac	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost 10
CHARIOT COM Runner Runrot COMBAT Yoke Tu CHARIOT TOugh Hic	BAT WEAPON Blades BIES WEAPON OPTIONS SKS TUSKS ARMOUR HIGHES BE DPTIONS	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8	6 7 8 9 M+W 57 M+W 57 C+A 58	Att Rge 0.5 " Att Rge 1 "	sk Chariot 2 Charge+ 9 Charge+ 9	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66	6 7 8 9	Tus Damage* 1 Damage* 2	Hands 0 Hands 0 Hands	1 2 3 4 5 Class Natural Class Natural Class	Weapon Ru Impact Strik Weapon R Add; Impac	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost 10 Cost
CHARIOT COME Runner Runner CHARIOT COMEAT Yoke Tu CHARIOT Tough Hic ENGINE C	BAT WEAPON Blades Lets Lets Lets Lets Lets Lets Lets Le	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk C	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8	6 7 8 9 M+W 57 M+W 57 C+A 58	Att Rge 0.5 " Att Rge 1"	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66	6 7 8 9 F	Tus Damage* 1 Damage* 2	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0	1 2 3 4 5 Class Natural Class Natural Class Natural	Weapon Ru Impact Strik Weapon R Add; Impac	ules «e; Charge+ ules t Strike; Charge+; Vicious	Tusl	Cost 10 Cost 3
CHARIOT COM Runner Runrot COMBAT Yoke Tu CHARIOT TOugh Hic	BAT WEAPON Blades BIES WEAPON OPTIONS SKS TUSKS ARMOUR HIGHES BE DPTIONS	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÚ	Att Rge 0.5 " Att Rge 1"	sk Chariot 2 Charge+ 9 Charge+ 9	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66	6 7 8 9 F	Tus Damage* 1 Damage* 2	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0	1 2 3 4 5 Class Natural Class Natural Class Natural	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impac Armour Ru	ules xe; Charge+ wles t Strike; Charge+; Vicious onles	Tusl	Cost 10 Cost 3
CHARIOT COM Runner Runn CHARIOT COMBAT CHARIOT COMBAT TOUGH HIC ENGINE C	BAT WEAPON Blades LETS WEAPON OPTIONS SKS TUSKS ARMOUR Hides LETS LETS LETS LETS LETS LETS LETS LETS	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk C	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÚ	Att Rge 0.5 " Att Rge 1"	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66	6 7 8 9 F	Tus Damage* 1 Damage* 2	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 uity	1 2 3 4 5 Class Natural Class Natural Ha	6 7 8 9 Weapon R: Impact Strik Weapon R Add; Impac Armour Ru	ules xe; Charge+ tules t Strike; Charge+; Vicious alles Draught Beast	Tusl	Cost 10 Cost 3
CHARIOT COM Runner Runr CHARIOT COMB Yoke TU CHARIOT Tough Hic ENGINE C Sk	BAT WEAPON Blades lers WEAPON OPTIONS SKS TUSKS ARMOUR Hides le DPTIONS is Realm Far Thule	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla	6 7 8 9 M+W 57 M+W 57 C+A 58 CÚ	Att Rge 0.5 " Att Rge 1" ACX Prive	sk Chariot 2 Charge+ 9 Charge+ 9	1 2 3 4 5 M+W+ch 66 M+W+ch 66	6 7 8 9	Tus Damage* 1 Damage* 2 Ubiq	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 uity	1 2 3 4 5 Class Natural Class Natural Class Natural Ha	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impac Armour Ru nds 0	ules ve; Charge+ vules t Strike; Charge+; Vicious ules Draught Beast Size	Tusl Damage Base	Cost 3
CHARIOT COMBATE CHARIOT COMBATE CHARIOT COMBATE CHARIOT COMBATE CHARIOT TOUGH Hic ENGINE C Sk Kindred Fomoraic	BAT WEAPON Blades BIACES BIA	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3	6 7 8 9 M+W 57 M+W 57 C+A 58 E Skied trait CÜ	Att Rge 0.5 " Att Rge 1" ACX Priv Be	sk Chariot 2 Charge+ 9 Charge+ g DRA illege	1 2 3 4 5 M+W+ch 66 M+W+ch 66 M+W+ch 66 WH-W+Ch 11 M+Ch 11 M+C	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Comm	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 uity	1 2 3 4 5 Class Natural Class Natural Class Natural Ha	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impac Armour Ru nds 0	ules we; Charge+ wles t Strike; Charge+; Vicious alles Draught Beast Size 3	Tusl Damage Base 50x30	Cost 3 Cost 3
CHARIOT COMBAT CHARIOT COMBAT CHARIOT COMBAT Yoke Tu CHARIOT TOugh Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits	BAT WEAPON Blades lers WEAPON OPTIONS SKS TUSKS ARMOUR Hides le DPTIONS is Realm Far Thule JACX & Abilities Cúacx 1/1 1 2 3	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal;	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Cúacx 1/2 1	6 7 8 9 M+W 57 M+W 57 C+A 58 E Skied trait CÚ iss ast ught Beast 5 ((snow); Fros: 2 3 4	ACX Priv Be 3 t Blood; Insee	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 VST Ubiq Comi 4 Flanker Cúacx	k Chariot 3 Hands 0 Hands 0 Hands 0 uity mon	1 2 3 4 5 Class Natural Class Natural Class Natural Ha Ma	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impact Armour Ru nds 0 10 10 10 10 10 10 10 10 10 10 10 10 1	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acc 3/1 1 2 3 4	Tusl Damage Base 50x30	Cost 10 Cost 3 Size
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CHARIOT COM Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits	BAT WEAPON Blades Blade	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal;	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Cúacx 1/2 1	6 7 8 9 M+W 57 M+W 57 C+A 58 E Skied trait CÚ iss ast ught Beast 5 ((snow); Fros: 2 3 4	ACX Priv Be 3 t Blood; Insee	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 VST Ubiq Comi 4 Flanker Cúacx	k Chariot 3 Hands 0 Hands 0 Hands 0 uity mon	1 2 3 4 5 Class Natural Class Natural Class Natural Ha Ma	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impact Armour Ru nds 0 10 10 10 10 10 10 10 10 10 10 10 10 1	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acc 3/1 1 2 3 4	Tusl Damage Base 50x30	Cost 10 Cost 3 Size
CHARIOT COME Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ CÚACX Traits DRAUGHT ANIMAL Crushin Bit Slashing	BAT WEAPON Blades BIACES BIA	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Úúcx 1/2 1 Weapon+	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÜ sss ast ught Beast 5 (snow); Fros	Att Rge 0.5 " Att Rge 1 " ACX Priv Be 3 tt Blood; Inse	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 VST Ubiq Comm Flanker Cúacx Damage*	k Chariot 3 Hands 0 Hands 0 Hands 0 uity mon	1 2 3 4 5 Class Natural Class Natural Ha Ma	weapon R Impact Strik Weapon R Add; Impact Armour Ru Armour Ru Cúa Seass Cúa Weapon R	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acc 3/1 1 2 3 4	Tusl Damage Base 50x30	Cost 10 Cost 3 Size
CHARIOT COMBAT CHARIOT COMBAT CHARIOT COMBAT TOUGH Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits Crushin Bitte Slashint Clast	BAT WEAPON Blades BIA WEAPON OPTIONS BIS WEAPON OPTIONS BIS TURKS ARMOUR Hides BOPTIONS BIS	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Cúacx 1/2 1 Weapon+ 9	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÜ ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40	Att Rge 0.5 " Att Rge 1 " Att Rge 1 " Att Rge Att Rge Att Rge 0 "	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Com 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 1 1 1 1 1 1 1 1 1 1 1 1 1	1 2 3 4 5 Class Natural Class Natural Class Natural 4 Class Natural	weapon R Impact Strik Weapon R Add; Impact Armour Ru Armour Ru Cúa Seass Cúa Weapon R	ules we; Charge+ wles at Strike; Charge+; Vicious alles Draught Beast Size 3 11 acc 3/1 1 2 3 4 ules	Tusl Damage Base 50x30	Cost 10 Cost 3 Size
CHARIOT COM Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ CÚacx Traits DRAUGHT ANIMAL Crushin Bit Slashing	BAT WEAPON Blades LETS WEAPON OPTIONS Sks Tusks ARMOUR Hides LETS Realm Far Thule JACX A Abilities Cúacx 1/1 1 2 3 COMBAT WEAPON G JAWS J Claws MALARMOUR	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3 Camouflaged Cúacx 1/2 1 Weapon+ 9 5 Armour+	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÚ ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40 36 C+A	Att Rge 0.5 " Att Rge 1 " Att Rge 1 " Att Rge Att Rge Att Rge 0 "	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Com 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Lity D Hands 0 Hands 0 Hands	1 2 3 4 5 Class Natural Class Natural Class Natural Ha M: 2 4 Class Natural Natural	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impac Armour Ru O 0 ass Cúa Weapon R Pierce	ules we; Charge+ wles at Strike; Charge+; Vicious alles Draught Beast Size 3 11 acc 3/1 1 2 3 4 ules	Tusl Damage Base 50x30	Cost 3 Size
Z 3 4 5 6 7 8 9 CHARIOT COM Runner Runner CHARIOT COMBAT YOKE TU CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ CÚacx Traits DRAUGHT ANIMAL Crushin Bit Slashing Clav DRAUGHT ANI TUSE Endi	BAT WEAPON Blades BIACES BIA	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Pariot gains the pariot gains g	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÚ ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40 36	Att Rge 0.5 " Att Rge 1 " Att Rge 1 " Att Rge Att Rge Att Rge 0 "	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Com 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Lity Mands 0 0 Hands 0 0 0 Hands	1 2 3 4 5 Class Natural Class Natural Class Natural Ha Mi Class Natural Natural Lass Natural Class Natural A Class Natural Engine	6 7 8 9 Weapon Ri Impact Strik Weapon R Add; Impac Armour Ru Cúa Weapon R Cúa Weapon R Admur Ru	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acx 3/1 1 2 3 4 ules	Tusl Damage Base 50x30	Cost 3 Cost 3 Cost 3 Cost 3 Cost 3
Z 3 4 5 6 7 8 9 CHARIOT COM Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits DRAUGHT ANIMAL Crushin Glau DRAUGHT ANI Engl	BAT WEAPON Blades BIACE BIAC	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3 Camouflaged Cúacx 1/2 1 Weapon+ 9 5 Armour+	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÚ ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40 36 C+A	Att Rge 0.5 " Att Rge 1 " Att Rge 1 " Att Rge Att Rge Att Rge 0 "	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ stillege chast B1 Insate; Fearso Cúacx 2/1	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 1 1 2 3 4	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Com 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Lity Mands 0 0 Hands 0 Beasts	1 2 3 4 5 Class Natural Class Natural Class Natural Ha Mi Class Natural Mi Class Natural Class Class Ardent	6 7 8 9 Weapon RI Impact Strik Weapon R Add; Impact O O O STRIP Armour Ru Weapon R Cúa Weapon R Pierce Armour Ru Mount Rul	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acx 3/1 1 2 3 4 ules ules	Tusl Damage Base 50x30	Cost 10 Cost 3 Size Cúacx 3,
Z 3 4 5 6 7 8 9 CHARIOT COM Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits Bit Slashing Clav DRAUGHT ANIMAL Crushin Tugh DRAUGHT ANI Feleacx Ardes	BAT WEAPON Blades BIACE BIAC	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Cuacx 1/2 1 Weapon+ 9 5 Armour+ 6	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CU ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40 36 C+A 21	ACX Priv Be 3 Att Rge 0" 0.5"	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ 1 State Charge+ 1 State Charge+ 1 Charge+ 1 Charge+ 1 Charge+	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 M+W+Ch 66 M+W+Ch M+W+Ch M+W+Ch M+W+Ch M+W+Ch M+W+Ch M+W+Ch	FBEA	Tus Damage* 1 Damage* 2 ST Ubiq Comm 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Comparison of the comparison	I 2 3 4 5 Class Natural Class Natural Class Natural Class Natural Ha Ma Class Natural Class Natural Class Ardent Oraught Beast	Meapon R Armour Ru Meapon R Add; Impact Bass 2 Bass 2 Armour Ru Meapon R Add; Impact Armour Ru Meapon R Armour Ru Meapon R Armour Ru Mount Rul Replace (Cu	ules we; Charge+ wles tt Strike; Charge+; Vicious of the strike; Charge+ Draught Beast Size 3 11 acc 3/1 1 2 3 4 ules les acc y	Tusl Damage Base 50x30 1	Cost Cost Size Cost 8
Z 3 4 5 6 7 8 9 CHARIOT COM Runner Runner CHARIOT COMBAT Yoke Tu CHARIOT Tough Hic ENGINE C Sk Kindred Fomoraic 3x CÚ Cúacx Traits DRAUGHT ANIMAL Crushin Glau DRAUGHT ANI Engl	BAT WEAPON Blades BIACE BES BES BES BES BES BES BES BES BES BE	Tusk Chariot 1 Attack Dice 1 2 3 Attack Dice 1 2 3 4 5 Unit Option Rules Additional; Each Tusk Co Kin Cúacx 9 Ardent Draught Animal; 4 Attack Dice 1 2 3 4	1 2 3 4 5 Weapon+ 9 Weapon+ 9 Armour+ 8 Cla Ardent Dra 3. Camouflaged Viacon+ 9 5 Armour+ 6	6 7 8 9 M+W 57 M+W 57 C+A 58 e Skied trait CÜ ass ast ught Beast 5 (snow); Fros 2 3 4 M+W 40 36 C+A 21	Att Rge 0.5 " Att Rge 1 " Att Rge 1 " Att Rge 0" 0.5"	sk Chariot 2 Charge+ 9 Charge+ 9 Charge+ 1 State Sta	1 2 3 4 5 M+W+Ch 66 M+W+Ch 66 M+W+Ch 66 M+W+Ch 12 3 4 M+W+Ch 66 M+W+Ch M	6 7 8 9 FA	Tus Damage* 1 Damage* 2 Ubiq Com 4 Flanker Cúacx Damage* 1	k Chariot 3 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Hands 0 Comparison of the comparison	I 2 3 4 5 Class Natural Class Natural Class Natural Class Natural Ha Ma Class Natural Class Natural Class Ardent Oraught Beast	6 7 8 9 Weapon RI Impact Strik Weapon R Add; Impact O O O STRIP Armour Ru Weapon R Cúa Weapon R Pierce Armour Ru Mount Rul	ules we; Charge+ wles tt Strike; Charge+; Vicious alles Draught Beast Size 3 11 acx 3/1 1 2 3 4 ules ules	Tusl Damage Base 50x30	Cost 3 Size

				H	ORI	N C	HA CHA-ri-ot	RI(TC					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Unit Size 1+/2+/3	Cost
Fomoraic	Far Thule	Chariot	Cha <i>Carriage</i>		Va	ssal	Tra	ined	Ra	re		ass 8	Base Size 90x50mm	125
				TH	ULEA	N R	AIDE	R CR	EW					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds	Crew Size	Base Size
Fomoraic	Far Thule	Man	Infa			ssal		ined	Com	-		ass	Driver +	30mm
		_	Chario								Fout	ı itude	2 Authority	_
THULEAN		Pace	Sk			ght		itution	Wou				Authority	Temper
	& Abilities	Frost Blood; Insensate	· Round Perman			ine Crew: Dis		. 5	3	5	6	66	8	12
			Crew 1/3 1 2		Driver 2/1 1		Crew 2/2		Crew 2/	3 1 2 3	Drive	r 3/1 1 2 3	Crew 3/2 1	2 3 Cre
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules	
Horn Spe		1 2 3	9	40	1.5 "	9	49		1	1	Borne	Mounted Ir	mpact Strike; Mounted Cha	arge+
SHOT W		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules	
Horn		1	9	40	0"	3"	12"	16"	1	1	Borne	1 2 3 Pie	ercing; Shots (3); Impetus	Weapon
SHOT WEAP		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules	Са
	Bow Bow	1	9	40	0"	9"	36"	48"	1	1	Borne		h (Horn Spear)	
ARM			Armour+	C+A						Hands	Class	Armour R	ules	
Ragged	Armour		3	19						0	Worn			
Raider Shi			10	29						1	Worn	Parry		
	Chariot		15	44						0	Engine			
UNIT O		Unit Option Rules												C
	n Champion	One Thulean Raider th					-	ttack die on h	is primary con	nbat weapon	1			
Tusk-Beare Hornblo		One Thulean Raider th					r							
Drilled		The Thulean Raider cre					+10 SKILL. +5	5 FORTITUDE	and +5 AUTh	IORITY				
					НО	RN C	HAR	IOT						
Kindred	Realm	Kin	Cla		Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Engine Size	Base Size
Fomoraic	Far Thule	Chariot	Cha Carriage		Eng	gine	Min	dless	Uncon	nmon		ass 4	1	90x50mm
HORN C	HARIOT	0	C)	5	5	6	55	1	2		0	0	5
Horn Chariot Ti		Immune (Soul, Petrifica					; Bulk Charge	er; Move per l						
CHARIOT COM		Attack Dice	Chariot 1 1 2 Weapon+	3 4 5 6 7 M+W	8 9 10 11 12 Att Rge		M+W+Ch		Damage*	ot 2 1 2 3	4 5 6 7 8 Class	9 10 11 12 Weapon F	Rules	Horn Cha
Runner		1 2 3 4	9	64	0.5 "	9	73		1	0	Natural		ike; Charge+	
Runi CHARIOT COMBAT	ners WEAPON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F		C
	Orns Horns	1 2 3 4 5 6	9	64	1"	9	73		2	0	Natural	-	ct Strike; Charge+	1
CHARIOT			Armour+	C+A						Hands	Class	Armour R	ules	
Tough			8	73						0	Natural			
				SRÓ	NOC	X DR	AUGI	HT BI	EAST					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Draught Beast Size	Base Size
Fomoraic	Far Thule	Srónocx	Bea Ardent Drau		Be	east	W	/ild	Ra	re	Ma	ass	- 1	110x60mm
1x SRĆ	ÓNOCX	8	2		6	8	6	i9	2	7		<u>6</u> '2	32	49
Srónocx Trai		Ardent Draught Beast;			nsate; Tough;	Stubborn; Te	_		arer	-	_			
	l 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 F	Rules	
Bir		1 2	7	75	0.5"				1	0	Natural			
Horn		1 2 3 4 5 6 7 8	14	82	0.5 "	28	110		2	0	Natural	Impact Mig	ghty Strike; Charge+; Piero	ing; Terrible Damage
Tran	nple	1 2 3 4	7	75	0"				1	0	Natural	Sightless Si	trike	
DRAUGHT ANI			Armour+	C+A						Hands	Class	Armour R	ules	
	Chariot		7	76						0	Engine			
	AST OPTIONS									Beasts	Class	Mount Ru	iles	C
DRAUGHT BE											Ardent	2 / (0		
DRAUGHT BE	ent Draught Beast									2	Draught Beast	Replace (C		-4
PRAUGHT BEACT Arde	nt Draught Beast LEACX ts & Abilities	9 Camouflaged (snow); I	4			12		34	8	3	Draught Beast	. керіасе (С В 2	21	30

			MA	LLA	4X	TUS	SK SK RAY-dei	RA]	DE	RS					
Kindred	Realm	Kin	Cla	ass	Priv	rilege	Acı	iitv	Ubiq	ıuitv		nds	Unit Size	Co	st
								-,			_	2 ass	1+/2+/3 Base Size		
Fomoraic	Far Thule	Mallax	Monstrou	us Cavalry	Va	issal	W	ild	Uncor	mmon		7	110x60mm	13	88
MALLAX TU	SK RAIDERS	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	Frost Blood; Insensate; Fearsome	5	3	32	4	16	4	9	1	0	7	' 4	21	5	8
,	Raider Abilities	Bulk Charger; Flanker													
2 3 4 5 6 7 8 9 10		Mallax Tusk F	taider 1 1 2	3 4 5 6 7	8 9 10			Malla	x Tusk Raid	er 2 1 2 3	4 5 6 7 8	9 10		Mallax Tu	sk Raider
SRÓI	NOCX	8	2	0	6	58	6	9	2	7	7	'2	32	4	9
	its & Abilities	Camouflaged (snow); Fi	_							<u>-</u>	_	_			
	11 12 13 14 15 16 17 18 19 20			3 4 5 6 7								9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	24 25 26 27	Srónocx
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			
	Spear	1 2 3 4 5 6	9	55	2 "	9	64		2	1	Borne	Mounted Im Damage	npact Strike; Mounted Char	ge+; Pierce; \	/icious
	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	Armour Armour		9	58						0	Worn				
Cracke	d Shield		12	70						1	Borne	Parry			
	NOCX Mount		14	84						0	Mount				
MOUNT	OPTIONS		Mount+	C+A						Hands	Class	Mount Rui	les		Cost
Tarvocx	Ardent Mount		15	85						0	Ridden	Replace (Sr	rónocx)		-29
TAR	vocx	7	2	21	- 2	72	7	7	2	<i>9</i>	8	32	<i>38</i>	5	6
Tarvocx Trai	its & Abilities	Camouflaged (snow); Fi	ost Blood; Gig	gantic; Insensa	ate; Tough;	Terrifying; Bu	ılk Charger; R	oarer							
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	T 1 1 2	3 4 5 6 7	8 9 10 11 1.	2 13 14 15 16 1.	18 19 20 21 22	23 24 25 26 27	28 29	T2 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 T.
MOUNT ARM	OUR OPTIONS		Armour+	with n		with	mount			Hands	Class	Armour Ru	ules		Cost
Ragged Ba	arding Barding		4	on Srónocx	88	on Tarvocx	89			0	Worn	Add			1
	PTIONS	Unit Option Rules													Cost
	n Champion	One Tusk Raider becom				-1 attack die	on his primary	combat wea	pon						12
	er Banner Bearer	One Tusk Raider becom			arer										10
Hornblo	Wer Herald	One Tusk Raider becom	es the muster	red herald											10
Trained Malla	x Tusk Raiders	The Tusk Raider unit be	comes Trained	d (cost shown	is per warri	or), gaining +	10 SKILL, +5	FORTITUDE à	and +5 AUTH	ORITY					5

			MA	LL/		WI MAL-ax WI			IDE	RS					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	uity		nds 2	Unit Size 1+/2+/3	Co	st
Fomoraic	Far Thule	Mallax	Monstrou	s Cavalry	Va	ssal	w	ild	Uncor	mmon	M	ass 6	Base Size	10	06
MALLAX WI	LD RAIDERS	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Tem	nper
	Frost Blood; Insensate; Fearsome	5	3	4	4	18	4	9	1	0	7	'3	21	4	9
,	ities	Bulk Charger; Flanker													
2 3 4 5 6 7 8 9 10		Mallax Wild F	Raider 1 1 2	3 4 5 6 7	8 9 10			Mall	ax Wild Raid	er 2 1 2 3	4 5 6 7 8	9 10		Mallax W	ild Raider 3
FEL	EOX	9	3	1	6	64	5	7	2	0	3	4	31	4	6
Feleox Trait	s & Abilities	Camouflaged (snow); F.	rost Blood; Ins	ensate; Terri	ifying; Bulk C	harger; Roare	er; Bound (Sa	amankar, Thu	ılean Hornhea	rt); Flanker;	Leaper				
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16	, F	eleox 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16			Fele	ox 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16		Feleox 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
Jagge		1 2 3 4 5 6	14	62	2 "				2	1	Borne	Quick Strike	2		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
Ragged	Armour		7	56						0	Worn				
Fel-	POX Mount		11	67						0	Mount				
MOUNT	OPTIONS		Mount+	C+A						Hands	Class	Mount Ru	les		Cost
Theracx	Ardent Mount		11	<i>67</i>						0	Ridden	Replace (Fe	eleox)		-9
THE	RACX	8	3	3	5	58	5	4	1	6	6	5 <i>5</i>	25	3	9
Theracx Train	ts & Abilities	Camouflaged (snow); F.	rost Blood; Ins	ensate; Stub	born; Terrifyi	ing; Bulk Chai	ger; Roarer;	Bound (Thule	an Hornheart); Leaper					
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16	TH	neracx 1 1 2	3 4 5 6 7	8 9 10 11 12	2 13 14 15 16			Thera	cx 2 1 2 3	4 5 6 7 8	9 10 11 12 13	3 14 15 16		Theracx 3
MOUNT ARM	OUR OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour R	ules		Cost
Ragged Ba	rding Barding		4	on Srónocx	71	on Tarvocx	71			0	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthul	n Champion	One Wild Raider becom	es the mustere	d champion,	who gains +	1 attack die o	n his primary	combat wear	pon						11
	er Banner Bearer	One Wild Raider becom	es the mustere	d banner be	arer										9
Hornblo	Wer Herald	One Wild Raider becom	es the mustere	d herald											9

					Ι		AC)	K						
Kindred	Realm	Kin	Cla	ISS	Privi	ilege	Acı	iity	Ubiq	juity		nds	Unit Size	Cost
Fomoraic	Far Thule	Ipracx Frost Bear	Bea Ardent Mou		Ве	ast	w	ild	Uncor	mmon	М	0 ass 4	Base Size 70x40mm	32
IPR	ACX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	Camouflaged (snow); Frost Blood; Insensate; 7 33 52 54 12 43 18 30													30
Abii	lities	Bulk Charger; Bound (7	Thulean Hornhe	art); Roarer										
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Claws	1 2 3 4 5 6 7	12	64	0.5"				1	0	Natural			
	ng Bite	1	10	62	0"				2	0	Natural			
	nple	1 2 3	5	57	0"				1	0	Natural	Sightless St	rike	
					FMR-BL	R-0100-7	00 - Kraan	on Bear						

					C		AC)	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit Size	Cost	
Fomoraic	Far Thule	Cúgacx	Bea Ardent Mou		Ве	ast	Fer	al	Uncor	nmon	M	0 ass 3	Base Size	31	
CÚG	CÚGACX Pace Skill Might Constitution Wounds Fortitude Authority Temporarious grad (snow); rrost blood; unsensate;														
Camounagea (snow); Frost blood; Insensate; Fearsome; Beast Mandler or Draught Animal or 9 44 48 45 10 38 25													35		
Abil	ities	Bulk Charger; Roarer,		(Thulean Ho	rnheart); Lea _l	per									
Wound	l Track	1 2 3 4 5 6 7 8 9	10												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Slashing		1 2 3 4 5 6	9	57	0"				1	0	Natural				
1 Crushii		1 2	10	58	0"				2	0	Natural				
2 Tran		1 2	5	53	0"				1	0	Natural	Sightless Str	ike		
					F	MR-THL-7	550 - Taai-a	С							

					F		AC e-az	X						
Kindred	Realm	Kin	Cla	ss	Privi	lege	Acu	iitv	Ubiq	uitv		nds	Unit Size	Cost
			-					,)	1+/2+/5	
Fomoraic	Far Thule	Feleacx	Bea		Be	act	Fe	ral	Uncor	mmon	Ma	ass	Base Size	22
Tomoraic	Tui Tiluic	1 CICUCX	Ardent	Mount			1.0	- u	Oncor			3	60x35mm	22
FELE		Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Forti	tude	Authority	Temper
Fearsome; Beast Handle	er or Draught Animal or	9	4	1	4	2	3	4	8	3	3	2	21	30
Abil	ities	Bulk Charger; Bound (Sa	aamankar, Thu	lean Hornhe	art); Roarer; I	Flanker; Leap	ner							
1 2 3 4 5 6 7 8	Feleacx 1	1 2 3 4 5 6 7 8		Feleacx 2	1 2 3 4 5	6 7 8		Feleacx 3	1 2 3 4 5	6 7 8		Feleacx 4	1 2 3 4 5 6 7 8	Feleacx 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Crushin		1 2 3 4 5	12	54	0"				2	0	Natural	Pierce; Vicio	ous Damage	
1 Slashing		1 2	10	52	0.5"				1	0	Natural			
						FMR-	THL-?							

							ACX								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	iity	Ubiq	uity		nds	Unit Size 5+/5+/10	Cost	
Fomoraic	Far Thule	Cúacx	Bea Hou		Ве	ast	Wi	ild	Com	mon		ass	Base Size 50x30mm	11	
CÚ	CÚACX Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	mouflaged (snow); Frost Blood; Insensate; some; Beast Handler or Draught Animal only 9 35 31 15 4 28 11 17														
Abii	lities	Bulk Charger; Roarer; F.	lanker; Bound	(Thulean Ho	nheart); Lea	per									
1 2 3 4 Cúacx 1	1 2 3 4 Cúacx 2	1 2 3 4 Cúacx 3	1 2 3 4	Cúacx 4	1 2 3 4	Cúacx 5	1 2 3 4	Cúacx 6	1 2 3 4	Cúacx 7	1 2 3 4	Cúacx 8	1 2 3 4 Cúacx 9	1 2 3 4 Cúacx 10	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ng Jaws	1 2 3 4	9	40	0"				2	0	Natural	Pierce			
*	g Claws	1 2	5	36	0.5"				1	0	Natural				
						FMR-	THL-?								

					M		LO	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	uitv		nds	Unit Size	Cost	
												2	1		
Fomoraic	Far Thule	Mallox	Monstrou Solit		Ве	ast	W	ild	Uncor	mmon		ass 11	Base Size 100mm	171	
MAL	LOX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
Camouflaged (snow); Fro- Insensate; Stub	flaged (snow); Frost Blood; Tough; Gigantic; Insensate; Stubborn; Terrifying Bound (Mallax): Bulk Charger: Reaper: Report (Thulean Homphart)														
Abil	Insensate; Stubborn; Terrifying C 22 OI 04 74 77 71 39 02 Abilities Bound (Mallax); Bulk Charger; Roarer; Bound (Thulean Hornheart)														
Wound	l 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 32 33 34 35	36 37 38 39 40	41 42 43 44						
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 11 12 13	16	97	2 "				2	2	Natural	Grab; Pierce	e; Vicious Damage		
2 Tusk		1 2 3 4	16	97	1"	32	129		2	0	Natural	Impact Migl	hty Strike; Charge+; Pierce	; Vicious Damage	
3 Tran		1 2 3 4 5	8	89	0"				1	0	Natural	Sightless St	rike; Stomp		
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	tules		
1 Beaten			6	90						0	Worn				
					FM	R-THL-845	0 - Maallol	vór							

					S		NO H-nox	X							
Kindred	Realm	Kin	Cla	ss	Priv	rilege	Acı	iity	Ubio	quity	На	nds	Unit Size 1+/2+/3	Cos	st
Fomoraic	Far Thule	Srónox	Monstro	us Beast	Va	issal	W	ild	Unco	mmon	М	ass 7	Base Size 80mm	72	2
SRÓ	NOX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); Insensate; Tough;		5	2	4	6	54	7	2	2	4	7	78	35	47	7
Abil 1 2 3 4 5 6 7 8 9 10		Bound (Srónax); Bu	lk Charger; Roarer, Srónox 1 1 2				7 18 19 20 21 22	23 24	Srón	ox 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	24	Srónox 3
COMBAT		Attack Dice	Weapon+	M+W	Att Rge		M+W+Ch		Damage*	Hands	Class	Weapon R			
1 Bruta		1 2 3 4 5 6 7	18	82	2 "				2	2	Borne	Mighty Strik	e; Vicious Damage		
2 Horn		1 2	12	76	1 "	12	88		2	0	Natural	Impact Migl	hty Strike; Charge+; Pierce	; Vicious Dam	age
3 Tran		1 2 3 4	6	70	0"				1	0	Natural	Sightless St	rike		
ARM			Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Ragged			4	76						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Scavenged Ar	mour Light Armour		8	80						0	Worn	Replace (Ra	agged Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Gulthul	n Champion	One Srónox become	s the mustered ch	ampion, who	gains +1 att	tack die on hi	s primary com	bat weapon							21
					FMR-TI	HL-8100 - 1	Thundering	Srónox							

					SF		NOCX H-noz							
Kindred	Realm	Kin	Cla	ss	Priv	lege	Acuity		Ubiq	uity		nds	Unit Size	Cost
				.			-			-		0 ass	Base Size	
Fomoraic	Far Thule	Srónocx	Monstrou Ardent Mou		Ве	ast	Wild		Uncon	nmon		8	110x60mm	104
SRÓN	IOCX	Pace	Sk	ill	Mig	ght	Constituti	on	Wou	nds	Fort	itude	Authority	Temper
Camouflaged (snow); Insensate; Tough; S		8	20	D	6	8	69		2	7	7	'2	32	49
Abili	ties	Bulk Charger; Roarer; B	ound (Thulean	Hornheart)	*									
Wound	Track	1 2 3 4 5 6 7 8 9 1	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Horn		1 2 3 4 5 6 7 8	14	82	2 "	28	110		3	0	Natural	Impact Mig	hty Strike; Charge+; Pierce	; Terrible Damage
2 Chompii		1 2	7	75	0.5"				1	0	Natural			
3 Tran		1 2 3 4	7	75	0"				1	0	Natural	Sightless St	rike	
						MR-THL-8	146 - Braal							

					F		EOX								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acui	tv	Ubiq	uitv	<u> </u>	nds	Unit Size	Cost	
								-,				0	1		
Fomoraic	Far Thule	Feleox	Monstrou Ardent Mou		Ве	ast	Fera	ıl	Uncor	nmon		ass 6	Base Size 90x50mm	75	
FEL	FELEOX Pace Skill Might Constitution Wounds Fortitude Authority Temper nouflaged (snow); Frost Blood; Insensate; Terrifying 9 31 64 57 20 34 31 46														
		9	3:	1	6	4	57	,	2	0	3	84	31	46	
Abil	lities	Bulk Charger; Roarer;	Bound (Saaman	kar, Thulean	Hornheart);	Flanker; Leap	per								
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20)										
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ng Jaws	1 2 3 4 5 6 7 8	18	82	0.5"				2	0	Natural	Pierce; Vicio	ous Damage		
	g Claws	1 2 3 4	14	78	0.5"				1	0	Natural				
3 Tran	mple mple	1 2 3 4	6	70	0"				1	0	Natural	Sightless St	rike		
	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	Armour Armour		6	63						0	Worn				
						MR-THL-8	396 - Maaru								

					TI		RAC H-raz	X						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acui	ty	Ubiq	uity		nds	Unit Size	Cost
Fomoraic	Far Thule	Theracx	Monstrou Ardent Mou		Ве	east	Wil	d	Uncor	nmon		ass 5	Base Size 90x50mm	66
THE	RACX	Pace	Sk	ill	Mi	ght	Constit	ution	Wou	ınds	Fort	itude	Authority	Temper
	Frost Blood; Insensate; Terrifying	8	3:	3	5	8	54	ŀ	1	6	6	55	25	39
,	lities	Bulk Charger; Roarer;	Bound (Thulean	Hornheart);	Leaper				1					
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16										
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	ng Jaws	1 2 3 4 5 6 7	18	76	0.5"				2	0	Natural	Pierce		
	Gore	1 2	8	66	0.5 "	8	74		1	0	Natural	Impact Strik	ke; Charge+	
3 Slashin	g Claws	1 2 3 4	14	72	0.5"				1	0	Natural			
	mple mple	1 2 3 4	6	64	0"				1	0	Natural	Sightless Str	rike	
					FM	IR-BLR-834	46 – Criama	ak						

					M	AM	MO M-ox	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit Size	Co	st
Fomoraic	Far Thule	Mammox	Monstrou Ardent Mou		Be	ast	Wi	ld	Ra	re		9 9	Base Size	54	12
MAM	МОХ	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	_	itude	Authority	Tem	per
	Frost Blood; Gigantic; Stubborn; Terrifying	7	2	2	1:	12	12	22	10)1	8	2	49	8	3
	lities d Track	Bulk Charger; Roarer; Box 1 2 3 4 5 6 7 8 9 10 81 82 83 84 85 86 87 88 89 90	11 12 13 14 15	16 17 18 19 20		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	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 79
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ıles		
Bludgeon	ing Trunk	1 2 3 4 5 6 7 8 9 10	17	129	1"				2	0	Natural	Mighty Strike; Grab; Vicious Damage			
	Tusks	1 2 3 4 5 6 7 8 9 10	24	136	2"	24	160		3	0	Natural	Impact Strike; Charge+; Pierce; Terrible Damage			
Chompi	ing Bite	1 2 3 4	22	134	0"				1	0	Natural				
Trampli	ing Feet	1 2 3 4 5 6	11	123	1"				1	0	Natural	Sightless Str	ike; Stomp		
	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Spiked T	Trunk Trunk	1 2 3 4 5 6 7 8 9 10	22	134	1"				2	1	Borne		dgeoning Trunk); Mighty S ; Vicious Damage	trike;	4
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Tough			5	127						0	Natural				
Scavenge Light A			8	135						0	Natural				
ARMOUR	OPTIONS		Armour+	C+A	with	option	with a	ption		Hands	Class	Armour Ru	les		Cost
Battered Ch	amfron Helmet		11	146						0	Worn	Add			3
Breast Ma	ail Breastnlate		10	145	+Helmet	156				0	Worn	Add			3

					M		MA M-ax	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	uity		nds	Unit Size	Cos	st
Fomoraic	Far Thule	Mammax	Monstrou	ıs Beast	Vas		w	ild	Uncor	nmon	М	ass	1+/2+/3 Base Size	99	9
MANAN	. V	D	CI-	•••	14:		0		\A/			8	80mm		
MAMMA		Pace	Sk	III	MI	ght	Consti	tution	Wol	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); Frost Insensate; Tough; Stubb	Blood; Gigantic; orn; Terrifying	6	2!	5	7	4	7	3	3	0	7	' 8	36	48	3
Abilities		Bulk Charger; Roarer; E													
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 3	0 M 1 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	M 2 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 2	29 30 M 3
COMBAT WE	APON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles		
Ice Mac	ce	1 2 3 4 5 6 7	20	94	1"				2	2	Borne	Cold Damag	e; Mighty Strike; Vicious D	amage	
Tusk Go	re	1 2 3 4 5	15	89	0.5"	15	104		1	0	Natural	Impact Strike; Charge+; Pierce; Vicious Damage			
Trampling	Feet	1 2 3 4	7	81	0"				1	0	Natural	Sightless Str	ike; Stomp		
COMBAT WEAPON	OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru			Cost
Ice Spear	Spear	1 2 3 4 5 6 7	10	84	2"				2	2	Borne	Replace (Ice Damage	Mace); Cold Damage; Vic	ious	-3
SHOT WEAPON	OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		Cost
Ice Spear Throw	wing Spear	1 2 3 4 5 6 7 8	10	84	0"	6"	30"	40"	2	1	Borne	1 2 Add; Si Damag	hots (2); Impetus Shot; Pi e	erce; Vicious	11
ARMOU	R		Armour+	C+A						Hands	Class	Armour Ru	les		
Scavenged A			3	76						0	Worn				
ARMOUR OP	TIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
Beaten Armour	Light Armour		7	80						0	Worn	Replace (Sca	avenged Armour)		1
UNIT OPTI	ONS	Unit Option Rules													Cost
Gulthuln Cha	ampion	One Mammax becomes	the mustered c	hampion, w	rho gains +1 a	nttack die on	his primary co	mbat weapo	n						13
Tusk-Bearer Ba	nner Bearer	One Mammax becomes	the mustered b	anner beare	er										10

					PA		CER SE-roks	OX							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit Size	Cost	
Fomoraic	Far Thule	Paracerox	Monstro		Ве	ast	Wi	ld	Ra	re		ass 15	Base Size	237	
PARAC	EROX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
Camouflaged (snow); Insensate; Too		7	2	7	9	4	9	6	6	9	6	i3	50	77	
Abili	Abilities Bulk Charger; Roarer; Bound (Thulean Homheart)														
Wound	l 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 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65 66 67 68 69		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Goring		1 2 3 4 5 6 7 8 9	10 20	114	2"	20	134		2	0	Natural	Impact Stril	ke; Charge+; Pierce; Viciou	s Damage	
1 Chompi		1 2 3 4 5	18	112	0"				1	0	Natural				
₂ Trampli		1 2 3 4 5 6	9	103	1"				1	0	Natural	Sightless St	rike; Stomp		
ARM	OUR		C+A						Hands	Class	Armour Ru	ıles			
	ARMOUR Armour+ Company Hide 5 1									0	Natural				
2 Scavenge			8 109 0 Nat							Natural					
					FM	IR-THL-88	20 - Ilkulka	ag							

				Tl	JSK	TUSK	IRC	WI	ER							
Kindred	Realm	Kin	Cla	nss	Priv	ilege	Ac	uity	Ubiq	uitv		nds	Unit Size	Co	st	
			War E	ingino							_	0 ass	1+/1+/3 Base Size			
Fomoraic	Far Thule	Tusk Thrower		ingine Engine	Va	ssal	Tra	ined	Uncor	mmon		5	50mm	34	4	
					HU	NTE	R CR	EW								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	quity		nds 2	Crew Size	Base	Size	
Fomoraic	Far Thule	Man	Infa	ntry	Va	ssal	Tra	ined	Com	ımon	_	ass	- 2	30m		
romoraic	rai mule	_	Engine			_						1				
HUNTE	R CREW	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per	
HONTE	K CKLVV	5	4	4	3	0	1	.3	3	3	6	66	8	13	2	
Crew Trait	s & Abilities	Frost Blood; Insensate;	Bind (Tusk Thi	rower); Disc	ciplined; Engin	e Crew										
2 3	Tusk Hunter 1/1 1 2 3	Tusk Hu	ınter 1/2 1 2	3	Tus	k Hunter 2/1	1 2 3		Tusk Hunter	r 2/2 1 2 3		Tusk	Hunter 3/1 1 2 3	Tusk	Hunter 3,	
CREW COME	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules			
	Spear ear	1 2 3	8	38	1.5 "				1	1	Borne	Pierce	Pierce			
	IOUR		Armour+	C+A					Wound-	Hands	Class	Armour R	mour Rules			
	Armour Armour		3	16						0	Worn					
Tusk T	hrower Engine		8	24						0	Engine					
	T OPTIONS	Crew Unit Option Ru	les												Cost	
Gulthui	n Champion	One Tusk Thrower Crev	v becomes the	mustered cl	hampion, who	adds +1 sho	ot die to the s	Shots per Cre	w total						7	
Drilled Tu	sk Hunters	The Tusk Thrower Crew	becomes Drille	ed rather tha	an Trained (co	st shown is p	er engine), ga	aining +10 SK	ILL, +5 FORTI	TUDE and +5	AUTHORITY				4	
			T	USK	THRO	OWE	R SH	OT EI	NGIN	ΙE						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	uitv		nds	Engine Size	Base	Size	
			War E		-		-	,		17		0 ass	-			
Fomoraic	Far Thule	Tusk Thrower		ingine Engine	Eng	gine	Min	dless	Uncor	mmon		3	1	50m	nm	
TUSK TH	IROWER	2	C)	6	5	7	6	9	9		0	0	5	;	
Engine Trai	ts & Abilities	Immune (Petrification,	Soul, Fume); R	esistant (De	eath, Cold, Free	eze, Venom);	Tough; Flam	mable; Bound	d Permanently	(Tusk Throw	ver Crew); Sl	nots per Crew	; Move per Crew			
2 3 4 5 6 7 8 9		Tusk Th	rower 1 1 2	3 4 5 6 7	7 8 9				Tusk Throw	rer 2 1 2 3	4 5 6 7 8	9		Tusk	Thrower	
	E ARMAMENT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules			
	ned Tusk	1 2 3	10	75	0"	9″	60"	80"	2	0	Natural	Volley Shoo	ot (2); Pierce; Vicious Dama	ge		
SHOT ENGI	NE ARMOUR		Armour+	C+A						Hands	Class	Armour R	ules			
Woode	n Frame		8	84						0	Natural					

			H	AR	PO	ON HAR-poo	TH on THRO-er	RO	WE	R					
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubiq	uity		nds 0	Unit Size	Co	st
Fomoraic	Far Thule	Harpoon Thrower	War E		Va	ssal	w	ild	Ra	ire		ass 12	Base Size 60mm	13	3
		l .	Shot L	ingine	W	ΙΛΛ	X CR	FW				12	OOHIII		
											На	ınds			<u> </u>
Kindred	Realm	Kin	Cla		Priv	ilege	ACI	iity	Ubiq	luity		2 ass	Crew Size	Base	Size
Fomoraic	Far Thule	Walvax	Monstrous Engine		Va	ssal	w	ild	Uncor	mmon		4	- 2	60m	nm
WALVA	V CDEW	Pace	Sk	ill	Mig	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Tem	per
WALVA	X CREW	4	2	2	5	0	5	8	1	2	6	55	25	3	2
Crew Traits	s & Abilities	Frost Blood; Insensate;	Loathsome; To	ough; Fearso	ome; Amphibio	ous; Bulk Cha	arger; Roarer;	Bind (Harpod	on Thrower);	Disciplined; L	Engine Crew				
2 3 4 5 6 7 8 9 10	11 12				W	alvax Crew 1	1 2 3 4 5	6 7 8 9 10	11 12					Wa	Ivax Crew
	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules		
	Hook aver	1 2 3 4 5 6	10	60	0.5 "				2	1	Natural	Pierce			
Tusk	Gore	1	10	60	0 "				1	0	Natural	Pierce			
ARM			Armour+	C+A					Wound-	Hands	Class	Armour R	ules		
Tough l	Blubber		8	66						0	Natural				
Ragged	Armour		4	70						0	Worn				
Light A	T OPTIONS	Crew Unit Option Rui	'es												Cost
Gulthul	n Champion	One Walvax Crew becor	nes the muster	red champio	n, who adds -	+1 shoot die	to the Shots p	er Crew total	I						14
			HAR	POC	N TH	IROV	VER S	НОТ	ENG	INE					
Kindred	Realm	Kin	Cla			ilege		iity	Ubiq			nds	Engine Size	Base	Size
Fomoraic	Far Thule	Harpoon Thrower	War E		Eng	gine	Mine	dless	Uncor	mmon		ass 4	- 1	60m	nm
HARPOON	THROWER	2	C)	9	5	8	8	1	6		0	0	5	;
Engine Trait	ts & Abilities	Immune (Petrification, S	Soul, Fume); R	esistant (De	ath, Cold, Free	eze, Venom);	Tough; Flam.	mable; Bound	d Permanently	(Harpoon Ti	hrower Crew,); Shots per C	Trew; Move per Crew		
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16													Harpoo	n Throwe
SHOT ENGIN	E ARMAMENT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules		
	larpoon	1 2 3 4	16	111	0"	12"	50"	60"	2	0	Natural	ural Shoot and Drag; Pierce; Terrible Damage			
	NE ARMOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	n Frame		8	96						0	Natural				
Consu							?								

			M/	MI			VAR		W C	ER					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubic	uity		nds 0	Unit Size	Co	st
Fomoraic	Far Thule	War Tower	War E <i>Carriage</i>	ingine E Engine	Vas	ssal	Trai	ined	Ra	re	М	ass 21	Base Size 120mm	58	37
					HU	NTE	R CRI	EW							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubic	uity		nds 2	Crew Size	Base	Size
Fomoraic	Far Thule	Man	Infa <i>Engine</i>		Vas	ssal	Trai	ined	Com	mon		ass 1	Driver + 5	30r	nm
	<u> </u>	Pace	Sk		Mic	ght	Consti	itution	Wou	ınds		itude	Authority	Tem	nper
HUNTE	R CREW	5	4			0	1			3		66	8	1	-
Crew Traits	s & Abilities	Frost Blood; Insensate; I	Bind Permane	ntly (Mammo											
1 2 3	Driver 1 2 3		Crew 1 1			Crew 2				w 3 1 2 3			Crew 4 1 2 3		Crew 5
Longho	rn Spear	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			
Sp	ear	1 2 3	8	38	2 "	8	46		1	1	Borne		npact Strike; Mounted Char	ge+	
SHOT W	VEAPON Bow	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear			
Bo	ow	1	8	8	0"	9″	36"	48"	1	2	Borne		loot; Volley Shoot		
	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Light /	Armour		3	16					1	0	Worn				
2	Shield		10	26						1	Worn	Parry			
3 War 1	Tower		19	45						0	Engine				
	prine PTIONS	Unit Option Rules													Cost
	n Champion	One Hunter that is not a							<u>′</u>	<u>, </u>					3
Drilled Tu.	sk Hunters	The Hunter crew become	es Drilled (cos							Y					2
					AK	IOWI	ER EI	AGIN			На	nds			
Kindred	Realm	Kin	Cla		Priv	ilege	Acı	uity	Ubic	uity		0	Engine Size	Base	Size
Fomoraic	Far Thule	War Tower	War E Carriage	ingine Engine	Eng	gine	Mino	dless	Uncor	nmon		8 8	1	120	mm
WAR TOW	ER ENGINE	0	()	(0	7	0	3	0		0	0	5	5
	aits & Abilities	Immune (Soul, Petrificat	on, Fume); R	esistant (Dea	th, Cold, Free	eze, Venom);	Tough; Bulk	Charger; Mov	ve per Draugh	t Animal; Hai	ng On!				
	11 12 13 14 15 16 17 18 19 20 ARMOUR	21 22 23 24 25 26 27 28 29 30	Armour+	C+A						Hands	Class	Armour Ru	lac		War Tower
	ed Frame		25	95						0	Natural	Aimour Ke			
	ruction OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
	ields Shields		8	103						0	Worn	Add			1
	OPTIONS	Engine Option Rules													Cost
	* Host Banner Bearer	May bear the unit's bann May bear the Host's Ban		Banner Beare	r is not alread	dv purchased.	. The Host Ba	nner range is	s 18". Gains th	e Host Bann	er Bearer abi	litv			2 7
	Trose Sarmer Search	, , , , , , , , , , , , , , , , , , , ,							IMAL			,			
Kindred	Realm	Kin	Cla			ilege		uity		uity	На	nds	Draught	Base	Sizo
			Monstro									0 ass	Animal Size		
Fomoraic	Far Thule	Mammox	Ardent Dra	ught Beast		ast		ild		re		19	1	120	
	MMOX	7	2			12		22)1		32	49	8	3
	Traits & Abilities	Ardent Draught Beast; C										· · · · · · · · · · · · · · · · · · ·	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75	76 77 78 79 80
	d Track	81 82 83 84 85 86 87 88 89 90				Ch	M+W+Ch		D*	111-	CI	W B			
	ing Trunk	Attack Dice 1 2 3 4 5 6 7 8 9 #	Weapon+	M+W	Att Rge	Cnarge+	M+W+Cn		Damage*	Hands	Class	Weapon R			
Tri	unk		17	129					2	0	Natural		e; Grab; Vicious Damage		
Tu	Tusks sks Dit-	1 2 3 4 5 6 7 8 9 #	24	136	2″	24	160		3	0	Natural	Impact Strik	ke; Charge+; Pierce; Terrib	le Damage	
1 Chomp	ing Bite ite	1 2 3 4	22	134	0"				1	0	Natural				
₂ Trampli	ing Feet	1 2 3 4 5 6	11	123	1"				1	0	Natural	Sightless St	rike; Stomp		
110	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			Cost
	Trunk Trunk	1 2 3 4 5 6 7 8 9 10	22	134	1"				2	1	Borne	Replace (Blue Pierce; Grate	udgeoning Trunk); Mighty S o; Vicious Damage	Strike;	4
DRAUGHT AND			Armour+	C+A						Hands	Class	Armour Ru	iles		
SI	n Hide		5	127						0	Natural				
	ed Armour Armour		8	135						0	Natural				
3 War 1	Tower		10	145						0	Engine				
ARMOUR	OPTIONS		Armour+	C+A		option	with o	option		Hands	Class	Armour Ru	iles		Cost
	amfron Helmet		11	156 155	+Chains +Helmet	167				0	Worn	Add			3
	ail Breastplate Pains Chains		10 11	155 156	+Helmet +Helmet	166 167	+Breastplate	177		0	Worn Worn	Add Add			<i>3</i>
									-						

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			PAR	AC	ER	OX	WA	R 1	ΓΟ	VEI	R				
Kindred	Realm	Kin	Cla	nss	PA	<i>-ra-SE-rok</i> ilege	S WOR TON	<i>it</i> v	Ubiq	uitv		inds	Unit Size	Co	st
			War E							-		0 ass	1 Base Size		
Fomoraic	Far Thule	War Tower		e Engine		ssal	Trai		Ra	ire		19	120mm	26	8
					HU	INTE	R CRI	EW							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	uity		inds 2	Crew Size	Base	Size
Fomoraic	Far Thule	Man	Infa		Va	ssal	Trai	ned	Com	mon		ass	Driver +	30n	nm
romoraic	rai mule	_		e Crew		-						1	10		
HUNTER	R CREW	Pace	Sk		Mi	ght	Consti	tution	Wou		Fort	itude	Authority	Tem	iper
		5	4			30	1		3	3	6	56	8	1	2
Crew Traits	Driver 1 2 3	Frost Blood; Insensate;		ntly (Mammo				,	Cuo	w 3 1 2 3			Crew 4 1 2 3		
3	Driver 1 2 3 Crew 6	1 2 3	Crew 1		1 2 3	Crew 2	1 2 3	Crew 8		W 3 1 2 3		Crew 9			Crev
COMBAT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Ciewo	Damage*	Hands	Class	Weapon R			Cici
Longhor		1 2 3	8	38	2 "	8			1					go. I	
Spe	ear						46			1	Borne		npact Strike; Mounted Char	ge+	
SHOT W		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
Horn		1	8	38	0"	9″	36"	48"	1	2	Borne	Ride and Sh	oot; Volley Shoot		
ARM			Armour+	C+A						Hands	Class	Armour Ru	iles		
Ragged			3	16						0	Worn				
Raider															
Shie			10	26						1	Worn	Parry			
War T			16	42						0	Engine				
UNIT O		Unit Option Rules													Со
Gulthuli	n Champion	One Hunter that is not	a driver becom	es the muste	ered champion	n, who gains	+1 attack die	on his primai	ry combat wea	ароп					3
Drilled Tus	sk Hunters	The Hunter crew becon	nes Drilled (cos	t shown is p	er engine), ga	aining +10 Sk	KILL, +5 FORT	ITUDE and +	5 AUTHORIT	Y					2
				V	VAR 1	TOW	ER EI	IGIN	ΙE						
Kindred	Realm	Kin	Cla	155	Priv	ilege	Acı	iitv	Ubiq	wity		nds	Engine Size	Base	Size
			War E					-		-		0 ass	-		
Fomoraic	Far Thule	War Tower		e Engine	Eng	gine	Mino	lless	Uncor	nmon		6	1	120	mm
WAR TOWE	R ENGINE	0)	6	60	7	0	3	0		0	0	5	5
War Tower Tra	aits & Abilities	Immune (Soul, Petrifica	tion, Fume); R	esistant (Dea	ath, Cold, Free	eze, Venom);	; Tough; Bulk	Charger; Mov	e per Draughi	t Animal; Hai	ng On!				
	11 12 13 14 15 16 17 18 19 20	21 22 23 24 25 26 27 28 29 3			1						1				War T
ENGINE /			Armour+	C+A						Hands	Class	Armour Ru	iles		
Reinforce Constru			10	80						0	Natural				
ENGINE (Engine Option Rules													Co.
Tusk Beare		May bear the unit's ban													2
Skull Bearer		May bear the Host's Ba				• •				e Host Bann	er Bearer abi	ility			12
Tusk Throw	VEI Snot Engine	May include one Tusk 1								_					12
			P	'AKA	CERC	JX D	RAUG	MI E	SEAS						
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	iity	Ubiq	uity		onds 0	Draught Beast Size	Base	Size
Fomoraic	Far Thule	Paracerox		us Beast	Be	east	w	ild	Ra	ire	М	ass	1	120	mm
				ught Beast								15			
1x PARA		7		7		4		6	6			53	50	7	_
Paracerox Tra Wound		Ardent Draught Animal;													
	COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge		M+W+Ch	36 37 38 39 40	Damage*	46 47 48 49 50 Hands	Class	Weapon R			
Goring		1 2 3 4 5			2"						Natural		ke; Charge+; Pierce		
Tus	sks	1 2 3 4 5	20	114	2	20	134		2	0	Ivaturai	Impact Strik	te, Charge+, Fierce		
Chompi	ng Bite	1 2 3 4	18	112	0"				1	0	Natural				
Trampling Feet		1 2 3 4 5 6	9	103	1"				1	0	Natural	Sightless Str	rike; Stomp		
DRAUGHT ANI	MAL ARMOUR		Armour+	C+A						Hands	Class	Armour Ru			
			5	101						0	Natural				
			5	101						U	INdturdi				
Tough			_	109						0	Natural				
Tough sk Scavenge	d Armour		8	103											
Tough Sk Scavenge Light A War T	d Armour rmour ower		8							0	Engine				
Tough Sk Scavenge Light A War T Eng	d Armour Irmour Tower ine		8	117	with	option	with	option				Armour Pu	ıles		Co
Tough Sk Scavenge Light A War T	d Armour rmour ower ine OPTIONS			117 C+A	with +Chains	option 131	with o	option		0 <i>Hands</i> 0	Engine Class Worn	Armour Ru	ıles		
Tough Sk Scavenge Light A War T Eng ARMOUR	d Armour rmour ower ine OPTIONS amfron Helmet		8 Armour+	117	_	_	with o	pption		Hands	Class	_	ules		Co. 3

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CURSED HERD MUSTER

/ersion 2.07

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

HOST SILVER

FOMORAIC (CURSED HERD) MUSTER WENDLIST Changes to the Fomoraic (Cursed Herd) muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The focus range of all sorcerers has been reduced
v2.03	Increased the SKILL of the tarvax dain by +10
	Increased the CONSTITUTION of the tarvax dain by +1 so that the Mail and Plate armour option is worthwhile
	Added the 'camouflaged (snow)' trait to the tarvax dain, tarvax, gul-tarvax, gabrox dain, gabrox, gul-gabrox, toracx, gooracx, tarvocx, tarvox
	Added throwing spear and throwing axe shot weapon options to the gabrax undain, gabrax dain and gabrax uldain
	Added throwing spear and throwing axe shot weapon options to the marbrax
	Added the slan-gabrax profile to the infantry class and to the muster chart
	Added the Herdthings artefact list
	Added a host banner and host herald noble options to the gul-gabrax dain
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.06	Removed the Yearless' trait from the tarvox
	Reduced the cost of noble shot weapon options
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

FOMORAIC (CURSED HERD) MUSTERING

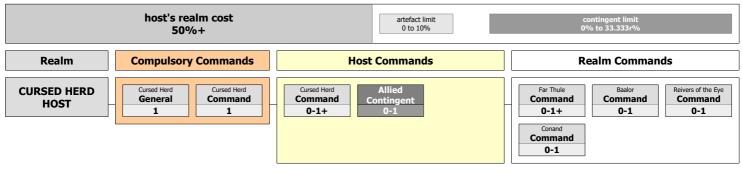
Version 2.07

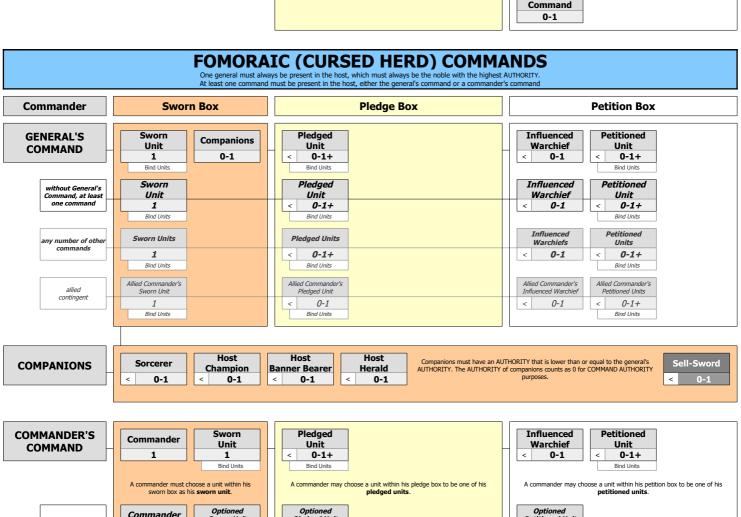
FOMORAIC (CURSED HERD) HOST

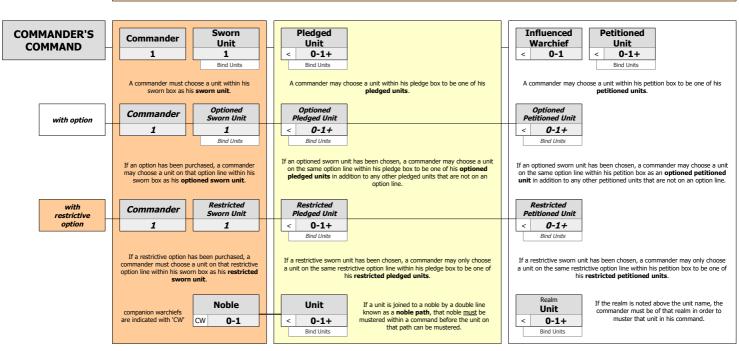
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

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.











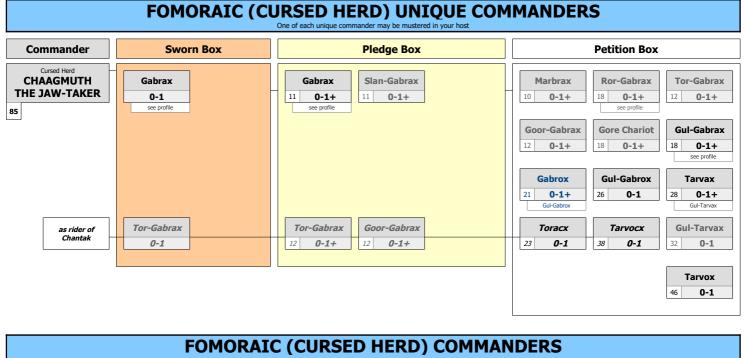
A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.

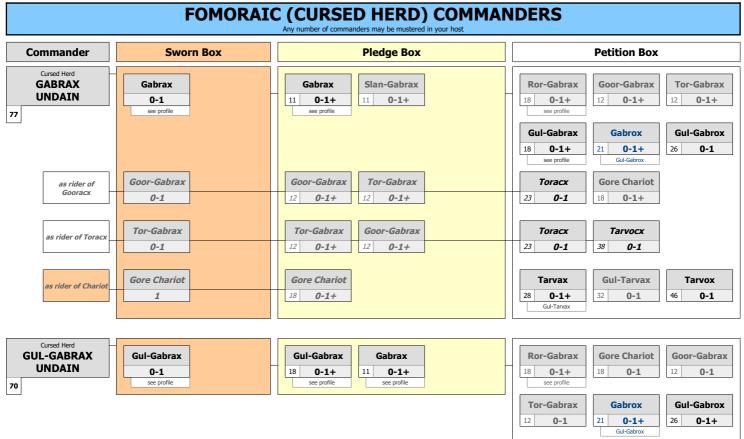
If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.

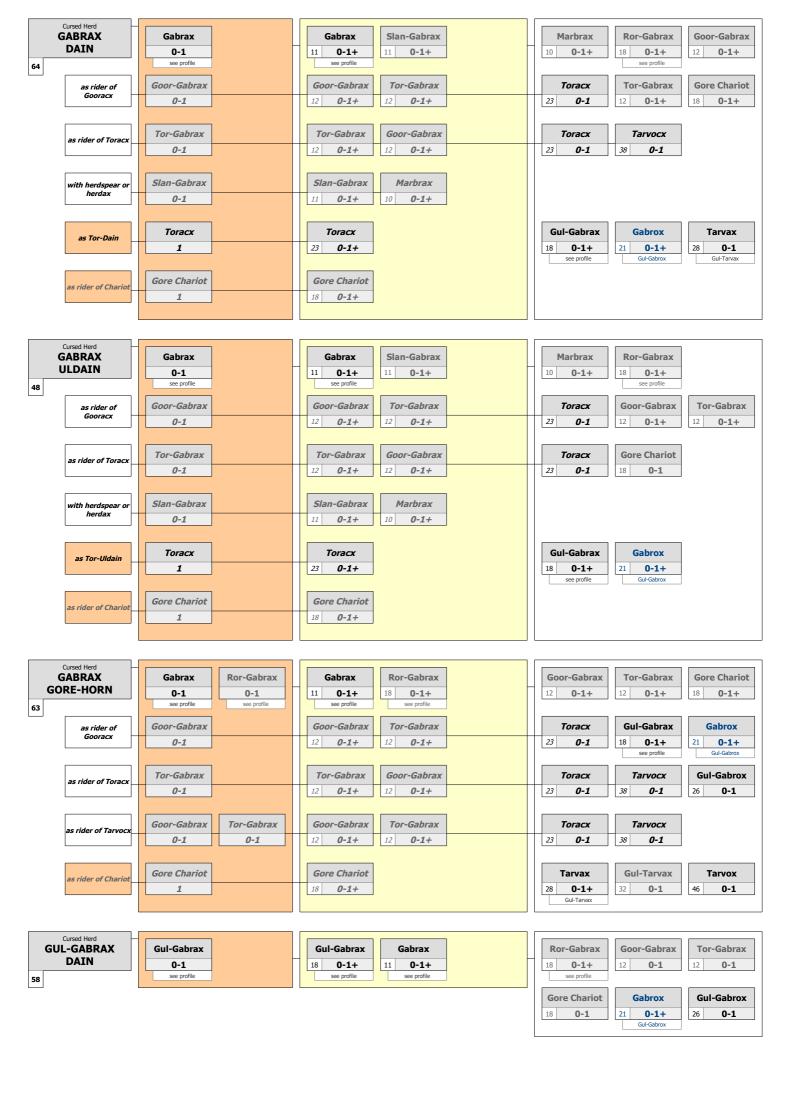
If the text colour is plue, that miniature has a scheduled production date and will be available soon.

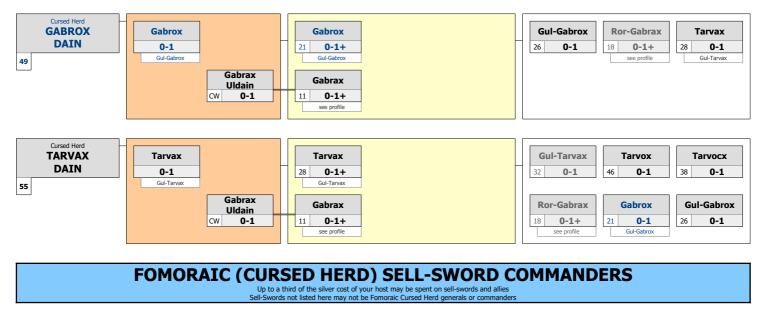
If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.

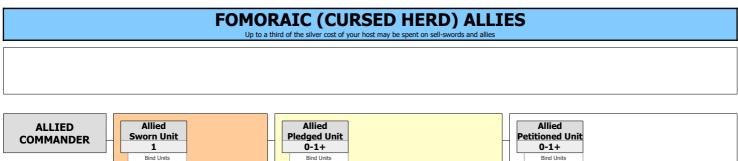
Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.











HER	RDSP	ELLS
Fomoraic	(Current Hard) 1	Invocation List

Correction of	the Femausia kindred Cur	and Hord room may my		(Cursed H			oumitting fu	om the Femousia (Cused Hard) Israection List helevy	
INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge		1	om the Fomoraic (Cursed Herd) Invocation List below. Invocation Rules	Cost
Frosted Armour	1 2 3	Armoured Marks: The	e Marked unit m Marked Unit be one armour eler or where possible	nust contain we comes a Fros ment of the ty e.	arriors with	at least one a	rmour elemer arrior within t	th of the class Worn or Borne. the Frosted unit (a Frosted warrior) gains 1D10 Armour+ per invoked die to the the Frosted Armour). The Frosted Armour must be of the same class and type	7
Horn Focus	1 2 3		Marked Unit bed of the type "Hor	comes a Horn m" and +2D10	ed unit. Eac	ch Marked wa	rrior within th	type "Horn". He Horned unit (a Horned warrior) gains one attack die per invoked die on all of of their combat weapons of the type "Horn".	8
Cold of the Deeps	1 2 3 4 5 6	32					1	Continuous Effect: Each Marked warrior becomes confused and slowed. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Transient	7
Call of the Wild	1 2 3	Weapons: The Marker Constant Effect: The primary combat weapo Rules: Once per Mark	Marked Unit be n.	comes a Call	vith at least o	one combat w h Marked war	eapon. rior within the	e Called unit (a Called warrior) gains one attack die per invoked die on their	9
Splintershards Sight	1 2 3 4 5 6 7 8 9	10 43	0"	6"	30"	40"	1	Cold Damage	6
Hoofbeats Focus	1 2	Immediate Effect: M Engagement action, an instead of Running at t Reflex Attack reactions	larked unit immed if it becomes to wice its warriors as a result of Rivigour state. The	ediately becomes a compulsor of PACE, the Macuning out of	nes active an ory Attack act arked unit Gi or through a	d performs a tion must be pround Moves of any enemy un	Run action (operformed aft up to 2D10". It's attack ran	Gabrax, Gabrox, Gul-Gabrox, Tarvax, Tarvocx or Tarvox. Isregarding its vigour state for requirements purposes) - which can be an enward - to a point on the battlefield determined by the Invoker. However, Marked units that are engaged with or beset by an enemy unit will not suffer ge. Once that Run actor has been resolved, the Marked unit immediately thour, if it has not activated already.	17
Frost Shatter	1 2 3 4	63					2	Cold Damage; Ignores Armour	4
Freezing Fog	1 2 3 4 5 6	39	hour, the M Fog until th as normal.	and slowed a larked unit gain ne end of the	s well as Sig ns one cold current battle	effect token p hour, at whi	intil the Freez er warrior wit ch point it ma	In the Marked unit per invoke die. Additionally, each Marked warrior becomes zing Fog dissipates. If the Freezing Fog is not dissipated at the end of a battle thin the unit. Additionally, the battle's current weather immediately changes to say change during the The Changing Weather subsection of the Battle Sequence Armour; Unstable	8
Cold Blood Focus	1 2 3		arked warriors w ach Different Ma g happens. If the	vithin the Mark ark within the e COLD TEST i	ed unit must Marked unit	be enemy w	arriors with the		9
Spear of Ice	1 2 3 4	61	0"	9″	60"	90"	2	Distinct Marks: The Mark must be a Distinct Marked warrior within the Marked unit. Rules: Cold Damage; Pierce	7
Herdcall Focus	1 2 3 4 5 6 7 8	Marked Cursed Hero Immediate Effect: th Rules: Once Per Mark	ne Marked unit g	gains +2 to the	rked warriors eir combat m	s) may only bo lass per Marko	e of the Curse ed warrior rer	ed Herd realm. naining in the unit.	13
Bray Focus	1 2	Marked Cursed Hero Immediate Effect: T any enemy unit it is en Rules: Once per Mark	he Marked unit l gaged with or b	becomes a Br				ad Herd realm. Nay immediately perform an <i>Altack action</i> (regardless of its current vigour) upon	16
Blood Mist Focus	1 2 3		Marked unit be die per invoked	comes a Bloo d die upon his	ded unit an	d each Bloode	ed warrior be	ed Herd realm that has at least one blood-lust token attached to it. comes or remains frenzied . In addition to its frenzied attack die, each Blooded GHT per invoked die.	1!
Man-Flesh Focus	1 2 3 4 5	Marked Man: the Mar Immediate Effect: al Rules: Once per Mark	ll Cursed Herd u	nits gain the '			lan.		7
Wither	1 2 3 4 5 6 7 8	Marked Wood: the M	arked point mus	st be within a	wooded terra	ain feature an	d so the Mark	ted 'unit' is that wooded terrain feature. ed terrain is thus destroyed and becomes fallen wood, any warriors within it	5

HERDTHINGS Fomoraic (Cursed Herd) Artefact List

Up to 10% of a Fomoraic (Cursed Herd) host's cost may be spent on Herdthings.

Fomoraic (Cursed Herd) 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.

OMBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules		Cost
	+ 1 2 3	13	+13	0.5"			1	1	Borne			
Cursed Cleaver	+ 1 2	26	+26	0.5"			2	2	Borne	Replace; Cold Damage	Foot only	9+N
Sorcerous Cleaver For the herd!	Cursed: the bearer ga Gabrax only: only a							aver.				
T 11 - 64	+ 1 2 3 4	9	+9	0.5"			1	1	Borne	Add or Replace: Hook		2+M
Traitor-Haft Sorcerous Axe 2	+ 1 2 3	18	+18	0.5"			2	2	Borne	Add or Replace; Hook	Foot only	2+1
Betrayer	Cloven Haft: The bea	rer gains the 'fo	rester' ability	and all strike	s made with	the Traitor-Haft have	e a -1 strike modifier	. Additionally	, the bearer	gains +1 PACE.		
	+ 1 2	15	+15	1"			2	1	Borne	Add or Replace: Pierce:		10.
Longspikes Sorcerous Mace 3	+ 1	30	+30	1"			3	2	Borne	Terrible Damage	Foot only	19+
Horns of Far Thule	Horns of Death: a wa	arrior that suffer	s at least on	e fated damag	ge die caused	by Longspikes suffe	rs 1 damage per act	ivation (friend	d or enemy)	until the end of the battle, un	til he passes a CONST	ITUTION
	+ 1 2 3	20	+20	0.5"			1	1	Borne	Add or Replace: Hook:		Τ
Axe of Chaarnak	+ 1 2	40	+40	0.5"			2	2	Borne	Vicious Damage	Foot only	9+1
Sorcerous Axe Chaarnak's fury contained						nemy warrior, its be	arer becomes (or re	mains) frenzi	ed. The extr	a frenzied attack dice apply im	mediately and so can	be rolled
Tulhorns	+ 1 2 3	12	+12	0"	24	+24	2	1	Borne	Foot only; Replace; Impact Charge+; Pierce	Mighty Strike;	5+1
Horns 5 Impossible to avoid	Inevitable: The beare	er may re-roll mi	ss dice with	the Tulhorns	combat weap	on.				,		
Murder Edge	+ 1 2 3 4	45	+45	1"			2	2	Borne	Add or Replace; Foot only;	Vicious Damage	11+
Sorcerous Great Cleaver Blooded by death	Heavy: only bearers w					ier. Additionally, the	bearer's attack dice	are increase	d by the am	ount of blood-lust tokens attac	hed to him or his unit	t.
Ave of the Eve	+ 1 2	12	+12	0.5"			1	1	Borne			7.1
Axe of the Eye Sorcerous Axe 7	+ 1	24	+24	0.5"			2	2	Borne	Add or Replace; Hook	Foot only	7+1
All-seeing influence	The Eye is upon me:	The bearer gair	ns the 'fearle	ss' trait and +	10 AUTHORI	TY.						
Beastblade	+ 1 2	23	+23	0.5"			2	1	Borne	Add or Replace; Foot only		6+N
Sorcerous Great Cleaver The beast within	Beastslayer: Fated st	rikes caused by	the Beastbla	de against en	emies of the	class Beast or Monst	rous Beast are doub	led.				
Dala Assa of Máss Dass	+ 1 2 3 4	13	+13	0.5"			1	1	Borne	Add or Replace; Hook; Colo	i	4+1
Pale Axe of Mór Deg	+ 1 2 3	26	+26	0.5"			2	2	Borne	Damage	Foot only	471
The cold earth awaits	Cold is the Killer: if t	he bearer cause	s at least on	e effect hit wi	th the Pale A	ce of Mór Deg agains	t a warrior, a furthe	r D5 further o	cold effect to	okens are attached to that war	rior.	
Frost-Horned	+ 1 2	16	+16	0"	32	+32	2	1	Borne	Foot only; Replace; Impact Charge+; Pierce; Cold Dam		9+1
Sorcerous Horns The breath of winter	Calmed: The bearer, i	f he is Feral, bed	comes Wild i	nstead, as do	es anv unit he	has Joined.						

SHOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost
The Pale Eye Sorcerous Gaze	The Favour of the Id Rules: Add	ce: The bearer of	of the Pale Ey	e gains the E	ye of Baalor s	hot weapon I	pelow.					
SHOT WEAPON	Shoot Dice	Gz Dmg	GI Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules	13+1
Eye of Baalor Sorcerous Eye	1 2	2D10	1D5	0"	0"	9″	15"	1	0	Natural	Cold Damage	
The Cursed Spears	+ 1 2	9	+9	0"	3″	12"	15"	2	1	Borne	1 2 3 Replace; Foot only; Shots (3); Impetus Shot; Cold Damage	11+1
Sorcerous Spears 2 Warlock-blessed	Spears of the Herd: Gabrax general only									equence.		
Gore-Spears	+ 1 2	14	+14	0"	3"	15"	18"	1	1	Borne	1 2 Replace; Move and Shoot; Shots (2); Impetus Shot; Pierce	3+M
Spears Drowned in blood	Gorers: If at least one Gabrax only: Only w						exulted and	gains as many	y blood toker	ns as he has	caused damage in that Shoot action.	
Ice Shard	1 2 3 + mass	20	+20	0"	6"	20"	30"	1	1	Natural	Add; Pierce; Cold Damage	5+M
Spike Born of the Ice	Gabrax Sorcerer on	ly: Only warriors	s of the kin g	abrax that ha	ve the 'sorcer	er' ability ma	y bear this sh	ot weapon art	efact.			
Frost-Axes Throwing Axes	+ 1 2 3 4	11	+11	0"	3"	12"	15"	1	1	Borne	1 2 Replace; Add; Foot only; Move and Shoot; Shots (2); Impetus Shot; Cold Damage	2+M
Suffused with cold	Gabrax only: Only w	arriors of the kin		bear this sho			1					
Lifetakers	+ 1 2	12	+12	0"	3″	18"	21"	2	1	Borne	1 2 3 Replace; Foot only; Shots (3); Impetus Shot; Pierce; Cold Damage	4+M
Sorcerous Spears The death of warmth	A Cold Death: Enemy tokens attached to him Gabrax only: Only w	before he is ac	tually disenta	angled.		•	ecome enta i	ngled . Each w	varrior thus e	ntangled mu	st perform as many <i>Disentangle actions</i> as he has cold	l effect
Whitebreath	1 2 3	10	+10			4"		1	0	Natural	Add; Combat Shot Weapon; Spray; 4" Frost Spray Template: Cold Damage	5+M
Breath 7 The cold within	Freezing: freeze cont BANDS.	inuous effect tol	kens are atta	ched to enem	y units on the	roll of an 8	and a 9 on the	shot dice an	d on the roll	of a 1 and 0	on the evade dice. This occurs irregardless of compara	ative SKILL
Banebeast	+ 1 2	24	+24	0"	3"	15"	18"	2	1	Borne	1 Add; Move and Shoot; Shots (1); Impetus Shot; Pierce; Terrible Damage	10+1
Sorcerous Spear The bane of all beasts	Death Strike: fated s Gabrax only: Only w						of the class Be	east or Monstr	ous Beast. A	dditionally, e	nemies evading the Banebeast do so with a +1 evade	modifier.
Jaw-Takers	+ 1 2 3 4 5 6	11	+11	0"	3"	9″	12"	2	1	Borne	1 2 Add; Foot only; Shots (2); Impetus Shot	2+M
Throwing Axes Chaagmuth's legacy	Gorers: If at least one Gabrax only: Only w						frenzied, thus	gaining +1 fr	renzied attac	k die.		
Brayspear	+ 1 2 3	12	+12	0"	3″	15"	18"	1	1	Borne	Add; Move and Shoot; Impetus Shot; Pierce	4+M
Sorcerous Spear Hear the braying of the herds	Returner: the Braysp Brayer: enemy units Gabrax only: Only w	that contain war	riors damage	ed by the Bray	spear must in		erform a <i>Pani</i> o	c reaction.				

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1 Frost Weapon Coating	Rules: Add; Cold Damage; Mundane Artefact	Borne	1
Tco	Rules: Add; Freeze Damage	Borne	3
1 Blackblood Weapon Coating	Rules: Add; Death Damage; Mundane Artefact	Borne	1

ARMOUR ARTEFACT	Armour+	C+A	Hand	nds	Class	Armour Artefact Rules	Cost			
Blackjaw	18	+18	0	0	Worn	Add or Replace	3+M			
Sorcerous Light Armour Blackened jaws adorn	Frightful: The bearer gains the 'fear	some' and 'st	rraits.							
Hoof-Horn	14	+14	0	0	Worn	Replace	6+M			
Sorcerous Light Armour The thundering herd	Light and strong: The bearer gains	+1 PACE as	-1 parry, evade and sight avoid modifier.			1				
Cursed Armour	19	+19	0	0	Worn	Replace; Aura Parry	12+N			
Sorcerous Heavy Armour The herd's mantle			in the battle rolls step of the Joining Battle Sequence. gul-gabrax, and who is the general of the host, may wear this arm	mour art	tefact.					
Frostfur	9	+9	0	0	Natural	Add; Resistant (Fire, Hellfire); Mundane Artefact	3+M			
Skin Gleaming white	Matted fur: The bearer gains the 'to	ugh' trait.	'							
The White Eye	5	+5	0	0	Worn	Add; Mundane Artefact	1+M			
Sorcerous Armour Emblem The Eye protects	Favoured of Baalor: the bearer of t	d of Baalor: the bearer of the White Eye emblem gains a -1 parry modifier.								
Horngut	14	+14	0	0	Worn	Add or Replace	3+M			
Gutplate The horns of the mighty	Spiker: if the bearer has the 'bulk ch	arger' ability,	s +D5 impact strikes in addition to any he would normally have from	om that a	ability.					
Iron Mantle	18	+18	0	0	Worn	Add or Replace	4+M			
Sorcerous Light Armour Corselet of cold iron	The pain of cold: The bearer gains	cold damage	his combat weapons. Additionally, enemy warriors strike the bearer	er with a	a +1 strike r	modifier.				
Hornboard	11	+11	1	1	Borne	Replace; Parry	2+M			
Shield The horns of the dead	Spiked: enemy warriors that Charge	the bearer of	nshield suffer D5 impact strikes at the bearer's MIGHT.							
Armour of Gornaak	36	+36	0	0	Worn	Add; Thwart	9+M			
Sorcerous Heavy Armour Gornaak's boon	Tough: the wearer of the Armour of	Gornaak gain	ugh' trait.							
Hornhelm	7	+7	0	0	Worn	Add or Replace	4+M			
Helm The horns of the strong		attack dice or	nbat weapon of the type 'horns', which also gain the 'pierce' rule.							

BANNER ARTEFACT		Banner Artefact Rules	Cost
Beast-Horns Sorcerous Finial	1	Beast-Death: the bearer's combat weapon of the type 'horn' - and those of any unit he has Joined - gain +2 attack dice when Charging.	7+M
Frost Banner Sorcerous Banner	2	Immortality awaits: DS cold effect tokens are added to any enemy unit within host banner range of the Frost Banner. This occurs whenever the Frost Banner comes within host banner range of a unit and then at the end of the battle hour, immediately before continuous effects are Quelled. Host Banner Bearer: only a Host Banner Bearer may bear this banner artefact.	6+M
Mark of Baalor Sorcerous Banner Emblem	3	Baalor's Favoured: the bearer of the Mark of Baalor, and any unit he has Joined, gain a -1 parry modifier.	8+M
Cursed Banner Sorcerous Banner	4	The herd's strength: The combat mass of the bearer, and any unit he has Joined, is doubled.	9+M
Man-Skulls Sorcerous Trophy Rack	5	Death to Men: a noble bearing the Man-Skulls banner artefact gains the 'hate (man)' trait and the 'fearsome' trait. Any noble: Man-Skulls may be borne by any noble, not just a banner bearer.	1+M
Bloodbeast Banner Banner	6	Lustful Beasts: The bearer, and any unit he has Joined, becomes frenzied and begins the battle with +D5 blood-lust tokens and 1 frenzied attack die. Feral warriors within the unit begin the battle with 2 frenzied attack dice.	2+M
Stronghoof Sorcerous Banner	7	Eager: The bearer, and any unit he has Joined, gain the 'counter-engager' ability. Additionally, the bearer and his unit can be under any orders and still perform a Counter-Charge reaction.	5+M
Beast-Skulls Sorcerous Finial	8	Beasts We: The bearer of the Beast Skulls, as well as any unit he has Joined, gains the 'tough' trait and +1 PACE.	5+M
Carrion Spoil Sorcerous Trophy Rack	9	Wing-frightener: The bearer gains the 'terrifying' trait. Living enemies with a FLIGHT attribute must always perform a VALOUR TEST when wishing to Engage the bearer of Carrion Spoil or the unit he has Joined, even if they are Fearless or Frenzied; if they fail their VALOUR TEST, they must perform a Panic reaction. If a Frenzied unit fails its VALOUR TEST, it will perform a Flay Combat Result Reaction instead of a Panic reaction. Any noble: Carrion-Spoil may be borne by any noble, not just a banner bearer.	6+M
Barkbone Sorcerous Banner	10	From the forest deeps: The bearer, and any unit he has Joined, gain the 'forester' ability.	7+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
1 Hoof-Thunder Instrument	Doom!: Living enemy units (that are not currently Circling) that fail a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction. Regardless of the result, all enemy units within half of the host instrument range become Slowed until the end of their next activation. Hoofbeats: the range of the host instrument (which is the hooves of the bearer and the Provoking units) is 24" from the bearer and from any Provoking unit. Rules: Mundane artefact. Hoof-Thunder may be mustered by any vassal herald.	7+M
1 Kill! Tune	Kill!: one friendly non-Allied unit in host instrument range may immediately perform a Charge action, and then a Charge Attack action - regardless of its vigour - if this tune is played. A weary unit activated in this manner immediately suffers D10 damage (minus the amount of blood-lust tokens attached to it) before they Charge. Host herald only: only host heralds may bear this instrument.	12
Blood-Drum Sorcerous Instrument	Awakel: One friendly unit that has blood-lust tokens attached to it, and that is <i>Inspired</i> by the bearer, becomes lively. Host herald only: only host heralds may bear this instrument.	16+1
Cursed Horn Sorcerous Instrument	The Herd's Might: If a unit is successfully Inspired by the bearer of the Cursed Horn, that unit and any friendly non-Allied unit within host instrument range instantly becomes an exulted unit 4 and gain +D5 blood-lust tokens. Host herald only: only host heralds may bear this instrument.	5+M
Beast-Bellow Tune	Bellow1: one friendly non-Allied unit with the 'roarer' ability within host instrument range may immediately perform an embedded Roar action if this tune is played, regardless of its current vigour. Should it do so, any Living enemy unit that fails its FRIGHT TEST must immediately perform a Panic reaction, including Fearless units and Frenzied units. Frenzied units, if they fail this Panic reaction, will perform a Filee reaction and lose their frenzy.	6
Horn of Gaachmor Sorcerous Instrument	Chargel: if the bearer successfully <i>Inspires</i> his own unit when it is <i>Charging</i> , one unit in host instrument range under <i>ATTACK orders</i> may immediately perform a <i>Charge action</i> simultaneously, in the same manner as a general <i>forces the initiative</i> and passes the FORCING INITIATIVE TEST. Host herald only: only host heralds may bear this instrument.	10+M
Beast-Roar	Roarf: D5 units with the 'roarer' ability within host instrument range may immediately perform an embedded Roar action if this tune is played, regardless of their current vigour.	5
Blood-Thirst Tune	Blood!: One Frenzied non-Allied friendly unit within host instrument range may immediately perform an <i>embedded Attack action</i> against any enemy unit they are engaged with or beset by if this 8 tune is played. If the Frenzied unit is weary, it will immediately suffer D10 damage (minus the amount of blood-lust tokens attached to them) before their <i>Attack action</i> is performed due to its exertions.	13
Bray Instrument	Attackl: If the bearer successfully <i>Inspires</i> his own unit with the Bray instrument it immediately changes its orders to <i>ATTACK orders</i> and becomes exulted. If this is performed during an <i>Engage</i> and <i>Inspire action</i> , the <i>Engagement action</i> of the bearer's unit immediately becomes a <i>Charge action</i> if it was not already and any remaining <i>Engage Move</i> must be a <i>Direct Move</i> . Rules: Mundane artefact. Bray may be mustered by any vassal herald.	1+M
1 Hoof-Beater Sorcerous Instrument	Run!: A non-Allied friendly unit <i>Inspired</i> by the Hoof-Beater may immediately perform an <i>embedded Run action</i> (which can be an <i>Engagement action</i>) even if they are weary, but instead of <i>Running</i> at twice their PACE, their RUN MOVE is \$1010^*. If they are weary, they immediately suffer damage equal to their RUN MOVE before any <i>Run Move</i> is made. Once this <i>Run action</i> is resolved, the unit reverts to its previous vigour state. Banging Hooves: The host instrument range of the Hoof-Beater is 12".	8+M

TALISMAN ARTEFACT	Talisman Artefact Rules	Class	Cost
Bone-Brain Sorcerous Belt-Hung Skull	Thick: the bearer cannot any other heart state than resolute (so cannot be frenzied, even if he is Feral), and increases his AUTHORITY by 10. Rules: Add; Non-sorcerer only; Jealous Artefact	Borne	12+M
Skull of Chaarn Sorcerous Belt-Hung Skull	Hardened: the bearer gains the 'tough' trait and +2D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add	Borne	6+M
Crook-Tooth Sorcerous Pendant	Tooth of Mornaak: the wearer of Crook-Tooth gains a -1 parry modifier. Rules: Add or Replace	Worn	3+M
Ice Pelt Sorcerous Skin	Resistant: Enemy <i>Invoke actions</i> against the bearer are performed with a +1 invoke modifier. Additionally, the bearer gains the 'resistant (fire, hellfire)' trait. Rules: Add or Replace	Natural	5+M
Shard-Ring Sorcerous Nose Ring	The Laughter of Baalor: Each time an enemy warrior causes a fated damage die against the bearer, the bearer gains +D5 combat mass per fated damage die suffered for that Combat action only and becomes exulted. Additionally, he takes one blood-lust token from the enemy warrior's unit (if it had any) per fated damage die suffered, and attaches it to himself. Rules: Add or Replace	Natural	5+M
Riven Hoof Sorcerous Pendant	6 Hard to Kill: the wearer of the Riven Hoof may re-roll damage dice, including fated damage dice. Rules: Add or Replace	Worn	10+M
Whitefur Skin	Pale Skin: when upon snow covering, the bearer of Whitefur becomes Unseen D5". Roll for this in the battle rolls step of the Joining Battle Sequence. Rules: Add; Mundane Artefact	Natural	1+M
Moraine Shards Sorcerous Pendant	8 Earther: the bearer's earth dice are increased by +D5, rolled for in the battle rolls step of the Joining Battle Sequence. 1 2 3 4 5 Rules: Add; Earther only	Worn	5+M
Blood of the Eye Sorcerous Blood	Ice blood: The bearer always counts his SKILL as being in the same SKILL BAND as an enemy warrior that wishes to Attack, Shoot or Sight Invoke against him, if their SKILL or 9 TEMPER is in a higher SKILL BAND. Rules: Add or Replace.	Natural	9+M
Iron Shackle Sorcerous Shackle	Protection: the bearer gains the 'aura parry' rule upon all of his armour elements, and can never become entangled. Rules: Add or Replace	Worn	6+M

ENCHANTED ARTEFACT	Enchanted Artefact Rules	Class	Cost
Cursed Stone Sorcerous Stone	Darkstone: The Cursed Stone is a boulder object that must be modelled upon a 60mm base, and so has an object strength of 4. The Herd Gathers: when positioned on the battlefield the Cursed Stone must be positioned within command range of the general and at the same time as his command is positioned. If the general is the defender, the Cursed Stone may be positioned upon any point in his half of the battlefield. Threads of Darkness: the Cursed Stone affects nearby gabrax if they are within a certain range, determined when the Cursed Stone is positioned. The Cursed Stone's player must roll 5D10, called the cursed roll, in the battle rolls step of the Johining Battle Sequence. The result is the cursed range. Defend to the Death: Friendly non-Allied units gain the 'stubborn' trait if the majority of that unit is with the cursed range. Drowned in Magick: the TEMPER of all friendly non-Allied units is increased by 2D10, rolled for each time their TEMPER value is required, while the majority of their unit is within the cursed range. Rules: Add	Object	30+M
Braystaff Sorcerous Staff	Frozen Power: The Braystaff increases the focus range of the bearer by 2D10", rolled for immediately before any range augmentations are determined. Rules: Replace	Borne	15+M
Blood-Teeth Sorcerous Pendant	Killer: The bearer becomes frenzied and begins the battle with +D5 blood-lust tokens. The bearer's frenzied attack dice are equal to the amount of blood-lust tokens attached to him to a maximum of 5.	Borne	4+M
Frost-Gift Sorcerous Hand	Frosty Hand: the bearer gains the Splintershards invocation, which counts as a slaved invocation and so does not add to the bearer's animus. The bearer uses his own TEMPER for the purposes of Invoking. Rules: Add	Natural	6
Winter's Breath Sorcerous Breath	Winter is with us: at the start of the battle, the bearer may increase the snow covering on the battlefield to 36" x 36". Additionally, a weather modifier of +D5 must be added to the weather roll's result irregardless of who is making the roll.	Natural	7+M
Blood Gem of Aarna Sorcerous Pendant	The strength of blood: The MIGHT of the wearer is increased by +5 at the start of the battle, and then by +5 per blood-lust token attached to him. Rules: Add	Worn	3+M
Cracked Horn Sorcerous Belt-Hung Horn	Warlock-Horn: The bearer of the Cracked Hom increases his animus by 1, but if this extra animus is used to perform an Invoke action the bearer must roll a D5. On the roll of a 5, the Cracked Horn splits open and the power within it bursts forth, destroying the artefact and causing D5 wounds to the bearer. Rules: Add, Sorcerer only	Borne	14+M
Herd-Ring Sorcerous Nose Ring	The Great Herd: The wearer's AUTHORITY is increased by 10 and both he, and any unit he has Joined, become Wild rather than Feral. Additionally, the bearer gains the 'overlord' (cursed herd, far thule)' muster trait, but may not muster any unit that is of the kin Man (or that contains riders of the kin Man) in his host. Rules: Add or Replace; Tarvax only	Worn	11+M
Iceborn Sorcerous Body	Frozen Hooves: at the start of the battle, the bearer must be positioned upon snow covering. Whenever the bearer Moves off the snow covering, an additional 6" x 6" snow cover must be placed where he finishes his Move, centred upon him. Additionally, the bearer gains the 'camouflaged (snow)' trait, if he did not have it already, and enemy warriors have an additional +1 shoot modifier and +1 sight invoke modifier when Shooting or Sight Invoking at the bearer.	Natural	2+M
Scar of the Eye Sorcerous Scar	Mighty: The bearer's MIGHT is increased by +5D10, rolled for in the battle rolls step of the Joining Battle Sequence.	Natural	7+M

BRAND ARTEFACT	Artefact Rules											Class	Cost		
Mark of Baalor Brand	Skilled: The bearer of t Rules: Mundane Artefac	he Mark of Ba	alor gains a -	1 strike modif	ier for all of it	s combat we	apons.					Natural	2+UM		
Bull-Skull Sorcerous Brand	2 Thunderous Impact: enemy warriors that mu									it performs a	n impact mighty strike. Additionally,	Natural	3+UM		
Whitefur Skin	Pale Skin: when upon s Rules: Add; Mundane A		, the bearer o	of Whitefur be	comes Unsee	n D10". Roll t	for this in the	battle rolls st	ep of the Joir	ning Battle Se	quence.	Natural	1+UM		
Ice Blood Sorcerous Brand	4 Glacial veins: the bear	acial veins: the bearer of the Ice Blood brand gains cold damage upon its primary combat weapon.													
Cursed Breed Sorcerous Nose Ring	5 Strength Unbound: Ti	trength Unbound: The bearer gains +5D10 MIGHT, rolled for in the battle rolls step of the Joining Battle Sequence.													
Blackhoof Sorcerous Brand	6 Swift: the bearers of the Rules: Mundane artefact	wift: the bearers of the Blackhoof brand increase their PACE by +1. If the bearers are draught animals, the PACE of their engine is increased by +1. ules: Mundane artefact													
Frostburn Sorcerous Brand	7 Born of the Ice: the be	earer, which m	nust have the	Solitary sublo	cass, gains the	Breath of Ic	e spray shot v	weapon as sh	own below.			Natural			
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		6+M		
Frost Breath Spray	1 2 3	30	+30			6"		1	0	Worn	Cold Damage				
Snowbeast Sorcerous Brand	8 Drift-lurker: The bears orders and may perform							d not have it a	already. Addi	tionally, the b	earer may be placed upon SCOUT	Natural	3+UM		
Burn-Scars Sorcerous Brand	9 Burnt: Warriors with th Rules: Mundane Artefac	Warriors with the Burn-Scars brand gain the 'resistant (fire, hellfire)' trait.													
Horn-Fury Sorcerous Brand	10 Killer: The bearer become for in the battle rolls ste				egins the bat	tle with +D10	blood-lust to	kens and +D!	frenzied att	ack dice on it	s primary combat weapon, both rolled	Natural	2+UM		

			Gl	JL-	GA		AX UN-dayn	UN	DA:	[N					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	uity		nds	Unit Size	Co	st
Fomoraic	Cursed Herd	Gabrax	Warl	lord	No	ble	W	ild	Uncor	mmon	M	2 ass 2	Base Size	6	D
GUL-GABR	AX UNDAIN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority		per
	Frost Blood; Insensate; mbers; Fearsome	5	6:	1	6	1	4	8	1	2	8	4	70	2:	3
Abi	lities	Bulk Charger													
Woun	d Track	1 2 3 4 5 6 7 8 9 10	11 12												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Cleaver Cleaver	1 2 3 4 5 6 7	19	80	1 "				2	2	Borne				
2	Butt	1 2	12	73	0"	24	97		1	0	Natural	Foot only; I	mpact Mighty Strike; Charg	je+	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	plate plate		3	51						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	Armour Rules		
1 Mail and Pla	ate Heavy Armour		14	65						0	Worn	Add	Add		
2 Jawhe	lm Helmet		5	<i>56</i>	+Heavy Armour	70				0	Worn	Add			1
					FMR-CHD	-1401 - Ch	aaruch the	Despoiler							

Kindred	Realm	Kin	Cla		Dula	ilege	Acı	.la.	Ubia		Ha	nds Unit Size Cost						
Kinureu	Realm	KIII	Cla	155	Priv	liege	ACI	iity	Obiq	uity		2		1		JSC		
Fomoraic	Cursed Herd	Gabrax	War	lord	No	ble	Tra	ned	Unique	+ Rare	Ma	ass 1		e Size mm	68			
IAAGMUTH T	HE JAW-TAKEI	Pace	Sk	all	Mi	ght	Consti	tution	Wou	ınds	Forti	tude	Auth	ority	nper			
); Frost Blood; Tough; nath in Numbers	5	7	2	5	5	4	4	9		8	3	8	5	1	.8		
	lities																	
Woun	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 R	ules					
War C	leaver	1 2 3 4 5 6 7 8	9	64	0.5 "				1	1	Borne							
		1 2 3 4 5 6 7	18	73	0.5 "				2	2	Borne							
	Butt	1 2	9	64	0"	19	83		1	0	Natural	Foot only; I	mpact Might	y Strike; Charg	je+			
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules					
Throwing Ci	leavers Cleavers	1 2	9	64	0"	3"	9"	12"	1	1	Borne	Add; Mount	red Only			2		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles					
	nd Plate		13	57						0	Worn							
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost		
Chaantaa	k Ardent Mount	May ride Chaantaak; G	ains the Flanke	r ability									4	8	<i>65</i>	41		
ARTE	FACTS	Teeth Dice	Artefact F	Rules														
Sorcerou	Tooks s Pendant . crunch, raaagh!	1 2 3 4 5 6 7 8 9	Jaw-Tooks p Tooth Crur before perfo	endant when cher: Chaa orming any a	en the battle be gmuth the Jav actions. This re	egins. This sh v-Taker may educes the tee	ould be mark consume up to eth dice total l	ed on the Arto three teeth by the amoun	efact Line to the per battle hou t of teeth cons	he left. Ir, as long as sumed. Each	he has enoug	gh teeth dice of	remaining, at Chaagmuth's	the form of te the beginning current MIGH nd their base v	of an activa	ition		

					Cł		VTAA	K							
Kindred	Realm	Kin	Cla	ee	Privi	lege	Acu	itv	Ubiq	wity	На	nds	Unit Size	Cost	
Rinarca	Keami	KIII				icgc	Acu	,	ODIQ	laity		0	1+/2+/3	COST	
Fomoraic	Cursed Herd	Toracx	Bea Ardent		Ве	ast	Fei	ral	Uncor	mmon		ass 4	Base Size 70x40mm	39	
CHAAI	NTAAK	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fortitude		Authority	Temper	
Camouflaged (snow); I Tough; F		7	2:	1	5	1	4	2	1	0	5	7	35	34	
Abil	Abilities Bulk Charger														
Wound	Wound Track 1 2 3 4 5 6 7 8 9 10														
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1 Goring	Tusks	1 2 3 4 5 6	10	61	0.5"	10	71		2	0	Natural	Impact Strik	e; Charge+; Pierce		
1 Maulin		1 2 3	10	61	0"				1	0	Natural				
2 Tramplin		1 2 3 4	5	56	0"				1	0	Natural	Sightless Str	ike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Jawl		13 55 0 Worn													
ARTEI	FACTS	Artefact Rules													
Jaw-C	Givers Rack	Jaws: If Chaagmuth the perform another jaw rol						eeth dice rer	maining, he m	ay take anoth	ner jaw from	the Jaw-Givers	s trophy rack at the beginni	ng of his next activation,	
					MR-CHD-0	302 - Cha	gmuth the	Jaw-Take	er						

				GA	BR	AX GAB-rax	UN c UN-dayn	DA	IN									
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	iity	Ubiq	uity		ands 2		t Size	Co	ost		
							_			-		2 lass	_	Base Size				
Fomoraic	Cursed Herd	Gabrax	War	lord	No	ble	Tra	ned	Uncor	nmon		1	30)mm	4	4		
GABRAX	UNDAIN	Pace	Sk	till	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Auth	nority	Ten	ıper		
	Frost Blood; Insensate;	5	6	4	5	52	4	1	8	3	7	78	7	77	1	.7		
	ilities																	
Woun	nd 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					
	Cleaver	1 2 3 4 5 6 7	9	61	0.5 "				1	1	Borne							
	eaver	1 2 3 4 5 6	18	70	0.5 "				2	2	Borne							
	1 Butt	1 2	11	63	0″	23	86		1	0	Natural	Foot only; 1	impact Might	y Strike; Charg	e+			
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			-			
Gore S	pear Spear	1 2 3 4 5 6 7	9	61	1.5 "	9	70		1	1	Borne	Mounted only; Replace (Cleaver); Mounted Impact Strike; Mounted Charge+				-2		
SHOT WEAP	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules					
Herdspea	Throwing Spear	1 2 3	9	61	0"	3"	12"	15"	1	1	Borne	1 2 Add; I	Foot only; Sh	ots (2); Impet	us Shot	2		
Herdax	Throwing Ax	1 2 3 4	9	61	0"	3"	9"	12"	1	1	Borne	1 2 Add; I	Foot only; Sh	ots (2); Impet	us Shot	3		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles					
	Armour Armour		8	49						0	Worn							
ARMOUR	R OPTIONS		Armour+	C+A	with	option	with	option		Hands	Class	Armour R	ules			Cost		
Mail and Pla	late Heavy Armour		14	55						0	Worn	Replace (Be	eaten Armou	r)		2		
	ld Shield		11	60	+Heavy Armour	66				1	Borne	Add; Parry				2		
	elm Helmet		4	53	+Heavy Armour	<i>59</i>	+Shield	70		0	Worn	Add				1		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost		
	X Beast Mount	May ride a Gooracx; Ri											3			13		
	Ardent Mount	May ride a Toracx; Ride	-									4 8 49		25				
	OUR OPTIONS		Armour+	Gooracx	Toracx					Hands	Class	Armour R				Cost		
	Barding Barding		8	<i>57</i>	65					0	Worn		des (Heavy B			1		
	ding Heavy Barding		18	67	75					0	Worn	Add; Excludes (Barding)			3			
	T OPTIONS	Chariot Option Rules							(a a :					Chariot+	C+A	Cost		
Gore Chari	iot Chariot Leader	May ride a Gore Chario	t, replacing one	e Gabrax crev	w that is not	the driver. Ri	der gains the l	Engine Leade	r (Gore Chario	t) and Flank	er abilities			6	<i>55</i>	43		

			•	J O.	L-G		X DAYN		~ 11	•					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	Ha	nds	Unit Size	Co	st
	6 111 1										M	ass	Base Size	_	_
Fomoraic	Cursed Herd	Gabrax	Ward	nier	NC	ble	W	ııa	Uncor	nmon		2	40mm	3	3
GUL-GAB	RAX DAIN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	ıper
	Frost Blood; Insensate; mbers; Fearsome	5	5	1	5	1	4	2	9)	7	6	58	2	1
Ab	lities	Bulk Charger													
Woun	d Track	1 2 3 4 5 6 7 8 9													
COMBAT	OMBAT WEAPON Attack I			M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	Cleaver	1 2 3 4 5	19	70	1 "				2	2	Borne				
	Butt	1	9	60	0"	18	78		1	0	Natural	Foot only; 1	Impact Mighty Strike; Charg	e+	
	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	plate		2	44						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour R	ules		Co
Mail and Pl	ate Heavy Armour		13	<i>57</i>						0	Worn	Add			1
Jawhe	lm Helmet		3	47	+Heavy Armour	60				0	Worn	Add			
NOBLE	OPTIONS	Noble Option Rules													Ca
Skull-Beare	* Host Banner Bearer	May bear the Host's Bar	ner. Gains the	Host Banne	er Bearer abili	ty									
Horn-Bea	rer Host Herald	May bear the Host's Inst	trument. Gains	the Host He	erald ability										4

				G	BAB	RA GAB-ra	X D		N							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds		t Size	Co	ost
										-		2 ass		1 e Size		
Fomoraic	Cursed Herd	Gabrax	War	chief	No	ble	W	ild	Com	mon		1)mm	2	23
GABR/	X DAIN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	itude	Auth	nority	Ten	nper
	Frost Blood; Insensate; in Numbers	5	5	2	4	4	3	3		5	7	'1	•	54	1	.5
	ilities															
Woul	nd Track	1 2 3 4 5 6														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
	Cleaver	1 2 3 4 5	8	52	0.5 "				1	1	Borne					
	eaver	1 2 3 4	17	61	0.5 "				2	2	Borne					
	n Butt	1	9	53	0"	18	71		1	0	Natural	Foot only; Ir	npact Might	y Strike; Charg	e+	
	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ri	ıles			Cos
Barbed Whi	p and Cleaver	1 2 3 4 Cleaver	9	<i>53</i>	0.5 "				1	1	Borne	Replace (Ba	ttlo=Av)			-3
Whip	: Cleaver	1 2 3 Whip	7	51	3 "				1	1	Borne	' '		Goad		
Gore S	pear Spear	1 2 3 4 5	8	<i>53</i>	1.5 "	8	61		1	1	Borne	Mounted on Impact Strik	y; Replace (e; Mounted	(Cleaver); Moui Charge+	nted	0
SHOT WEAR	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			
Herdspea	Throwing Spear	1 2	8	52	0"	3"	12"	15"	1	1	Borne	1 2 Add; F	oot only; Sh	ots (2); Impeti	ıs Shot	1
Herdax	Throwing Ax	1 2 3	8	52	0"	3"	9"	12"	1	1	Borne	1 2 Add; F	oot only; Sh	ots (2); Impeti	ıs Shot	2
ARN	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour Armour		8	41						0	Natural					
ARMOU	R OPTIONS		Armour+	C+A	with	option	with o	option		Hands	Class	Armour Ru	les			Cos
Mail and Pi	late Heavy Armour		12	45						0	Worn	Replace (Be	aten Armou	r)		1
Shie	ld Shield		9	50	+Heavy Armour	54				1	Borne	Add; Parry				1
Hornh	elm Helmet		4	45	+Heavy Armour	49	+Shield	<i>58</i>		0	Worn	Add				1
NOBLE	OPTIONS	Noble Option Rules														Cos
Skull-Beare	I' Host Banner Bearer	May bear the Host's Bank	ner. Gains the	Host Banne	er Bearer abilit	y										7
Horn-Bea	nrer Host Herald	May bear the Host's Inst	rument. Gains	the Host He	erald ability											7
Tor-Dail	1 Beast Handler	Muster with (Barbed Whi	ip and Cleave.	r); Gains the	Beast Handle	er (Toracx) ar	nd Flanker abil	ities								3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Goorac	X Beast Mount	May ride a Gooracx; Ride	er gains the F	lanker ability	•								3			11
Toracx	Ardent Mount	May ride a Toracx; Rider	gains the Fla	nker ability									4	8	49	25
MOUNT ARM	OUR OPTIONS		Armour+	with	mount	with	mount			Hands	Class	Armour Ru	les			Cos
Scavenged	Barding Barding		7	on Gooracx	48	on Toracx	56			0	Worn	Add; Exclude	es (Heavy B	arding)		1
Beaten Bare	ding Heavy Barding		16	on Gooracx	<i>57</i>	on Toracx	65			0	Worn	Add; Exclude	es (Barding))		2
CHARIO	T OPTIONS	Chariot Option Rules												Chariot+	C+A	Cos
Gore Ch	ariot Chariot	May ride a Gore Chariot,	replacing one	Gabrax crei	w that is not i	he driver. Rid	der gains the I	Flanker ability	v.					6	47	43

				GA	BR	GAB-rax	UL-dayn	DA	IN							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2		t Size	Co	ost
Fomoraic	Cursed Herd	Gabrax	Ware	chief	No	ble	w	ild	Com	mon	M	ass	Bas	e Size	1	.5
		1								-		1		Omm		
	ULDAIN	Pace	Sk	all		ght	Consti		Wou			itude		nority	Ten	nper
	Frost Blood; Insensate; in Numbers	5	4	5	3	6	2	9	5	5	6	57		18	1	L 3
	ilities															
Woun	d Track	1 2 3 4 5				1						1				
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
War C	leaver	1 2 3 4	8	44	0.5 "				1	1	Borne					
	eaver	1 2 3	17	53	0.5 "				2	2	Borne					
	n Butt	1	9	45	0″	18	63		1	0	Natural	Foot only; I	mpact Might	ty Strike; Charg	e+	
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
	p and Cleaver	1 2 3 Cleaver	9	45	0.5 "				1	1	Borne	Replace (Ba	ttle-Ax)			-5
Whip;	Cleaver	1 2 3 Whip	7	43	3 "				1	1	Borne			Goad (Cleaver); Mour	tod	
Gore S	pear Spear	1 2 3 4	8	44	1.5 "	8	52		1	1	Borne	Impact Strik			itea	0
SHOT WEAP	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			
Herdspea	Throwing Spear	1 2	8	44	0"	3"	12"	15"	1	1	Borne	1 2 Add; F	oot only; Sh	nots (2); Impetu	is Shot	1
Herdax	Throwing Ax	1 2 3	8	44	0"	3"	9"	12"	1	1	Borne	1 2 Add; F	oot only; Sh	nots (2); Impetu	is Shot	1
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	Armour Armour		8	37						0	Natural					
	OPTIONS		Armour+	C+A	with	option	with o	ption		Hands	Class	Armour Ru	les			Cos
Mail and Pla	ate Heavy Armour		12	41						0	Worn	Replace (Be	aten Armou	r)		1
Shie	ld Shield		9	46	+Heavy Armour	50				1	Borne	Add; Parry				1
Hornhe	elm Helmet		4	41	+Heavy Armour	45	+Shield	54		0	Worn	Add				1
NOBLE	OPTIONS	Noble Option Rules														Cos
Skull-Beare	T Host Banner Bearer	May bear the Host's Bank	ner. Gains the	Host Banne	r Bearer abilit	ty .										7
Horn-Bea	rer Host Herald	May bear the Host's Inst	rument. Gains	the Host He	erald ability											7
Tor-Dain	1 Beast Handler	Purchased with (Barbed	Whip and Clea	aver); Gains	the Beast Hai	ndler (Toracx) and Flanker	abilities								3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Goorac	Y Beast Mount	May ride a Gooracx; Ride	er gains the Fi	lanker ability	•								3			10
Toracx	Ardent Mount	May ride a Toracx; Rider	gains the Fla	nker ability									4	8	45	25
MOUNT ARM	OUR OPTIONS		Armour+	Gooracx	Toracx					Hands	Class	Armour Ru	les			Cos
Scavenged	Barding Barding		7	44	52					0	Worn	Add; Exclud	es (Heavy B	Barding)		1
Beaten Bard	ling Heavy Barding		16	<i>53</i>	61					0	Worn	Add; Exclud	es (Barding,)		2
CHARIOT	OPTIONS	Chariot Option Rules												Chariot+	C+A	Cos
Gore Ch	ariot Chariot	May ride a Gore Chariot,	replacing one	Gabrax cre	w that is not t	he driver. Ric	der gains the I	Flanker ability	v					6	43	43

			G	ABI	RA)	(G GAB-rax	ORE-	Н	OR	N						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acuity		Ubiq	uity		nds	Unit	Size	Co	ost
												ass	Base	Size	_	_
Fomoraic	Cursed Herd	Gabrax	Ward	chief	No	ble	Wild		Uncor	nmon		1	30	mm	3	6
GABRAX G	ORE-HORN	Pace	Sk	ill	Mi	ght	Constituti	on	Wou	ınds	Forti	itude	Auth	ority	Ten	ıper
	Frost Blood; Insensate; in Numbers	5	6	7	4	5	36		7	,	7	7	6	3	1	.6
	lities	Host Champion														
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			
War C	leaver	1 2 3 4 5 6	9	54	0.5 "				1	1	Borne					
	aver	1 2 3 4 5	18	63	0.5 "				2	2	Borne					
	-Horn	1 2	12	57	0″	24	81		1	0	Natural	Foot only; I	mpact Might	y Strike; Charg	2+	
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Weapon Rules			
Two Clea	Vers Cleavers	1 2 3 4 5 6 7 8	9	54	0.5 "				1	2	Borne	Replace (Cleaver); Quick Strike			0	
Gore S _i	Dear Spear	1 2 3 4	8	44	1.5 "	8	52		1	1	Borne	Mounted only; Replace (Cleaver); Mounted Impact Strike; Mounted Charge+			6	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	nd Plate Armour		14	50						0	Natural					
ARMOUR	OPTIONS		Armour+	C+A	with o	options				Hands	Class	Armour Ru	iles			Cost
Shiel	ld Shield		9	<i>59</i>						1	Borne	Add; Parry				2
Hornhe	e lm Helmet		4	54	+Shield	63				0	Worn	Add				1
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Goorac	K Beast Mount	May ride a Gooracx; Rid	der gains the Fl	anker ability									3			13
Toracx	Ardent Mount	May ride a Toracx; Ride	er gains the Flai	nker ability									4	8	<i>58</i>	25
Tarvocx	Ardent Mount	May ride a Tarvocx; Rid	er gains the Fla	anker ability									8	15	<i>65</i>	80
MOUNT ARM	OUR OPTIONS		Armour+	Gooracx	Toracx	Tarvocx				Hands	Class	Armour Ru	ıles			Cost
Scavenged I	Barding Barding		7	54	62	69				0	Worn	Add; Exclud	les (Heavy Ba	arding)		1
Beaten Baro	ling Heavy Barding		16	63	71	<i>78</i>				0	Worn	Add; Exclud	les (Barding)			2
CHARIO1	OPTIONS	Chariot Option Rules												Chariot+	C+A	Cost
Gore Cha	ariot Chariot	May ride a Gore Chariot	, replacing one	Gabrax crei	w that is not i	the driver. Ric	der gains the Flanker	ability.						6	56	43

				GAE	3RA	GAB-rax	VA WOR-lok	RL(OCK	(
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubic	quity		nds	Unit	Size	Co	ost
												2 lass	Race	1 e Size		
Fomoraic	Cursed Herd	Gabrax	War	chief	No	ble	W	ild	Uncor	mmon		1		mm	3	7
GABRAX	WARLOCK	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	Frost Blood; Insensate; in Numbers	5	3	4	3	6	3	1		5	6	58	3	32	5	7
	ilities	Augurer; Dissipater; Ea	rther; Sorcerer	(Herdspells)	(1)		1				1				Focus R	ange: 8"
Woun	nd Track	1 2 3 4 5	<u>, , , , , , , , , , , , , , , , , , , </u>		.,										Earth Dic	e: 1 2
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	Sword Nord	1 2 3	8	44	0.5 "				1	1	Borne	Parry				
	Staff ous Staff	1	3	39	0.5 "				1	1	Borne	Ice Staff Ar	tefact; Cold [Damage		
ARM	MOUR Armour+ C+A Wound- Hands Class Armour Rules															
	ed Armour Armour		5	36						0	Worn					
ARTE	FACTS	Artefact Rules														
	Staff ous Staff	The Power of the Ice	: The Ice Staff	increases the	e Power valu	e of any invo	cation by 2D1	0, called an 1	ce Staff roll,	, each time ar	n invocation i	is attempted.				
ARTEFAC	T OPTION	Artefact Rules														Cos
	k stone bject	Darkstone: The Darks The Herd Gathers: w Threads of Darkness the Darkstone roll. To Defend to the Death	hen positioned the Darkstone he result is the	on the battle e affects near Darkstone i	field, a Gabra by Gabrax if i range.	x Warlock mu they are with	ust position the in a certain rai	e Darkstone i nge, determir	within his com ned when the	mand range. Darkstone is						20
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Goorac	X Beast Mount	May ride a Gooracx; Ri	der gains the F	lanker ability									3			11
Toracx	Ardent Mount	May ride a Toracx; Rid	er gains the Fla	nker ability									4	8	44	25
MOUNT ARM	OUR OPTIONS		Armour+	Gooracx	Toracx					Hands	Class	Armour Re	ıles			Cos
Scavenged	Barding Barding		7	43	51					0	Worn	Add; Exclud	des (Heavy Ba	arding)		1
Beaten Baro	ling Heavy Barding		16	52	60					0	Worn	Add; Exclud	des (Barding)			2
CHARIO1	T OPTIONS	Chariot Option Rules	,											Chariot+	C+A	Cos
	ariot Chariot	May ride a Gore Chario												6	42	43

				G	AB		X D	AI	N						
Kindred	Realm	Kin	Cla	cc	Driv	ilege	Ac	uity	Uhic	uity	Ha	nds	Unit Size	Co	ct
Killuleu	Keaiiii	Kill	Cia	33	FIIV	liege	ACI	шц	ODIC	uity		2	1		
Fomoraic	Cursed Herd	Gabrox	Warc	hief	Va	ssal	w	ild	Uncor	nmon		ass 3	Base Size 50mm	4!	5
GABRO	X DAIN	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds		itude	Authority	Tem	per
Camouflaged (Snow); I Fearsome; Strei		6	48	3	5	2	4	8	1	1	6	55	49	28	8
Abili	ities	Bulk Charger; Roarer													
Wound	l Track	1 2 3 4 5 6 7 8 9 10	11												
COMBAT	OMBAT WEAPON Attack Dic			M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ıles		
1 War		1 2 3 4 5 6	18	70	1 "				2	2	Borne				
2 Horn		1 2 3	10	62	0"	20	82		1	0	Natural	Impact Migh	ty Strike; Charge+		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Beaten Light A			8	56						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
1 Mail and Pla	te Heavy Armour		13	61						0	Worn	Replace (Be	aten Armour)		1
NOBLE C	OPTIONS	Noble Option Rules													Cost
Skull-Bearer	Host Banner Bearer	May bear the Host's Bar	ner. Gains the	Host Banne	r Bearer abilit	'y									9
						FMR-	CHD-?								

				T	AR		X D	AII	V						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity	На	nds	Unit Size	Co	st
Fomoraic	Cursed Herd	Tarvax	Ward	hief	No	ble	Fe	ral	Uncor	nmon	М	ass 3	Base Size 50mm	5	3
TARVA	X DAIN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	Frost Blood; Insensate;	6	53	3	5	5	5	3	1	3	(6	55	3	5
Abil	lities	Bulk Charger; Roarer													
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13												
COMBAT	WEAPON	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
	d Axe	1 2 3 4 5 6 7	17	72	1 "				2	2	Borne				
	Butt	1 2	12	67	0"	24	91		1	0	Natural	Impact Migl	nty Strike; Charge+		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	ed Armour Armour		4	57						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Beaten Arm	IOUF Light Armour		8	61						0	Worn	and Plate)	avenged Armour); Excludes	`	1
1 Mail and Pla	ate Heavy Armour		17	70						0	Worn	Replace (So Armour)	avenged Armour); Excludes	(Beaten	2
NOBLE (OPTIONS	Noble Option Rules													Cost
Skull-Bearer	" Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	r Bearer abilit	y				Ť					10
					FM	IR-CHD-15	11 - Ckaara	akk							

					GUL		ABI	RA)	(
Kindred	Realm	Kin	Cla	ee	Priv	ilege	Acı	iitv	Uhic	quity		nds	Unit Size	Cost	
Killarca	Realin	Nan-	- Cit			nege	Acc	,	ODIC	quicy	_	2	3+/7+/15	COSC	
Fomoraic	Cursed Herd	Gabrax	Infa	ntry	High Bo	rn Vassal	w	ild	Com	nmon		ass 2	Base Size 40mm	15	
GUL-G	ABRAX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds		itude	Authority	Temp	er
Camouflaged (snow); I Strength in Num		5	3	4	4	2	3	1	7	7	6	6	18	19	
Abil	ities	Bind+ (Marbrax, Gabra	x, Slan-Gabrax,	Gabrox, Gui	l-Gabrox); Bu	lk Charger									
1 2 3 4 5 6 7 GG 1	1 2 3 4 5 6 7 GG 2	1 2 3 4 5 6 7 GG	3 1 2 3 4 5	6 7 GG 4	1 2 3 4 5	6 7 GG 5	1 2 3 4 5	6 7 GG 6	1 2 3 4 5	6 7 GG 7	1 2 3 4 5	6 7 GG 8	1 2 3 4 5 6 7 GG 9	1 2 3 4 5 6	7 GG 10
1 2 3 4 5 6 7	GG 11	1 2 3 4 5 6 7		GG 12	1 2 3 4 5	6 7		GG 13	1 2 3 4 5	6 7		GG 14	1 2 3 4 5 6 7		GG 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 War C		1 2 3	18	60	1 "				2	2	Borne				
₂ Horn		1	8	50	0"	16	66		1	0	Natural	Impact Migh	nty Strike; Charge+		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Beaten Light A			8	39						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Mail and Pla	te Heavy Armour		14	45						0	Worn	Replace (Be	aten Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Guldair	1 Champion	One Gul-Gabrax becom	es the mustere	d champion,	who gains +	1 attack die o	n his primary	combat weap	pon						4
Tusk Beare	er Banner Bearer	One Gul-Gabrax becom	es the mustere	d banner be	arer										3
Horn Blo	Wer Herald	One Gul-Gabrax becom	es the mustere	d herald											3
					FMR-	CHD-2910	- Gaalgar's	Herd							

					G	AB		X							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Ac	uity	Ubi	quity		nds 2	Unit Size 5+/20+/30	- с	ost
												ass	5+/20+/30 Base Size		_
Fomoraic	Cursed Herd	Gabrax	Infa	antry	Va	ssal	W	/ild	Con	nmon		1	30mm		9
GABI	RAX	Pace	Sk	cill	Mi	ght	Const	itution	Wo	unds	Fort	itude	Authority	Ten	nper
Camouflaged (snow); For Strength in	rost Blood; Insensate; Numbers	5	3	1	3	6	2	26		4	6	2	11	1	.2
Abili	ties	Bind (Marbrax, Slan-Gab	rax, Gabrox,	Gul-Gabrox);	Bound (Gul-C	Gabrax)									
1 2 3 4 Gabrax 1	1 2 3 4 Gabrax 2	1 2 3 4 Gabrax 3	1 2 3 4	Gabrax 4	1 2 3 4	Gabrax 5	1 2 3 4	Gabrax 6	1 2 3 4	Gabrax 7	1 2 3 4	Gabrax 8	1 2 3 4 Gabrax 9	1 2 3 4	Gabrax 10
1 2 3 4 Gabrax 11	1 2 3 4 Gabrax 12	1 2 3 4 Gabrax 13	1 2 3 4	Gabrax 14	1 2 3 4	Gabrax 15	1 2 3 4	Gabrax 16	1 2 3 4	Gabrax 17	1 2 3 4	Gabrax 18	1 2 3 4 Gabrax 19	1 2 3 4	Gabrax 20
1 2 3 4 Gabrax 21	1 2 3 4 Gabrax 22	1 2 3 4 Gabrax 23	1 2 3 4	Gabrax 24	1 2 3 4	Gabrax 25	1 2 3 4	Gabrax 26	1 2 3 4	Gabrax 27	1 2 3 4	Gabrax 28	1 2 3 4 Gabrax 29	1 2 3 4	Gabrax 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 War Cl		1 2	16	52	1 "				2	2	Borne				
2 Horn		1	8	44	0"	16	60		1	0	Natural	Impact Migh	nty Strike; Charge+		
ARMO	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Beaten A			7	33						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
1 Mail and Plat	te Heavy Armour		14	40						0	Worn	Replace (Be	aten Armour)		1
UNIT OF	PTIONS	Unit Option Rules													Cost
Guldain	Champion	One Gabrax becomes the	e mustered ch	hampion, who	gains +1 at	tack die on his	primary con	nbat weapon							3
Tusk Beare	F Banner Bearer	One Gabrax becomes the	e mustered ba	anner bearer											2
Horn Blo	Wer Herald	One Gabrax becomes the	e mustered he	erald											2
					FMR-	CHD-2660 ·	· Baagath'	s Herd							

					R	ROF	R-G		RA	K						
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Acı	iity	Ubi	quity		nds	Unit Size 5+/10+/20	Co	st
Fomoraic	Cursed Herd		iabrax	Infa	nter /	1/2	ssal	Fe	wa!	Com	nmon	М	ass	Base Size	1	4
FOITIOFAIC	Curseu neru		idDI dX	IIIIdi	nuy	Vd	5541	ге	Idi	Con	IIIIIOII		1	30mm	- 1	+
ROR-G	ABRAX	P	ace	Sk	ill	Mi	ght	Consti	tution	Wo	unds	Fort	itude	Authority	Tem	per
Camouflaged (snow); I Strength ii			5	4.	2	3	6	2	8		4	6	52	18	1	9
Abil	ities	Bind (Tar	vax, Gul-Tarvax	()												
1 2 3 4 RG 1	1 2 3 4 RG 2	1 2 3 4	110 5		RG 4	1 2 3 4	RG 5			1 2 3 4		1 2 3 4	RG 8		1 2 3 4	RG 10
1 2 3 4 RG 11	1 2 3 4 RG 12	1 2 3 4	RG 13	1 2 3 4	RG 14	1 2 3 4	RG 15	1 2 3 4	RG 16	1 2 3 4	RG 17	1 2 3 4	RG 18	1 2 3 4 RG 19	1 2 3 4	RG 20
COMBAT	WEAPON	Atta	ack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
1 Clea		1 2 3 4	5	16	52	1 "				1	2	Borne	Quick Strike	2		
2 Horn		1		8	44	0"	16	60		1	0	Natural	Impact Migl	hty Strike; Charge+		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ules		
1 Beaten Light A				6	34						0	Worn				
UNIT O	PTIONS	Unit Opt	tion Rules						· ·							Cost
Guldair	Champion	One Ror-	Gabrax become	s the mustere	d champion, i	who gains +	1 attack die o	n his primary	combat wear	oon	•					3
						FMR	-CHD-2720	- Gaath's	Herd							

					S	LA		AB-raks	RA	X						
Kindred	Realm		Kin	Cla	nss	Priv	ilege	Ac	uitv	Ubio	uity	На	nds	Unit Size	Co	ost
						-						м	2 ass	5+/5+/10 Base Size		
Fomoraic	Cursed Herd		Gabrax	Infa	ntry	Va	ssal	W	ild	Com	imon		1	30mm	g	9
SLAN-G	SABRAX		Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	nper
	Frost Blood; Insensate; in Numbers		5	3	0	3	84	2	4	4	4	5	6	11	1	1
Abil	lities	Boui	nd (Gul-Gabrax, Gai	orax)												
2 3 4 S-G 1	1 2 3 4 S-G 2	1 2	3 4 S-G 3	1 2 3 4	S-G 4	1 2 3 4	S-G 5	1 2 3 4	S-G 6	1 2 3 4	S-G 7	1 2 3 4	S-G 8	1 2 3 4 S-G 9	1 2 3 4	S-G 1
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	tules		
	spear	1 2	3	8	42	1.5 "				1	1	Borne				
	Butt	1		6	40	0"	12	52		1	0	Natural	Impact Mig	hty Strike; Charge+		
	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules		
	spear	1		8	42	0"	3″	12"	15"	1	1	Borne	1 2 Shots	(2); Impetus Shot		
SHOT WEAP	ON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules		
Herdax	Throwing Ax	1 2		8	42	0"	3"	9"	12"	1	1	Borne	1 2 Replac	e (Herdspear); Shots (2); Imp	etus Shot	0
ARM	IOUR			Armour+	C+A						Hands	Class	Armour R	ules		
	Armour Armour			6	30						0	Worn				
	PTIONS	Unit	t Option Rules													Cost
Guldaiı	n Champion	One	Slan-Gabrax becon	nes the mustere	ed champion	n, who gains a	+1 attack die	on his primar	y shot weapo	n						3

					M	ARI MAR-		AX							
Kindred	Realm	Kin	CI	ass	Pri	vilege	Ac	uity	Ubic	uity	Н	ands	Unit Size 5+/20+/40		Cost
Fomoraic	Cursed Herd	Marbrax	Inf:	antrv	V	assal	w	/ild	Com	ımon	N	1ass	Base Size		4
				,			•					1	30mm		-
MARE		Pace	SI	kill	M	ight	Const	itution	Wou	ınds	Fort	titude	Authority	Te	mper
Camouflaged (snow); F Strength in		5	2	21	:	26	1	.6	3	3	!	55	10		10
Abili	ties	Bound (Gul-Gabrax, Gab	rax); Worthle	255											
1 2 3 Marbrax 1	1 2 3 Marbrax 2	1 2 3 Marbrax 3	1 2 3	Marbrax 4	1 2 3	Marbrax 5	1 2 3	Marbrax 6	1 2 3	Marbrax 7	1 2 3	Marbrax 8	1 2 3 Marbrax 9	1 2 3	Marbrax 10
1 2 3 Marbrax 11	1 2 3 Marbrax 12	1 2 3 Marbrax 13	1 2 3	Marbrax 14	1 2 3	Marbrax 15	1 2 3	Marbrax 16	1 2 3	Marbrax 17	1 2 3	Marbrax 18	1 2 3 Marbrax 19	1 2 3	Marbrax 20
1 2 3 Marbrax 21	1 2 3 Marbrax 22	1 2 3 Marbrax 23	1 2 3	Marbrax 24	1 2 3	Marbrax 25	1 2 3	Marbrax 26	1 2 3	Marbrax 27	1 2 3	Marbrax 28	1 2 3 Marbrax 29	1 2 3	Marbrax 20
1 2 3 Marbrax 31	1 2 3 Marbrax 33	1 2 3 Marbrax 33	1 2 3	Marbrax 34	1 2 3	Marbrax 35	1 2 3	Marbrax 36	1 2 3	Marbrax 37	1 2 3	Marbrax 38	1 2 3 Marbrax 39	1 2 3	Marbrax 40
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Runt-S		1 2 3	8	34	1 "				1	2	Borne				
SHOT WEAPO	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
1 Runt-Spear	* Throwing Spear	1	8	34	0"	3"	12"	15"	1	1	Borne	1 2 Add; F	oot only; Shots (2); Impe	us Shot	1
1 Runt-Ax	Throwing Ax	1 2	8	34	0"	3"	9"	12"	1	1	Borne	1 2 Add; F	oot only; Shots (2); Impe	tus Shot	1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
Scavenge			4	20						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Guldain	Champion	One Gabrax becomes th	e mustered o	hampion, who	gains +1 a	ttack die on his	primary con	nbat weapon							3
Tusk Beare	F Banner Bearer	One Gabrax becomes th	e mustered b	anner bearer											2
Horn Blo	wer Herald	One Gabrax becomes th	e mustered h	erald											2
	Tusk Bearer Banner Bearer One Gabrax becomes the mustered banner bearer 2														

					T		VA -vaks	X						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubiq	uity	Ha	nds	Unit Size	Cost
		_					_			-	M	2 ass	3+/5+/10 Base Size	
Fomoraic	Cursed Herd	Tarvax	Monstrous	s Infantry	Va	ssal	Fe	ral	Uncor	nmon		3	50mm	28
TAR	VAX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Camouflaged (snow); F		6	3	7	4	7	4	2	1	1	7	1	28	32
Abili	ities	Bound (Ror-Gabrax); Bul	k Charger; Ro	arer										
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		Tarvax 2	1 2 3 4 5	6 7 8 9 10	11		1 2 3 4 5			Tarvax 4	1 2 3 4 5 6 7 8 9 10 1	1 Tarvax
1 2 3 4 5 6 7 8 9 10	Tarvax 6	1 2 3 4 5 6 7 8 9 10	11	Tarvax 7	1 2 3 4 5	6 7 8 9 10	11	Tarvax 8	1 2 3 4 5	6 7 8 9 10	11	Tarvax 9	1 2 3 4 5 6 7 8 9 10 1	Tarvax 1
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Bruta		1 2 3 4 5	16	63	1 "				2	2	Borne			
2 Horn		1	10	57	0"	20	77		1	0	Natural	Impact Migl	hty Strike; Charge+	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
Scavenge			5	47						0	Worn			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles	Cost
1 Beaten Armo	OUF Light Armour		9	51						0	Worn	Replace (Sc	cavenged Armour)	1
UNIT O	PTIONS	Unit Option Rules												Cost
Guldain	1 Champion	One Tarvax becomes the	mustered cha	ampion, who	gains +1 att	ack die on his	s primary com	bat weapon						6
Tusk-Beare	er Banner Bearer	One Tarvax becomes the	mustered bar	nner bearer										4
					FMR-CH	D-3310 - F	Raackanasc	k's Herd						

					GUI		AR'	KAV	(
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubio	quity		ands 2	Unit Size 1+/3+/5	Co	ost
Fomoraic	Cursed Herd	Gul-Tarvax	Monstrou	s Infantry	Va	ssal	F	eral	Unco	mmon		lass	Base Size	3	7
		Gui Turvux										4	60mm		,
GUL-T	ARVAX	Pace	Sk	ill	Mi	ght	Const	itution	Wou	unds	Fort	titude	Authority	Ten	nper
Camouflaged (snow); Fears		6	2	7	5	3	Į.	51	1	.3	7	76	32	3	8
Abili	ities	Bound (Ror-Gabrax); Bu	ılk Charger; Ro	arer											
1 2 3 4 5 6 7 8 9 10	11 12 13 Gul-Tarvax 1	1 2 3 4 5 6 7 8 9 1	11 12 13	Gul-Tarvax 2	1 2 3 4 5	6 7 8 9 10	11 12 13	Gul-Tarvax 3	1 2 3 4 5	6 7 8 9 10	11 12 13	Gul-Tarvax 4	1 2 3 4 5 6 7 8 9 10	11 12 13	Gul-Tarvax 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Mighty		1 2 3 4 5 6	18	71	2 "				2	2	Borne				
2 Horn	Butt	1 2	10	63	0"	20	83		1	0	Natural	Impact Migl	nty Strike; Charge+		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Scavenge			5	56						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Beaten Armo	OUF Light Armour		9	60						0	Worn	Replace (Sc	avenged Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Guldain	1 Champion	One Gul-Tarvax become	s the mustered	d champion,	who gains +1	1 attack die o	n his primary	combat weap	on						6
						FMR-CHE)-3 710 - ?								

					G		RO B-rox	X						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity		nds 2	Unit Size 3+/5+/10	Cost
Fomoraic	Cursed Herd	Gabrox	Monstrous	Infantry	Va	ssal	w	ild	Uncor	nmon	М	ass 3	Base Size	25
GAB	ROX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds		itude	Authority	Temper
	Frost Blood; Insensate; ength in Numbers	6	34	4	4	4	3	8	9	•	6	0	21	25
Abil	lities	Bind (Gul-Gabrox); Bour	nd (Gul-Gabrax,	, Gabrax); Bu	ılk Charger;	Roarer								
1 2 3 4 5 6 7 8 9 1 2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9 1 2 3 4 5 6 7 8 9			1 2 3 4 5 1 2 3 4 5				1 2 3 4 5 1 2 3 4 5				1 2 3 4 5 6 7 8 9 1 2 3 4 5 6 7 8 9	Gabrox !
	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Gubi ox o	Damage*	Hands	Class	Weapon R		Gubrox 1
1	Axe	1 2 3 4	17	61	1 "				2	2	Borne			
₂ Horn	Butt	1 2	9	53	0"	18	71		1	0	Natural	Impact Migl	hty Strike; Charge+	
	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
	Armour Armour		8	46						0	Worn			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles	Cost
1 Mail and Pla	ate Heavy Armour		12	50						0	Worn	Replace (Be	eaten Armour)	0
UNIT O	PTIONS	Unit Option Rules												Cost
Guldaiı	n Champion	One Gabrox becomes th	e mustered ch	ampion, who	gains +1 att	tack die on hi	is primary con	bat weapon						6
Tusk-Bear	er Banner Bearer	One Gabrox becomes th	e mustered ba	nner bearer										4
					FMR-	-CHD-3210	- Graach's	Herd						

				(GUL		AB	RO)	<						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	cuity	Ubiq	uity	Ha	ands	Unit Size 1+/3+/5	Co	st
Fomoraic	Cursed Herd	Gabrox	Monstrou	s Infantry	Va	ssal	٧	Vild	Uncor	mmon	м	lass 4	Base Size 60mm	3	5
GUL-G	ABROX	may Bind to	a Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	titude	Authority	Tem	per
Camouflaged (snow); I Fearsome; Strei	Frost Blood; Insensate; ngth in Numbers	7	3	1	52		4	48	12		58		26	3	2
Abil	ities	Bound (Gul-Gabrax, G	abrax, Gabrox)	; Bulk Charg	er; Roarer										
1 2 3 4 5 6 7 8 9 10	11 12 Gul-Gabrox 1	1 2 3 4 5 6 7 8 9	10 11 12	Gul-Gabrox 2	1 2 3 4 5	6 7 8 9 10	11 12	Gul-Gabrox 3	1 2 3 4 5	6 7 8 9 10	11 12	Gul-Gabrox 4	1 2 3 4 5 6 7 8 9 10	11 12 G	ul-Gabrox 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	ı	Damage*	Hands	Class	Weapon R	tules		
1 War G	Glaive ive	1 2 3 4 5	18	70	2"				2	2	Borne	Switch (Cle	avers)		
2 Clea		1 2 3 4 5 6 7	9	61	0.5"				1	2	Borne	Switch (Wa	r Glaive)		
3 Horn	Butt	1 2	10	62	0.5"	20	82		1	0	Natural	Impact Mig	hty Strike; Charge+		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
Beaten Light A			7	55						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Guldair	1 Champion	One Gul-Gabrox becom	es the mustere	d champion,	who gains +	1 attack die o	n his primar	y combat weap	oon						7
					FMR	-CHD-3710	- Praach'	s Herd							

				٦	ГОБ		ABI	RA)	K						
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Ac	uity	Ubio	uity		nds 2	Unit Size 3+/3+/5	Cost	
					.,		ļ	et t			_	ass .	Base Size	27	
Fomoraic	Cursed Herd	Gabrax	Cav	airy	va	ssal	W	ild	Unco	mmon		4	70x40mm	37	
TOR-G	ABRAX	Pace	Sk	till	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temp	er
Camouflaged (snow); F Strength in Numb		5	4	2	3	5	2	5	4	4	6	52	12	28	
Abili		Flanker; Bulk Charger	,												
2 3 4	Tor-Gabrax 1	1 2 3 4	Т	For-Gabrax 2	1 2 3 4			For-Gabrax 3	1 2 3 4			Tor-Gabrax 4	1 2 3 4	Tor-	-Gabrax
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
Gore		1 2 3	16	51	1 "				2	1	Borne				
Horn		1	8	43	0"	16	59		1	0	Natural	Foot only; I	Impact Mighty Strike; Charg	e+	
ARM			Armour+	C+A						Hands	Class	Armour Ru	ules		
Beaten A			7	32						0	Worn				
Shi	eld		9	41						1	Borne	Parry			
Tora Ardent			8	49						0	Mount				
MOUNT ARMO	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
Scavenged B	Barding Barding		5	54						0	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Guldain	1 Champion	One Tor-Gabrax becom	nes the mustere	ed champion,	who gains +	1 attack die o	on his primary	combat wear	pon						6
Tusk Beare	F Banner Bearer	One Tor-Gabrax becom	nes the mustere	ed banner bea	arer										5
Horn Blo	Wer Herald	One Tor-Gabrax becom	nes the mustere	ed herald											5
					FMR-	CHD-4650	- Baarakk's	s Herd							

				G	00	R-C	GAB	RA	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit S		Co	st
										-	_	2 ass	5+/5+ Base S			
Fomoraic	Cursed Herd	Gabrax	Cava	alry	Va	ssal	Wi	d	Uncor	nmon		3	60x35r		2	2
GABR	AX	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Autho	rity	Tem	per
Camouflaged (snow); Fros Strength in Nu		5	4:	2	3	5	24	4	5	5	E	52	12	2	2	3
GOORA	CX	8	10	6	3	7	-		-	•		-	-		-	
Abilitie	25	Flanker; Bulk Charger (Gooracx)													
1 2 3 4 G-G 1 1	2 3 4 G-G 2	1 2 3 4 G-G 3	1 2 3 4	G-G 4	1 2 3 4	G-G 5	1 2 3 4	G-G 6	1 2 3 4	G-G 7	1 2 3 4	G-G 8	1 2 3 4	G-G 9	1 2 3 4	G-G 10
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Gore Sp	ear	1 2 3	8	43	1.5 "	8	51		1	1	Borne	Mounted In	npact Strike; Mo	ounted Char	ge+	
MOUNT COMBA	T WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
1 Horn B	utt	1 2 3 4 5 6	8	45	0.5"	16	61		1	0	Natural	Impact Migl	hty Strike; Char	ge+		
1 Trampling I		1 2 3	4	41	0"				1	0	Natural	Sightless St	rike			
MOUNT COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon O	ption Rules			Cost
Spiked Cha Horns		1 2 3 4 5 6	17	54	0.5"	34	88		1	0	Worn	Replace (Ho Charge+; P	orn Butt); Impai iercing	ct Mighty St	rike;	10
ARMO	UR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Beaten Ar Light Armo			7	31						0	Worn					
2 Shield Shield	d		9	40						1	Borne	Parry				
MOUNT ARMOU	R OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
3 Scavenged Bar			5	45						0	Worn	Add				1
UNIT OPT	TONS	Unit Option Rules														Cost
Guldain Ct	. , .	One Goor-Gabrax becor				+1 attack die	on his primary	combat we	apon							5
Tusk Bearer B		One Goor-Gabrax becor	mes the muster	ed banner b	earer											4
Horn Blow	er Herald	One Goor-Gabrax becor	mes the muster	ed herald												4
					FMR-C	HD-4600 -	· Kkaabakk's	Herd								

				G	OR	E C	HARIO CHA-ri-ot	TC						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acuity	Ubio	quity	_	ands 0	Unit Size 1+/2+/3	C	ost
Fomoraic	Cursed Herd	Chariot	Cha		Va	ssal	Wild	Unco	mmon	М	lass	Base Size	-	1
			Carriage	e Engine							8	90x50mm		_
	1		1		GA	BKA	X CREW	1		1	<u>.</u>	1	1	
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acuity	Ubio	quity		ands 2	Crew Size	Base	Size
Fomoraic	Cursed Herd	Gabrax	Infa	ntry t Crew	Va	ssal	Wild	Com	nmon	М	lass	Driver + 2	30	mm
64554	/ CDEW	Pace	Sk		Mi	ght	Constitution	Wou	unds	Fort	itude	Authority	Ten	nper
GABRA	X CREW	5	3	1	3	6	26		4		52	11	1	2
Crew Traits				_	-		Bind Permanently (Gore C							
			Crew 1/3 1 2		Driver 2/1 1		Crew 2/2 1 2 3		1/3 1 2 3		er 3/1 1 2 3		3	Crev
COMBAT		Attack Dice	Weapon+	M+W	Att Rge	Charge+		Damage*	Hands	Class	Weapon R	lules		
GOFE :	Spear _{ear}	1 2 3	8	44	1.5 "	8	52	1	1	Borne	Mounted In	npact Strike; Mounted Cha	rge+	
ARM	OUR		Armour+	C+A					Hands	Class	Armour Ru	ules		
	Armour		7	33					0	Worn				
Gore C	Chariot		12	45					0	Engine				
Eng	gine									-	4.			_
	OPTIONS ate Heavy Armour		Armour+	C+A 52					Hands 0	Class Worn	Armour Ru	ules eaten Armour)		C
	PTIONS	Unit Option Rules	14	32					U	VVOITI	Replace (Be	Later Armour)		C
	1 Champion	-	he mustered ch	ampion, wh	o gains +1 att	tack die on h	is primary combat weapon	7						
Tusk Beare	e r Banner Bearer	One Gabrax becomes t	he mustered ba	nner bearer										
Horn Blo	DWEI Herald	One Gabrax becomes t	he mustered he	rald										
					GO	RE C	HARIOT							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acuity	Ubio	quity		ands	Engine Size	Base	Size
Famounia	Currend Hand	Chaviot	Cha	riot			Mindless			_	0 lass	_	0045	· O
Fomoraic	Cursed Herd	Chariot	Carriage	Engine		gine	Mindless		mmon		4	1		0mm
GORE C	HARIOT	0)	5	52	50	8	8		0	0	!	5
	ts & Abilities					eze, Venom),	; Tough; Bulk Charger; Mo							
3 4 5 6 7 8	DAT WEADON		Chariot 1 1 2						iot 2 1 2 3				Go	re Cha
Scything	IBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+		Damage*	Hands	Class	Weapon R			
		1 2 3 4	9	61	0.5 "	9	70	1	0	Natural	Impact Stril	ke; Charge+; Vicious Dama	age	
Who			Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	t Strike; Charge+; Vicious	D	C
Who	WEAPON OPTIONS	Attack Dice												
Who HARIOT COMBAT	WEAPON OPTIONS ikes Spikes	1 2 3 4 5	9	61	1"	9	70	2	0	Natural	Pierce		burnage,	1
HARIOT COMBAT Yoke Sp. CHARIOT	ikes Spikes ARMOUR		9 Armour+	61 C+A	1"	9	70	2	0 Hands	Natural Class	Armour Ru		Damage,	
HARIOT COMBAT Yoke Sp. CHARIOT Hung	ARMOUR Furs		-		1"	9	70	2					Damage,	1
HARIOT COMBAT Yoke Sp. CHARIOT Hung	ARMOUR Furs		Armour+	C+A		9 option	70	2	Hands	Class		ules	Duringe,	
Yoke Sp. CHARIOT Hung ARMOUR	ARMOUR Furs de		Armour+	C+A 58			70	2	Hands 0	Class Natural	Armour Ru	ules	Duringe,	C
Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Oraught Anima	ARMOUR I FUTS de OPTIONS delds Shields al Barding Barding		Armour+	C+A 58 C+A			70	2	Hands 0 Hands	Class Natural Class	Armour Ru	ules	Dumage,	C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima	ARMOUR ARMOUR FUTS de OPTIONS delds Shields B Barding Barding OPTIONS	1 2 3 4 5 Unit Option Rules	8 Armour+ 8 5	C+A 58 C+A 66 63	with +Shields	option	70	2	Hands 0 Hands 0	Class Natural Class Worn	Armour Ru Armour Ru Add	ules	Dumage,	C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Oraught Anima	ARMOUR I FUTS de OPTIONS delds Shields al Barding Barding	1 2 3 4 5	Armour+ 8 Armour+ 8 5 Chariot gains the	C+A 58 C+A 66 63 e Skied trait	with +Shields	option 71			Hands 0 Hands 0 0	Class Natural Class Worn	Armour Ru Armour Ru Add	ules	Dumage,	C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Oraught Anima	ARMOUR ARMOUR FUTS de OPTIONS delds Shields B Barding Barding OPTIONS	1 2 3 4 5 Unit Option Rules	Armour+ 8 Armour+ 8 5 Chariot gains the	C+A 58 C+A 66 63 e Skied trait	with +Shields	option 71	70		Hands 0 Hands 0 0	Class Natural Class Worn Worn	Armour Re Armour Re Add Add	ules	Dumege,	C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Oraught Anima	ARMOUR ARMOUR FUTS de OPTIONS delds Shields B Barding Barding OPTIONS	1 2 3 4 5 Unit Option Rules	Armour+ 8 Armour+ 8 5 Chariot gains the	C+A 58 C+A 66 63 e Skied trait	with +Shields	option 71		IIMA	Hands 0 Hands 0 0	Class Natural Class Worn Worn	Armour Ru Armour Ru Add Add	ules Draught		C
HARIOT COMBAT Yoke Sp. CHARIOT Hung HI ARMOUR Hung Shi Draught Anima ENGINE Si	ARMOUR J FUTS de OPTIONS ields Shields B Barding Barding OPTIONS kis Realm	Unit Option Rules Additional; Each Gore (Armour+ 8 Armour+ 8 5 Chariot gains the	C+A 58 C+A 66 63 E Skied trait	with +Shields RACX Priv	option 71 CDRA	AUGHT AN	VIMA Ubic	Hands 0 Hands 0 0 O	Class Natural Class Worn Worn	Armour Re Armour Re Add Add	ules Draught Animal Size	Base	Constant of the constant of th
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Sk Kindred	ARMOUR J FUTS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd	Unit Option Rules Additional; Each Gore of	Armour+ 8 Armour+ 8 5 Chariot gains the	C+A 58 C+A 66 63 E Skied trait	with +Shields RACX Priv Be	option 71 71 CDRA ilege	AUGHT AN Acuity Wild	VIMA Ubic Com	Hands 0 Hands 0 0 units	Class Natural Class Worn Worn Ha	Armour Ru Armour Ru Add Add Add O O O O O O O O O O O O O O	Draught Animal Size	Base 50x2	Co C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Sk Kindred Fomoraic	ARMOUR J FUTS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd	Unit Option Rules Additional; Each Gore of Kin Gooracx 8	Armour+ 8 Armour+ 8 5 Chariot gains th Cla	C+A 58 C+A 66 63 e Skied trait 600 ass ast ght Animal	with +Shields RACX Priv Be	option 71 CDRA iilege	AUGHT AN	VIMA Ubic Com	Hands 0 Hands 0 0 O	Class Natural Class Worn Worn Ha	Armour Re Armour Re Add Add Add	ules Draught Animal Size	Base 50x2	Constant of the constant of th
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Sk Kindred Fomoraic GOOI Draught Animal	ARMOUR I FURS de OPTIONS ields Shields Al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities	Unit Option Rules Additional; Each Gore of Kin Gooracx 8 Draught Animal; Camo	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Beast Drau 1 1 Armour+ 1	C+A 58 C+A 66 63 e Skied traite 60 ass ast ght Animal 6 Frost Blood	with +Shields RACX Priv Be 3	option 71 CDRA illege east 87 Bulk Charger	AUGHT AN Acuity Wild O	VIMA Ubic Com	Hands 0 Hands 0 0 Hands 0 0 D D D	Class Natural Class Worn Worn Ha	Armour Rt Armour Rt Add Add Add ands 0 lass 3	Draught Animal Size	Base 50x2	Size
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Si Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL	ARMOUR I FUTS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON	Unit Option Rules Additional; Each Gore of Kin Gooracx 8 Draught Animal; Camo Attack Dice	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Beeast Drau 1 Weapon+	C+A 58 C+A 66 63 e Skied trait GOO ess ast gght Animal 6 Frost Blooc M+W	with +Shields RACX Priv Be 3 3 4t Rge	option 71 71 71 71 71 71 71 71 71 71 71 71 71	ACUITY Wild O	Ubic Com	Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands	Class Natural Class Worn Worn Ha	Armour Rt Armour Rt Add Add Add ands 0 lasss 3	Draught Animal Size 2 0	Base 50x2	Co C
HARIOT COMBAT Yoke Sp CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Sh Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL Horn	ARMOUR Furs de OPTIONS delds Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt ms	Unit Option Rules Additional; Each Gore of Kin Gooracx 8 Draught Animal; Camo	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Beast Drau 1 1 Armour+ 1	C+A 58 C+A 66 63 e Skied traite 60 ass ast ght Animal 6 Frost Blood	with +Shields RACX Priv Be 3	option 71 CDRA illege east 87 Bulk Charger	AUGHT AN Acuity Wild O	VIMA Ubic Com	Hands 0 Hands 0 0 Hands 0 0 0 D D D D D D D D D D D D D D D D	Class Natural Class Worn Worn Ha	Armour Rt Armour Rt Add Add Add ands 0 lasss 3	Draught Animal Size	Base 50x2	Co C
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Praught Anima ENGINE Sk Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL HOrn It	ARMOUR J FUTS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt ms g Hooves	Unit Option Rules Additional; Each Gore of Kin Gooracx 8 Draught Animal; Camo Attack Dice	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Beeast Drau 1 Weapon+	C+A 58 C+A 66 63 e Skied trait GOO ess ast gght Animal 6 Frost Blooc M+W	with +Shields RACX Priv Be 3 3 4t Rge	option 71 71 71 71 71 71 71 71 71 71 71 71 71	ACUITY Wild O	Ubic Com	Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands	Class Natural Class Worn Worn Ha	Armour Rt Armour Rt Add Add Add ands 0 lasss 3	Draught Animal Size 2 0 tules	Base 50x2	Size
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Fomoraic GOOI Draught Animal RAUGHT ANIMAL HOrn Ho Tramplin Trar	ikes Spikes ARMOUR J FUTS de OPTIONS ields Shields Al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt ms g Hooves mple	Unit Option Rules Additional; Each Gore of Sources 8 Draught Animal; Camo Attack Dice 1 2 3 4	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Bee Beast Drau uflaged (snow), Weapon+ 8	C+A 58 C+A 66 63 e Skied trait GOO ass ast ght Animal 6 Frost Blood M+W 45	with +Shields RACX Priv Be 3 3 4; Insensate; It	option 71 71 71 71 71 71 71 71 71 71 71 71 71	AUGHT AN Acuity Wild O M+W+Ch 61	Ubic Com	Hands 0 Hands 0 0 Hands 0 0 Hands 0 0 Hands 0 0 Hands	Class Natural Class Worn Worn Ha M	Armour Rt Armour Rt Armour Rt Add Add Add Add Meands 0 Meands 1 Sightless St	Draught Animal Size 2 0 tules	Base 50x2	co c
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Si Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL Horn Ho Tramplin Trar COMBAT WEA	ARMOUR I FUTS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt ms g Hooves mple PON OPTIONS	Unit Option Rules Additional; Each Gore of Standard Programme Standard	Armour+ 8 Armour+ 8 5 Charlot gains th Cla Beast Drau 1 1 Weapon+	C+A 58 C+A 66 63 e Skied trait 6 OO ass ast ght Animal 6 Frost Blooc M+W 45 41 M+W	with +Shields Priv Be 3 ; Insensate; It Att Rge 0.5" Att Rge	option 71 71 71 71 71 71 71 71 71 71 71 71 71	AUGHT AN Acuity Wild O M+W+Ch 61	Ubic Corr (Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands 0 Hands	Class Natural Class Worn Worn Ha M Class Natural	Armour Rt Armour Rt Armour Rt Add Add Add O lasss 3 O Weapon R Impact Migl Sightless St Weapon O Replace (Ht	Draught Animal Size 2 0 tules htty Strike; Charge+ trike Diption Rules om Butt); Impact Mighty Si	Base 50x3	co c
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Anima ENGINE Si Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL HOrn Ital Tramplin Trar COMBAT WEA Spiked Cha	ARMOUR I FURS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt mg HOOVES mple PON OPTIONS	Unit Option Rules Additional; Each Gore of Section 1 2 3 4 5 1 2 1 2 1 4 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1	Armour+ 8 Armour+ 8 5 Chariot gains th Cla Beast Drau 1 Uflaged (snow) Weapon+ 8	C+A 58 C+A 66 63 e Skied trait 600 ass ast ast ght Animal 6 Frost Blooc M+W 45 41	with +Shields RACX Priv Be 3 1; Insensate; It Att Rge 0.5"	option 71 71 71 71 71 71 71 71 71 71 71 71 71	AUGHT AN Acuity Wild O M+W+Ch 61	Ubic Com Damage* 1 Damage*	Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands 0 Hands	Class Natural Class Worn Worn Ha M Class Natural Natural Natural Worn	Armour Rt Armour Rt Armour Rt Add Add Add Impact Migl Sightless St Weapon R Replace (Hc Charge+; P	Draught Animal Size 2 0 tules hty Strike; Charge+ trike Deption Rules orn Butt); Impact Mighty Silverce	Base 50x3	constant of the constant of th
HARIOT COMBAT Yoke Sp. CHARIOT Hung ARMOUR Hung Shi Draught Animal ENGINE Si Kindred Fomoraic GOOI Draught Animal RAUGHT ANIMAL HOrn Ho Tramplin Trar COMBAT WEA Spiked Cha	ARMOUR I FURS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt mg HOOVES mple PON OPTIONS IMAL OPTIONS	Unit Option Rules Additional; Each Gore of Standard Programme Standard	Armour+ 8 Armour+ 8 5 Charlot gains th Cla Beast Drau 1 1 Weapon+	C+A 58 C+A 66 63 e Skied trait 6 OO ass ast ght Animal 6 Frost Blooc M+W 45 41 M+W	with +Shields Priv Be 3 ; Insensate; It Att Rge 0.5" Att Rge	option 71 71 71 71 71 71 71 71 71 71 71 71 71	AUGHT AN Acuity Wild O M+W+Ch 61	Ubic Com Damage* 1 1 Damage*	Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands 0 Hands	Class Natural Class Worn Worn Ha M Class Natural Natural Natural Class Worn Class Ardent	Armour Rt Armour Rt Armour Rt Add Add Add O lasss 3 O Weapon R Impact Migl Sightless St Weapon O Replace (Ht	Draught Animal Size 2 0 tules by Strike; Charge+ crike Deption Rules om Butt); Impact Mighty Silverce	Base 50x3	constant of the constant of th
KINDRA ANIMAL FOMOTORIO FOMOTOR	ARMOUR I FURS de OPTIONS ields Shields al Barding Barding OPTIONS kis Realm Cursed Herd RACX Traits & Abilities COMBAT WEAPON Butt mg HOOVES mple PON OPTIONS	Unit Option Rules Additional; Each Gore of Standard Programme Standard	Armour+ 8 Armour+ 8 5 Claim Beast Drau 1 Utflaged (snow) Weapon+ 8 4 Weapon+ 17	C+A 58 C+A 66 63 e Skied trait 6 OO ass ast ght Animal 6 Frost Blooc M+W 45 41 M+W	with +Shields Priv Be 3 ; Insensate; It Att Rge 0.5" Att Rge 0.5"	option 71 71 71 71 71 71 71 71 71 71 71 71 71	AUGHT AN Acuity Wild O M+W+Ch 61	Ubic Com Damage* 1 1 Damage* 1	Hands 0 Hands 0 0 Hands 0 0 Hands 0 Hands 0 Beasts	Class Natural Class Worn Worn Ha M Class Natural Natural Natural Class Worn Class Ardent Oraught Anim	Armour Rt Armour Rt Armour Rt Add Add Add Meapon R Impact Migl Sightless St Weapon O Replace (+) P Mount Rui	Draught Animal Size 2 0 tules by Strike; Charge+ crike Deption Rules om Butt); Impact Mighty Silverce	Base 50x3	

					T		AC	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	Cos	st
Fomoraic	Cursed Herd	Toracx	Bea Ardent		Ве	ast	Fe	ral	Uncor	mmon		0 ass 4	1+/2+/3 Base Size 70x40mm	23	3
TOR	ACX	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	Frost Blood; Insensate; Fearsome	7	2:	1	4	2	3	8	g	•	4	3	23	33	3
Abil	ities	Bulk Charger													
1 2 3 4 5 6 7 8 9		Т	oracx 1 1 2	3 4 5 6 7	8 9				Tora	cx 2 1 2 3	4 5 6 7 8	9			Toracx 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Goring		1 2 3 4 5 6	9	51	0.5"	9	60		2	0	Natural	Impact Strik	ke; Charge+; Pierce		
1 Maulin	g Bite	1 2	8	50	0"				1	0	Natural				
2 Tramplin		1 2 3	4	46	0"				1	0	Natural	Sightless Str	rike		
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
1 Scavenged E	Barding Barding		7	45						0	Worn	Add; Exclud	les (Heavy Barding)		1
2 Beaten Bard	ing Heavy Barding		16	54						0	Worn	Add; Exclud	les (Barding)		1
	FMR-BLR-7900 - Taachka's Sounder														

					G		RAC	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acui	ity	Ubiq	uity		nds	Unit Size	Co	ost
Fomoraic	Cursed Herd	Gooracx	Bea <i>Mou</i>		Ве	ast	Wil	d	Com	mon	_	ass 3	Base Size 60x35mm	9	9
GOOI	RACX	Pace	Sk	ill	Mi	ght	Constit	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
Camouflaged (snow);	Frost Blood; Insensate	8	10	5	3	7	24	1	5	;	3	36	12	2	1
Abil	ities	Bulk Charger; Mount of	Draught Beast	only											
Wound	l Track	1 2 3 4 5													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Horn		1 2 3 4	8	45	0.5"	16	61		1	0	Natural	Impact Migh	nty Strike; Charge+		
2 Tramplin		1 2	4	41	0"				1	0	Natural	Sightless St	rike		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon O	ption Rules		Cost
1 Spiked Cha	mpron Horns	1 2 3 4	17	54	0.5"	34	88		1	0	Worn	Replace (Ho Charge+; P	orn Butt); Impact Mighty St ierce	rike;	5
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
1 Scavenged E	Barding Barding		7	31						0	Worn	Add; Exclud	les (Heavy Barding)		1
² Beaten Bard	ing Heavy Barding		16	40						0	Worn	Add; Exclud	les (Barding)		2
				FMR-	BLR-1201-	700 - Brun	chaath the	Vile on Go	oracx						

	TARVOCX TAR-VOZ													
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 0	Unit Size	Cost
Fomoraic	Cursed Herd	Tarvox	Monstrou Ardent Mou		Ве	east	Fei	ral	Uncor	mmon		ass 8	Base Size 110x60mm	77
TAR	TARVOCX Pace Skill Might Constitution Wounds Fortitude Authority Temper													
	amouflaged (snow); Frost Blood; Gigantic; 7 21 72 77 29 82 38 56													
Abii	Abilities Bulk Charger; Roarer													
Wound	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								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Butt	1 2 3 4 5 6 7 8 9	14	86	2 "	28	114		1	0	Natural	Impact Migh	nty Strike; Charge+	
	g Hooves	1 2 3 4 5	7	79	0 "				1	0	Natural	Sightless St	rike	
ARM	ARMOUR Armour+ C+A Hands Class Armour Rules													
	h Hide		7	84						0	Natural			
	FMR-CHD-8585 - Gunaal													

					T		VO)	X							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uitv	Ubiq	uitv		nds	Unit Size	Cos	it
			Monstrou	ic Boact						,	M	4 ass	1 Base Size		-
Fomoraic C	ursed Herd	Tarvox	Solit		Be	ast	Fe	eral	Ra	re		.1	100mm	26	1
TARVOX	T	Pace	Sk	ill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Camouflaged (snow); Frost Bl Insensate; Tough; Tei		8	2!	5	8	5	8	2	4	5	6	7	46	68	\$
Abilities		Bulk Charger; Roarer													
Wound Track	1	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						
COMBAT WEA	PON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Spiked Clu	ıb	1 2 3 4 5 6 7	16	101	2"				2	1	Borne	Pierce; Vicio	ous Damage		
1 Mighty Ax	е	1 2 3 4 5 6 7	15	100	1"				2	1	Borne	Vicious Dan	nage		
2 Arm Spike	e	1 2 3 4 5	12	97	1"				3	1	Worn	Pierce; Terr	rible Damage		
2 Arm Club)	1 2 3 4 5	17	102	2"				2	1	Worn	Mighty Strik	ke; Vicious Damage		
3 Horn But	t	1 2 3	17	102	0"	34	136		1	0	Worn	Impact Mig	hty Strike; Charge+		
4 Trample		1 2 3 4 5	9	94	# 1"				1	0	Natural	Sightless St	rike; Stomp		
COMBAT WEAPON	OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		Cost
1 Cleaver Cleav	rer	1 2 3 4 5 6 7	16	101	2 "				2	1	Borne	Replace (Sp	oiked Club); Vicious Damage		0
2 War Glaive G	aive	1 2 3 4 5 6 7	15	100	3 "				2	1	Borne	Replace (M	ighty Axe); Vicious Damage		2
ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
Scavenged Ar Light Armour	mour		6	88						0	Worn				
ARMOUR OPTI	ONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
2 Marked Helm	Helmet		4	92						0	Worn	Add			1
				FMR-CHD-	8600 - Gal	agaak; FM	R-CHD-860	00 - Marke	d Galagaak						

FOMORAIC (CONAND) MUSTER version 2.07

	Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT SILVER	Mass	Order
GENERAL:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
HOST'S COMMAND:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
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COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													

FOMORAIC (CONAND) MUSTER WENDLIST Changes to the Fomoraic (Conand) muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The focus range of all sorcerers has been reduced
	Added the krakenax profile along with mustering options
v2.03	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.04	Added the dainöch mount option to Uuroch and the scion of Conand profiles
	Added the krakenax tarn profile and a commander box on the muster chart
	Added the Blinding Ink shot weapon to the krakenax and kraacken
	Added banner bearer unit options to the anglerhook, gillspear, gillrider, sealspear, swordhorn, krakenax and crabspear profiles
	Added herald unit options to the anglerhook, gillspear, gillrider and sealspear profiles
	Added host banner bearer noble options to the anglerhook tarn, gillspear tarn, sealspear tarn and krakenax tarn profiles
	Added host herald noble options to the anglerhook tarn, gillspear tarn and sealspear tarn profiles
	Ensured anglerhooks have the 'Unseeing' trait
	Added the gillspear guutarn and gillspear uutarn profiles, as well as commander boxes on the muster chart
	Rearranged some commanders to allow gillspear guutarn companion warchiefs
	Added corrosion damage to the Salt Stone invocation
	Added further corrosion effects to the Rust invocation
	Added the Trawlings of the Deep artefact list
	Altered the privilege of threshtail and crabspear to Beast
	Added the gillbrack profile to the Warchiefs class; changed the gillbrine to the Warlords class and altered attributes accordingly
v2.06	Clarified the Ancient Terror brand and who takes VALOUR TESTS
	Added the 'tactician' ability to the Uuroch, scion of Conand, gillspear uutarn, gillspear tarn and gillspear guutarn profiles
	Removed the 'Yearless' trait from almost all warriors
	Reduced the cost of noble shot weapon options
v2.07	Removed the 'fearless' trait from the gillrider profile
	Added the 'gigantic' trait to the crabspear tarn and crabspear profiles
	Altered the Spear of Doggard so that no other Scions of Conand may be present in the bearer's host
	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

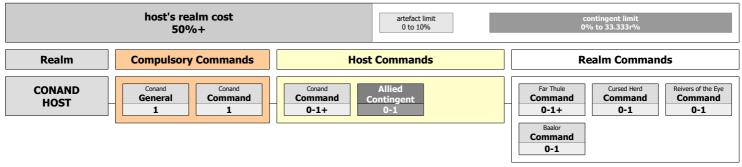
FOMORAIC (CONAND) MUSTERING

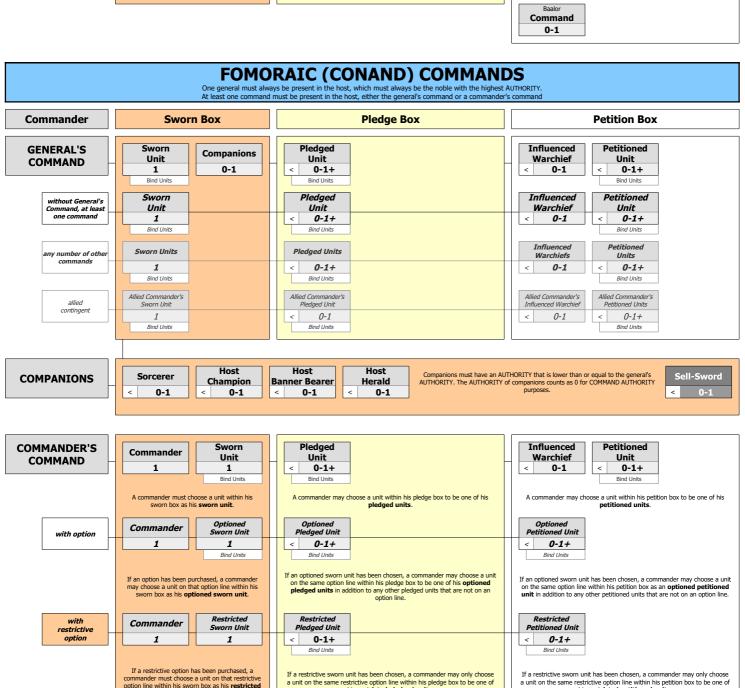
FOMORAIC (CONAND) HOST

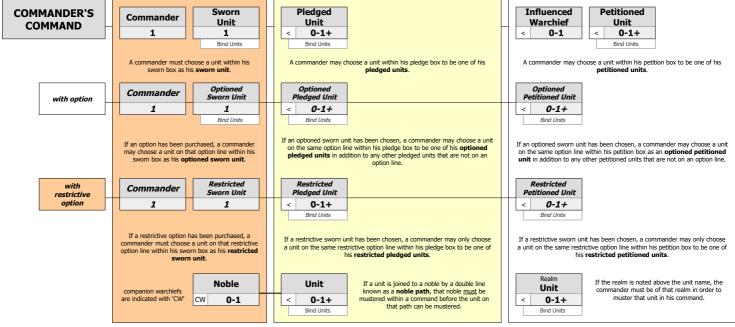
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

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.

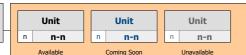
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.







MINIATURE AVAILABILITY



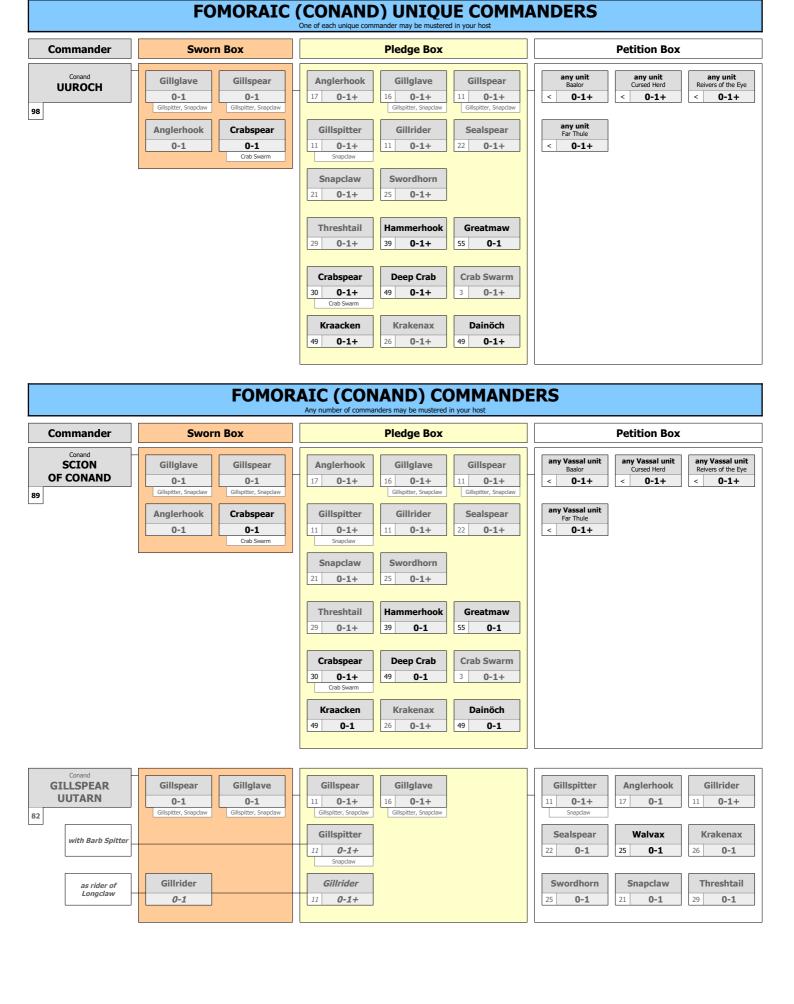
A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.

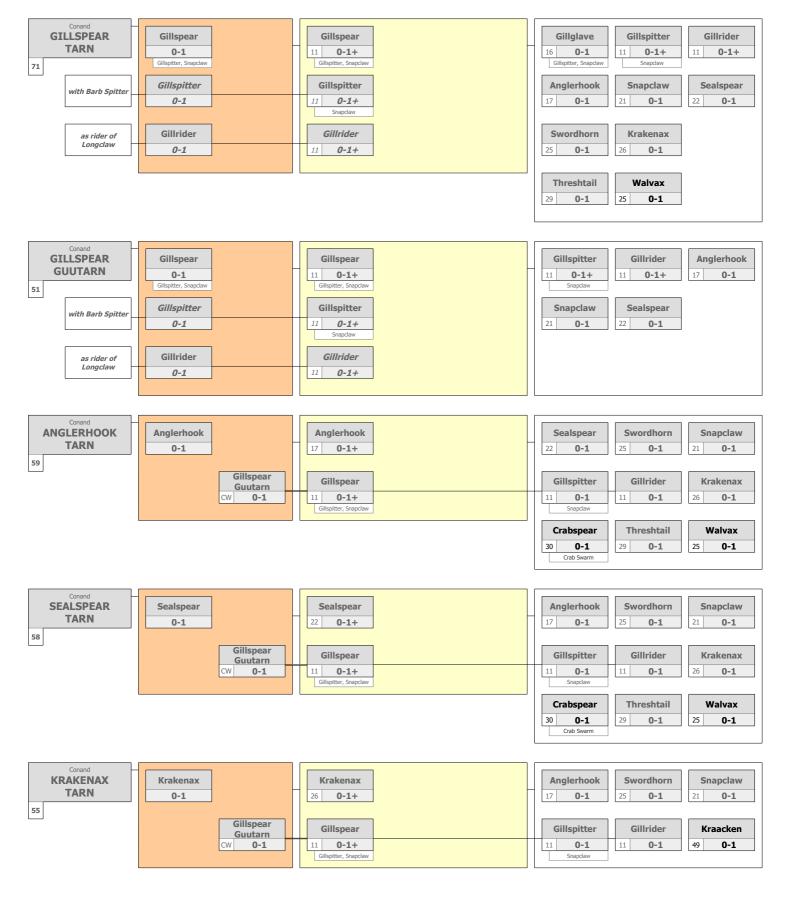
If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.

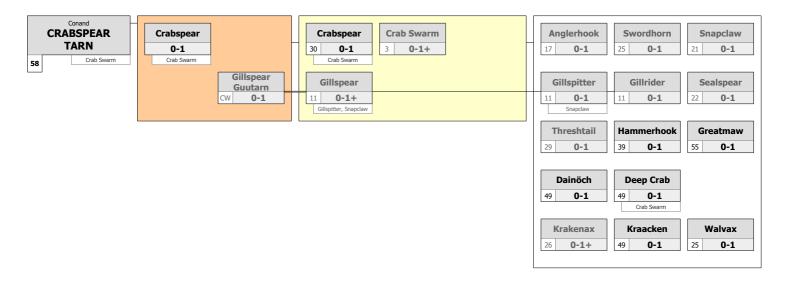
If the text colour is blue, that miniature has a scheduled production date and will be available soon.

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.







FOMORAIC (CONAND) SELL-SWORD COMMANDERS Up to a third of the silver cost of your host may be spent on sell-swords and allies Sell-Swords not listed here may not be Fomoraic Conand generals or commanders

FOMORAIC (CONAND) ALLIES

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



			SPEI			TH		EE	P						
	Sorcerers	of the Fomoraic kindred,	Conand realm may must	er as many in	vocations as	they wish,	host cost pe	ermitting, fro	om the Fomoraic (Conand) Invocation List below.						
	INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost					
1	Griptide Focus	1 2 3 4	is within shallow water. (D10" directly towards the	rip range is D One unit (friend e marked point. ed and removed	10" multiplied or enemy) volume. This is a South as if they w	d by the invol vithin grip rar rcerous Move ere dead . Ar	ked dice if the ge of the ma - a <i>Shift Mo</i> v	irked point - o ve - and it car	nt is within deep water or D5" multiplied by the invoked dice if the marked point called the Engulfed Unit - is caught by a raging torrent of water and is <i>Moved</i> in <i>Move</i> units into impassable terrain. Any warriors that touch impassable terrain omes confused and prone . A friendly Engulfed unit is unaffected, except that	10					
2	Flood Focus	1 2 3	terrain. When placed upon 6" x 6" Flood: place the hour. This represents the Immediate Effect: Any	on units, the Ma e centre of a wa e Flood effect to warrior within es confused . It he Flood after it	ark becomes ater terrain fer terrain, which the Flood what the ESCAPE thas perform	the unit withing ature with the is shallow wanen it is placed its <i>Displaced</i>	n the Flood e e rough dime ter. d must perfo ed, the warri ted Move, it i	ensions of 6" rm a MIGHT or is Displace	d point cannot be within other Flood effect terrain or any other type of effect with the highest TEMPER value. by 6" upon the Marked point, which remains there until the end of the battle TEST called an ESCAPE TEST; if the ESCAPE TEST is failed, the warrior is caught at the edge of the Flood template by the Invoker's player. If any part of the as above.	8					
3	Cold of the Deeps	1 2 3 4 5 6 7 8	32	Constant E. Rules: Once						4					
4	Rust Focus	1 2 3	Rusted warriors. Immediate Effect: The now called the rusted element is totally destroy must be the same class a	nediate Effect: The Marked unit becomes a Rusted unit. One element of each Rusted warrior's equipment - of class Worn or Borne only, chosen by the Invoker and called the rusted equipment - has its attack dice or shoot dice reduced by D5 to a minimum of 1. If the rusted equipment is an armour element, that armour element, that armour element is totally destroyed. This causes D10 wounds per invoked die upon the Rusted unit, distributed randomly amongst the Rusted warriors only. The rusted equipment be the same class and type for Rusted warriors of the same Class and SKILL where possible. Additionally, 2D10 corrosion effect tokens must be attached to the unit, buted randomly amongst its warriors. Entire Mark											
5	Deluge Sight	1 2 3 4 5 6 7 8 9 1 11 12 13 14 15 16	23	s: Entire Mark Immediate Effect: once avoids are completed, as many warriors within the Market State Completed as the complete of the compl											
6	Torrent Sight	1 2 3 4 5	55	0"	8″	40″	60″	1	Immediate Effect: once avoids are completed, as many warriors within the Marked unit as there are invoked dice are Moved D10" directly away from the Invoker and become confused and prone, and flyers are grounded. This is a Sorcerous Move - a shift move - and it can Move units into impassable terrain or of the battlefield. Any warriors that touch impassable terrain are dead. Rules: Ignores Armour; Cold Damage	9					
7	Chill of the Deeps	1 2 3 4 5 6	47	Constant E. Rules: Once					slowed. mour; Mutable	6					
8	Swirlpool Focus	1 2 3	the Swirlpool with the hig 4" Swirlpool Template Immediate Effect: Any caught by the Swirlpool a terrain. If the ESCAPE TE performed its Displaced I Constant Effect: Any w	ghest TEMPER of place the centre warrior within and is dead if the second state of t	value. Hovered tre of the 4" the Swirlpool he Swirlpool he warrior is ed into the Swes within the	ers cannot be Swirlpool Ter I when it is p was placed on Displaced to wirlpool and it Swirlpool mu	affected by t inplate upon to acced must per impletely with the edge of the ist perform a	the Clashing (the Marked p erform a MIG thin water ter the Swirlpool nmobile as a n ESCAPE TE		30					
9	Mist from the Deeps	1 2 3 4 5 6 7 8	39	end of a batt immediately of the Battle	nd slowed a tle hour, the l changes to F Sequence as	s well as Sigl Marked unit g og until the o normal.	ains one colo end of the cu	intil the Mist f d effect token rrent battle h	the Marked unit per invoke die. Additionally, each Marked warrior becomes from the Deeps dissipates. If the Mist from the Deeps is not dissipated at the per warrior within the unit. Additionally, the battle's current weather our, at which point it may change during the The Changing Weather subsection mour; Unstable	6					
10	Harpoon Sight	1 2 3 4 5 6 7 8 9 1	62	0"	6"	48"	60"	2	Pierce; Cold Damage	6					
11	Drown Focus	1 2 3 4 5 6 7 8		h Different Mar that Different N	k within the Nark suffers 1	Marked unit (L wound per i	that is within nvoked die. I	total focus ra	ne Living trait. ange) must take a CONSTITUTION TEST, in this case a DROWN TEST . If the I TEST is failed, that Different Mark suffers D10 wounds per invoked die. After	16					
12	Shelled Focus	1 2 3 4	Continuous Effect: The skin providing 1D10 Arm Rules: Once per Mark; E	our+ per invoke	ed die as wel	nelled unit. I I as gaining t	Each Marked ne Loathso n	warrior within	n the Shelled unit (a Shelled warrior) gains a natural armour element of the type	9					
13	Call of Conand Focus	1 2 3 4	it becomes so a compuls unit is already within wat The Marked unit must en trait, it is immediately de any enemy unit's attack i having activated that hou	Immediate Effect: the Marked unit immediately becomes active and performs a Run action (regardless of its current vigour) - which can be an Engagement action, and if the becomes so a compulsory Attack action must be performed afterward - towards any water terrain feature on the battlefield, chosen by the Invoker's player. If the Marked init is already within water terrain there is no effect. However, instead of Running at twice its warriors' PACE, the Marked unit Ground Moves up to its PACE plus 2D10". The Marked unit must enter the water terrain if it has moved far enough. If this is an impassable water terrain feature and the Marked unit does not have the 'amphibious' rait, it is immediately dead. Marked units that are engaged with or beset by an enemy unit will not suffer at Attack reactions as a result of Running out of or through my enemy unit's attack range. Once the Run action has been resolved, the Marked unit immediately reverts to its previous vigour state. The Marked unit does not count as avaing activated that hour, if it has not activated already. Rules: Once per Mark; Entire Mark											
14	Salt Stone Sight	1 2 3 4 5 6 7 8	73	0"	6"	36"	48"	1	Ignores Armour; Corrosion Damage	6					
15	Brine Blood Focus	1 2 3	Immediate Effect: The but immediately suffers I Rules: Once per Mark; E	D5 WOUNDS, d				I so may activ	vate twice in the current hour, and all of its equipment counts as being unused),	25					

TRAWLINGS OF THE DEEP

Up to 10% of a Fomoraic (Conand) host's cost may be spent on Trawlings of the Deep.

Fomoraic (Conand) 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.

OMBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules		Cost
	+ 1 2 3	13	+13	1.5"			1	1	Borne	Add or Replace; Parry;		46.
Salt Blade	+ 1 2	26	+26	1.5"			2	2	Borne	Corrosion Damage	Foot only	16+
Sorcerous Sword 1 Encrusted death										er, of the enemy warrior suffer auses terrible damage against		enemy
Rusted Anchor Sorcerous Anchor	+ 1 2	25	+25	2"			2	1	Borne	Add or Replace; Pierce; Ho	ok; Vicious Damage	9+1
Of the wrecks	Entangler: one comba	at weapon per fa	ated strike ca	used by the F	Rusted Ancho	r is negated until the	end of the Combat	action.				
Crookspear	+ 1 2 3 4 5	13	+13	1.5"			1	1	Borne	Add or Replace; Hook;		6+
Sorcerous Spear 3	+ 1 2 3 4	26	+26	1.5"			2	2	Borne	Pierce; Corrosion Damage	Foot only	0+1
Twisted and turned	Bent but True: Enem	y warriors parry	the Crooksp	ear with a +1	modifier.							
	+ 1 2 3	16	+16	2"			1	1	Borne	Add or Replace; Pierce; Cold Damage; Vicious		9+
Narwuud Spear Sorcerous Spear	+ 1 2	32	+32	2"			2	2	Borne	Damage Vicious	Foot only	94
Threat of the one-horn	Neutraliser: the bear For the Mighty: Only											
Tarnbill Sorcerous Spear 5	+ 1 2 3	12	+12	1.5"			2	1	Borne	Replace; Hook; Foot only;	Corrosion Damage	5+
Tamished but mighty	Corroder: Each warrio	or that suffers a	fated strike o	caused by the	Tarnbill imm	ediately gains D10 co	orrosion effect token	ıs.				
Crusted Hook Sorcerous Glaive 6	+ 1 2 3	18	+18	1"			3	2	Borne	Replace; Hook; Corrosion Damage	amage; Vicious	12+
Flakes of immersion	From the deeps: the	bearer of the Cr	usted Hook	gains +2D10 :	SKILL, rolled	for in the battle rolls	step of the Joining	Battle Sequer	nce.			
	+ 1 2	13	+13	2"			2	1	Borne	Replace; Hook; Vicious		13+
Spear of Doggard Sorcerous Spear 7	+ 1	26	+26	2"			3	2	Borne	Damage	Foot only	13+
Seneschal of the Deep	Conand watches: The Scion of Conand only									ner Scion of Conand may be p	resent in the bearer's h	ost.
Mizzlespear	+ 1 2	12	+12	1.5"			1	1	Borne	Add or Replace; Hook;		6+
Sorcerous Spear 8	+ 1	24	+24	1.5"			2	2	Borne	Cold Damage	oot only	0+
The fog of death	Dimmed: The bearer	of the Mizzlespe	ar is seen 6"	and enemy w	arriors suffer	a -3 strike, shoot ar	nd sight invoke modi	fier.				
Abyssal Spear Sorcerous Spear	+ 1 2	12	+12	2"			3	2	Borne	Replace; Hook; Pierce; Ter	rible Damage	14+
From the deeps it came	Scion of Conand onl	y: Only a Scion	of Conand m	ay bear the A	byssal Spear,	which replaces the I	Hook Spear combat	and shot wea	apons.			
	+ 1 2 3	16	+16	2"			2	2	Borne	Add or Replace; Ignores Ar	mour	9+
Sorcerous Glaive 10 Slicer	Sharp: The Chitin Glav	e negates enem	ny armour ele	ements, includ	ling natural o	ines.						

SHOT WEAPON ARTEFACT	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules	Cost
Petrifying Ink	1 2	5	+5			4"		1	0	Natural	Add; Combat Shot Weapon; Spray; 4" Ink Spray Template; Petrification Damage; Blind	12+M
The ink of the deeps	Scion only: the Petri	fying Ink shot we	eapon artefa	ct may only be	mustered by	Scions of Co	nand or Krake	enax Tarns.				
Spear of Muulul Sorcerous Spear	+ 1 2	12	+12	0"	6"	30"	40"	2	1	Borne	Add or Replace; Impetus Shot; Pierce; Vicious Damage	8+M
Barb of the Shining One	Returner: the Spear	of Muulul, when	thrown, imm	ediately retur	ns to the bea	rer.						
Driftspears Sorcerous Spears	+ 1 2	14	+14	0"	3″	15"	18"	1	1	Borne	1 2 3 Add or Replace; Foot only; Move and Shoot; Shots (3); Impetus Shot; Pierce	7+M
Blood of the drowned	Drowner: A fated sh	ot caused by the	Driftspears v	vill, if the victi	m does not h	ave the 'amp	hibious' trait,	cause him to	become enta	ngled until th	he end of the current battle hour.	
Jetsam Harpoon	+ 1 2 3 4	19	+19	0"	6"	30"	40"	2	1	Borne	Add; Shoot and Drag; Pierce	5+M
Sorcerous Harpoon Whale-killer	Weakener: Warriors	entangled by the	Jestam Har	poon are drag	ged a further	D10" toward	s the bearer.					
Spine Spitter	+ 1 2	0	42	0"	3"	18"	36"	2	1	Borne	Add; Pierce; Ignores Armour; Venom Damage	8+M
Barb Parb Needle sharp	Gleeful: if the bearer	causes a fated s	hot with the	Spine Spitter,	he immediat	ely becomes	exulted.					
Rusted Spears Sorcerous Spears 6	+ 1 2	9	+9	0"	3"	18"	21"	2	1	Borne	1 2 3 Replace; Foot only; Shots (3); Impetus Shot; Pierce; Corrosion Damage	7+M
Corroded but true	Flakes of Rust: for e	each fated shot fr	om the Rust	ed Spears, +D	5 corrosion e	ffect tokens	are randomly	added to the	warriors in th	ne unit.		
Quill Spitter	+ 1 2 3 4 5 6	0	36	0"	3″	15"	36"	1	0	Natural	Add; Pierce; Venom Damage	5+M
Barb / Thorned death	Many-barbed: Shots	with the Quill Sp	oitter are eas	y shots within	effective ran	ge.						
Ring Spitter	+ 1 2 3 4	6	+6	0"	0"	12"	15"	1	1	Natural	Add; Move and Shoot; Venom Damage; Immobilise	12+M
Barb Rings of Death	Splatter: for each fat	ted shot from the	Stingspit, +	D5 venom eff	ect tokens are	e randomly a	dded to the w	arriors in the	unit.			
	+ 1 2	11	+11	0"	3"	9″	12"	1	1	Borne	1 Add; Shots (1)	14+M
Brinespear Throwing Spear The water in the earth	0-9 for shoot value pu wellspring's CONSTITU	urposes. Should t UTION is 50 and	he bearer ca its terrain de	use any kind o ensity is 1. Any	of shot die, a warriors with	pond shallow hin the wellsp	v water featur oring's area an	e (called the be e <i>Displaced</i> b	wellspring) y it, unless th	of 4" x 4" siz ney have the	in maximum range; the SKILL of the wellspring point co ze immediately appears upon the wellspring point. The 'amphibious' ability. The wellspring, if part of it touches s to a deep water feature.	
Saltspear	+ 1 2 3	12	+12	0"	3″	15"	18"	1	1	Borne	Add or Replace; Move and Shoot; Impetus Shot; Pierce; Corrosion Damage	8+M
Sorcerous Spear 10 Hear the braying of the herds		ed shot caused by	the Saltspe	ar will immedia	ately destroy	one armour	element (exce				rer, of the enemy warrior suffering that fated shot. If the auses terrible damage against automata.	e enemy

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1 Cold 1 Weapon Coating	Rules: Add; Cold Damage; Mundane Artefact	Borne	1
1 Rust 2 Weapon Coating	Rules: Add; Corrosion Damage; Mundane Artefact	Borne	1
Brine Weapon Coating	Salty: Brine may be borne upon the weapons of warriors of the privilege noble, vassal or beast and upon any type of weapon, not just borne weapons. Rules: Add; Corrosion Damage; Mundane Artefact	Borne	1
Bluering Glaze Weapon Coating	Rules: Add; Petrification Damage	Borne	1
Spinedrip Weapon Coating	Rules: Add; Venom Damage	Borne	1

ARMOUR ARTEFACT	1	Armour+	C+A		Hands	Class	Armour Artefact Rules	Cost
Anglerhelm	1	8	+8		0	Worn	Add or Replace	6+M
Sorcerous Helmet The deep horror	Awful visage: The wearer	r gains the '	terrifying' and	d 'loathsome' traits. If any warrior fails their VALOUR TEST against	the wearer, t	hey must imr	mediately perform a <i>Flee reaction</i> .	
Limpet Plate		18	+18		0	Worn	Add or Replace (Light Armour); Ignores Weapons	10+M
Sorcerous Heavy Armour Hard shelled	Tough Nut to Crack: If an prone under any circumstar		arrior rolls a f	ated miss against the wearer of Limpet Plate, that enemy warrior t	urns all of his	even strike o	dice into miss dice. Additionally, the wearer cannot be	ecome
Scallop Shield	3	16	+16		1	Borne	Replace; Quick Parry; Thwart	9+M
Shield <i>Growth unbound</i>	Huge shield: the Scallop S	Shield gives	the bearer a	n additional -1 parry modifier.				
Encrusted Skin	4	9	+9		0	Natural	Add; Mundane Artefact	1+M
Skin <i>Barnacled</i>	Knobbly: The bearer gains	s the 'tough	′ rule.					
Conch Plate		10	+10		0	Worn	Add or Replace	9+M
Light Armour Sharpened spikes	Spiked: the bearer of the 0	Conch Plate	causes +D5	impact strikes. Additionally, attacking the wearer is a difficult strike	for enemy w	arriors.		
Mark of Conand		5	+5		0	Worn	Add; Mundane Artefact	1+M
Sorcerous Armour Emblem The ruler of the deep	Penetrating: Enemies par	rrying strike	s from the be	arer of the Mark of Conand do so with a +1 parry modifier.				
Rusted Flotsam	7	12	+12		0	Worn	Add or Replace; Thwart	7+M
Sorcerous Light Armour Rusted coldness	Ruster: If the wearer rolls	a fated par	ry while wear	ring the Rusted Flotsam, the enemy warrior whose strike was parrie	ed suffers D10	0 corrosion d	amage.	
Stone Coral Shield		19	+19		1	Borne	Add or Replace; Parry	4+M
Sorcerous Shield Impervious	Shivering Stone: The bea	arer of the S	Stone Coral SI	hield gains the 'camouflaged (all terrain)' trait. Additionally, the Sto	ne Coral Shie	ld can never	be negated nor destroyed.	
Cráncak Plate	0	30	+30		0	Worn	Replace (Light Armour); Thwart	10+M
Sorcerous Heavy Armour Of encrusted crab	Hard to Kill: enemies have	e a +1 strik	e, shot and s	ight invoke modifier against the wearer of the Cráncak Plate.				
Wrapnets	10	7	+7		0	Worn	Add	12+M
Arm Greaves Wrappings of the catcher	Catching: A warrior wearing	ng Wrapnet	s forces enen	ny warriors to re-roll strike dice, including fated strike dice, after th	ey have perfo	rmed any mi	iss dice re-rolls.	

BANNER ARTEFACT	Banner Artefact Rules	Cost
Crooked Fin Sorcerous Fin	Tough to Break: The bearer, and any unit he has Joined, modifies any FORTITUDE TEST it is required to make by -3D10. Perform this roll immediately before the FORTITUDE TEST is made. Gillspear only: the Crooked Fin may only be borne by a warrior of the Kin 'Gillspear'.	6+M
1 Abyssal Shade Sorcerous Skin	The might of the sea: The combat mass of the bearer, and any unit he has <i>Joined</i> , is increased by +2D10.	5+M
Sign of Conand Sorcerous Emblem	Favourite of Conand: enemies parrying strikes form the bearer of the Sign of Conand (and any unit he has <i>Joined</i>) do so with a +1 parry modifier. Host Banner Bearer only: only a host banner bearer may bear the Sign of Conand.	7+M
1 Tideskin Sorcerous Skin	Shrouded in mist: The bearer, and any unit he has Joined, are difficult strikes, difficult shots and difficult sight invokes, as long as they are within 12" of a water feature.	13+M
Alluring Esca Sorcerous Lure	Death Lure: At the beginning of his activation, the bearer of the Radiant Esca may select one unbroken Feral or Wild enemy unit on the battefield that can see him or the unit he has Joined. In the next activation, that Frenzied enemy unit must perform a Move action (which can be an Engagement action) towards the bearer. Anglerhook only: Radiant Esca may only be borne by a warrior of the Kin Yanglerhook.	12+M
Striated Bands Skin	6 Ancient warrior: The bearer, and any unit he has <i>Joined</i> , gain the 'Fearless' trait. 6 Gillspear only: Striated Bands may only be borne by a warrior of the Kin 'Gillspear'.	2+M
Doggard Mottling Sorcerous Skin	Stoic: The bearer, and any unit he has <i>Joined</i> , gain the 'stubborn' and 'tough' traits.	3+M
Above-Skulls Sorcerous Trophy Rack	8 Skulltakers: The bearer of the Above-Skulls, as well as any unit he has <i>Joined</i> , has a -1 strike modifier against enemy warriors of the kin 'Man'.	5+M
1 Mark of the Ancient Ones Sorcerous Emblem	Prehistoric warrior: The bearer gains the 'Fearless' trait. Additionally, the bearer and any unit he has <i>Joined</i> gain +2D10 TEMPER. Host Banner Bearer only: only a host banner bearer may bear the Mark of the Ancient Ones. Rules: Jealous Artefact	16+M
Brinecrust Sorcerous Skin	Saltwater Sting: The bearer, and any unit he has Joined, gain corrosion damage (+1) on their primary combat weapons.	8+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
Silted Chime Sorcerous Instrument	Mud and Sea: If the bearer successfully <i>Inspires</i> a unit with the Silted Chime instrument it immediately dissipates any continuous effect tokens upon that unit. The Silted Chime's host instrument 1 range is 12". Gillspear only: the Silted Chime may only be borne by a warrior of the Kin 'Gillspear'.	11+M
Baleen Drum Sorcerous Instrument	Shark-call: One friendly unit of the kin 'Threshtail', 'Hammerhook' or 'Greatmaw' that is <i>Inspired</i> by the Baleen Drum may immediately perform an <i>embedded Run action</i> (which can be an 2 <i>Engagement action</i>) if they are lively or alert, but instead of <i>Running</i> at twice their PACE, their RUN MOVE is 2D10". Once this <i>Run action</i> is resolved, the unit reverts to its previous vigour state. Host herald only: only host heralds may bear this instrument.	14+M
1 Whale Wail Tune	The soothing waters: units Inspired by a herald performing the Whale Wail tune cannot become defeated units in the current battle hour. Host herald only: only host heralds may bear this instrument.	7
Spiral Shell Sorcerous Instrument	The Call of the Waves: One Living enemy unit that fails a DREAD TEST caused by the bearer's Daunt action must immediately perform a Walk action (which cannot be an Engagement action) awards the bearer or towards any water feature on the battlefield, but after this Run action is completed, that enemy unit becomes shaken and confused as well as weary. Instrument Range: The host instrument range of the Spiral Shell is 24". Host herald only: only host heralds may bear this instrument.	9+M
1 Wrecker's Bell Sorcerous Instrument	The Doom of the Above: Living enemy units that fail a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction. Gillspear only: the Wrecker's Bell may only be borne by a warrior of the Kin 'Gillspear'.	5+M
Call of Conand	6 He Awakes: When this tune is played, one unit that is currently under SCOUT orders may immediately Emerge from terrain and perform an Ambush action with a -5D10 AMBUSH TEST modifier. Host herald only: only host heralds may play this tune.	12
Bell of the Deep Sorcerous Instrument	Herald of the Sea: a successful <i>Inspire action</i> performed by a herald bearing the Bell of the Deep immediately changes the current weather to Fog, as long as there is a water feature on the battlefield.	8+M
Brined Gong Sorcerous Instrument	Rust Awaits: enemy units that fail a DREAD TEST caused by the bearer's Daunt action immediately suffer D5 corrosion damage, distributed randomly amongst its members, and D10 corrosion 8 effect tokens. Gillspear only: the Brined Gong may only be borne by a warrior of the Kin 'Gillspear'.	9+M
Bark Instrument	g Exultation: If the bearer successfully Inspires his own unit with the Bark instrument it immediately becomes exulted. Rules: Mundane artefact. Bark may be mustered by any sealspear herald.	1+M
Shell-Shock Tune	Shield-bearers only: The bearer's INSPIRE TEST is modified by -1 for each warrior within his unit also bearing a shield (including the herald himself). 10 Clunk of Shields: warriors that are Inspired by a herald performing Shell-Shock become exulted, but enemy warriors within 12" of the bearer become confused and slowed. Rules: Wundane artefact. Shell-Shock may be mustered by any herald that bears an armour element of the type Shield.	5

TALISMAN ARTEFACT	Talisman Artefact Rules	Class	Cost
Black Wrack Sorcerous Belt-Hung Food	Earther: the bearer may eat the Black Wrack at any point in his activation or reactivation. When eaten, the bearer gains +2D5 earth dice, recorded to the right. Once these searth dice are used, they are not reinstated. Rules: Add; Earther only; One Use Only	Borne	8+M
Mawtooth Sorcerous Pendant	Tooth of the Great One: the wearer gains the 'tough' and 'terrifying' traits as well as +2D10 MIGHT and +2D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add	Worn	6+M
Krake Eye Sorcerous Pendant	Eye of Squid: each enemy warrior Attacking the wearer of the Krake Eye must perform a FORTITUDE TEST in order to do so (separately from any other members of his unit). If this FORTITUDE TEST is failed, the enemy warrior that failed it must Attack another warrior. If this is not possible, the enemy warrior cannot Attack at all and cannot add his mass to his unit's combat mass at the end of the Combat action. Rules: Add or Replace	Worn	3+M
Frayed Halliard Sorcerous Belt	Frayer: Enemy warriors must re-roll all strike, shot and invoked dice from Attacks, Shots and Invokes against the wearer of the Frayed Halliard. The second roll is binding, and can cause fated miss, fated fallen and fated fumbled dice. Rules: Add	Worn	16+M
Shucked Scales Sorcerous Belt-Hung Pouch	Shucked off: The bearer gains D5 Shucked Scales, rolled for in the battle rolls step of the Joining Battle Sequence. At any point in his activation or reactivation the bearer may eat one Shucked Scale from those remaining to perform a Dissipate action, using his own TEMPER for this purpose and a dissipate range of 3D10". If he is within a vater feature, the bearer gains a -5D10 DISSIPATE TEST modifier. Rules: Add or Replace	Borne	5+M
Moonstone Sorcerous Pendant	Tidebringer: the wearer of the Moonstone, if he is within 12" of a water feature, gains +D5 earth dice. Rules: Add or Replace	Worn	10+M
Barnacled Skin ₇	Hardened: The bearer gains the 'tough' rule and adds +2D10 Armour+ to any armour element of the type 'Skin', rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add	Natural	4+M
Vial of the Sea Sorcerous Pendant 8	Saltwater Within: The Vial of the Sea gives the wearer D5 channel dice with a channel range of 3D10", rolled for in the battle rolls step of the Joining Battle Sequence. Divine Retribution: The wearer may Channel enemy invocations as retribution, but only if the wearer is within a water feature. 1 2 3 4 5 Rules: Add or Replace	Worn	5+M
Sunfin Shroud Sorcerous Cloak	Befogged: The wearer is seen 4" while he wears the Sunfin Shroud, as long as he is within 12" of a water feature. Rules: Add	Worn	4+M
Doggard Soil Sorcerous Belt-Hung Pouch	The soil below: At any point in the bearer's activation or reactivation, Doggard Soil may be thrown upon a point up to 6" from the bearer (called the doggard point) but within his sight arc. One enemy warrior whose base lies upon the doggard point immediately becomes entangled. That warrior performs all DISENTANGLE TESTS while his base is upon the doggard point with their SKILL, not their MIGHT. Rules: Add; One Use Only	Borne	9+M

ENCHANTED ARTEFACT	Enchanted Artefact Rules	Class	Cost
Flotsam Bottles 1 Sorcerous Belt-Hung Bottles 1	Shipwrecked: the bearer gains D5 flotsam bottles, rolled for in the battle rolls step of the Joining Battle Sequence. Lucky Dip: at any point in his activation or reactivation the bearer may drink from one flotsam bottle (which is then discarded). Should he do so, he must roll a D10 and apply the result. 0: The bottle contains water; nothing happens. 1:3: The bearer gains +D5 WOUNDS, which cannot take his WOUNDS above its basic value. 4:6: The bearer gains +2D10 MIGHT for the remainder of the battle. 7:8: The bearer gains the reariess' trait and exulted. 9: The bearer gains +2D10 SKILL until the end of the battle hour. Rules: Add Rules	Borne	7+M
Coral Staff Sorcerous Staff	Sorcerous Sea: The Coral Staff increases the TEMPER of the bearer by +2D10, rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, the bearer always counts as being within a water feature. Rules: Add or Replace; Sorcerer Only	Borne	15+M
Sodden Stone Sorcerous Pendant	Sea-infused: the bearer gains the Deluge invocation, which counts as a slaved invocation and so does not add to the wearer's animus. The wearer uses his own TEMPER for the purposes of Invoking, but he may only use the Sodden Stone whilst within a water feature. Rules: Add	Worn	7+M
1 Idol of Conand 4 Sorcerous Pendant	Compel (command action): the bearer may throw the Idol of Conand to a point within 6" of the sight arc of his base that is within a shore water feature (either a beach shore or rocky shore), called the compel point, whereupon warriors of the Conand realm are bound to rise from the waves. Compelled of Conand: The bearer does not know what kind of warrior the Idol of Conand will compel and so after he has declared the compel point he must roll a D100, called the conand roll. The following Compelled warrior(s) will appear over the course of the battle dependent upon the result of the conand roll and then the compel roll. 0.09: DS Crab Swarms; 10-29: 2D10 Gillspears; 30-39: D10 Gillspitters; 40-49: DS Anglethooks; 50-59: D5 Sealspears; 60-60: DS Swordhoors; 50-59: D5 Krakenax; 70-79: 2 Threshtalis; 80-89: 2 Crabspears; 90-99: 1 Hammerhook; 95-99: 1 Deep Crab; 99: 1 Greatmaw. The amount of warriors may exceed the maximum size of a unit of their profile. Compel Roll: This compelled warrior link profile warrior speed warrior will not papear on the compel point upon the roll of a 9 or above a D10, called the compel roll. This must be rolled for immediately and then after every activation is resolved over the course of the battle until the Compelled warrior appears. The call roll result required for the Compelled warrior to appear decreases by 1 until the Compelled warrior speeps. Placing the Compelled warrior: Place the exact centre of one Compelled warrior's base as close as possible to the compel point and still within the water feature; any warriors that lie under this base must be Displaced the minimum distance so that they lie outside of the footprint of the Compelled warrior's base immediately. Further warriors within the Compelled warrior sunt are placed as close as possible to him and within the water feature. If the bearer's player does not have all of the appropriate Compelled warriors within the Compelled warrior's base the standard equipment of their profile and options cannot be chosen for them. The Comp	Borne	38+M
Dawn Crystal Sorcerous Pendant	Fog banks: The Dawn Crystal can be broken at any point in the bearer's activation or reactivation. When it is broken, each water feature on the battlefield generates a bank of fog that cannot be seen through by warriors that do not have the 'Unseeing' trait (or are night sighted). Warriors within water features are seen 4". This fog dissipates at the end of the current battle hour. Rules: Add; One Use Only	Natural	7+M
1 Tentacular Serf Sorcerous Familiar 6	Mollusc Familiar: The bearer of the Tentacular Serf gains +2 Hands. Rules: Add	Borne	4+M
Cuttlecloak Sorcerous Cloak	Chameleonic: If there are three or more water features on the battlefield, the wearer's host may place up to half of his host (in terms of its cost) under SCOUT orders. These units must have the 'Amphibious' ability and cannot be allies. The general himself may place himself under SCOUT orders in this way. Additionally, the bearer is seen 6" while he wears the Cuttlecloak. Rules: Add; General only	Worn	14+M
1 Entropic Quartz Sorcerous Brooch	Dripping in Entropy: The bearer of the Entropic Quartz gains +1 animus, but fumbles on the roll of a 1 or 0, not just a 0. Rules: Add; Sorcerer only	Worn	18+M
Rusted Hoops Sorcerous Vambraces	Time Cannot Wait: D5 corrosion effect tokens are attached to any enemy unit within 6" of the wearer of the Rusted Hoops the first time the wearer comes within 6" of a unit and then, if that enemy unit is still within 6", at the end of each activation afterwards, immediately before continuous effects are Quelled.	Natural	2+M
Green Pearl Sorcerous Pendant	Attack from the sea: After both players' kindred terrain is placed, the wearer of the Green Pearl may place another water feature, but this must be swapped with a terrain feature that is already on the battlefield and that is within the wearer's player's half. Rules: Add; Jealous artefact	Worn	17+M

BRAND ARTEFACT	Artefact Rules	Class	Cost
Conand's Mark Brand	Favoured: enemies parrying strikes from the bearer of Conand's Mark do so with a +1 parry modifier. Rules: Mundane Artefact	Natural	2+UM
Above-Scars 2 Brand	Experienced: The bearer gains +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence.	Natural	3+UM
Brinecrest Sorcerous Skin	Salty Skin: if the bearer rolls a fated parry, the enemy warrior whose strike was parried suffers D5 corrosion effect tokens.	Natural	1+UM
Disturbing Hue Sorcerous Skin	Freaky: Living enemies (that do not have the 'Unseeing' trait) Attacking, Shooting or Sight Invoking against the bearer of the Disturbing Hue brand do so with a +2 strike, +1 shoot and +1 sight invoke modifier.	Natural	4+UM
1 Leviathan 5 Body	Ancient Predator: The bearer gains +2D10 WOUNDS, rolled for in the battle rolls step of the Joining Battle Sequence.	Natural	2+UM
Limpet Crust 6	Hardened: the bearers of Limpet Crust gain the 'Ignores Weapons' and 'Thwart' (including against spray and throw weapons) rules, as well as +2D10 Armour+ on their Natural armour element (rulled for in the battle rolls step of the Johining Battle Sequence). Crabs only: Only Crabspears and Deep Crabs may bear this brand. Mundane artefact	Natural	1+UM
Brand of Doggard Sorcerous Brand	Mizzled: the bearer is difficultly seen 6" - meaning, warriors within 6" of the bearer see him normally. Rules: Mundane artefact	Natural	1+UM
Ancient Terror Brand 8	Horror from the Depths: The bearer gains the 'Terrifying' trait (if it did not have it already). All units (including Terrifying, Fearless and Frenzied units) must perform VALOUR TESTS against the bearer of this brand, with all enemy leaders performing VALOUR TESTS using their own FORTITUDE; and this cannot be re-rolled by any means. If a VALOUR TEST caused by the bearer is failed, the enemy leader (as well as his unit) that failed the test must perform a Flee reaction.	Natural	6+UM
Blueringed 9	Venomous: The bearer gains petrification damage (+1) on all of their combat weapons of the type 'Natural'. This includes bulk impact strikes. Kraken only: Only Krakenax and Kraacken may bear this brand.	Natural	3+UM
1 Wrackscale 10 Skin	Living armour: The bearer gains a -1 parry, evade and sight avoid modifier.	Natural	2+UM

					U	UR.	OC	Н											
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	juity		nds 2		t Size	Co	ost			
Fomoraic	Conand	Scion of Conand	War	lord	No	ble	FI	ite	Unique +			ass	Base	Size	2/	45			
		_								re	F 4	6		mm					
	te; Loathsome; Tough;	Pace	Sk			ght		itution		ınds		itude		ority		nper			
Fearless;	Terrifying	6	8			8		4	3		_	97	9	98		6			
	lities	Amphibious; Augurer; E						ells of the De	eep] (3); Tacti	ician; Overlor	rd				Focus Ra				
	d Track	1 2 3 4 5 6 7 8 9 1						l				1		Е	arth Dice: 1	2 3 4			
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules						
Spear of t	the Deeps	1 2 3 4 5 6 7 8 9	13	81	2 "				2	1	Borne	Grab; Pierce	; Vicious Da	mage; Cold Da	amage				
Sorcero	us Spear	Deepening Cold: any	strike rolls of 8	or 9 caused	by the Spear	of the Deeps	to any warrio	r without the	Frost Blood to	ait gives two	cold effect t	okens instead	of one.						
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	Shot Weapon Rules						
Spear of t	the Deeps	1 2 3 4 5 6 7 8 9	13	81	0"	6"	30"	40"	2	1	Borne	Impetus Sho Damage	; Shoot and D)rag; Col					
Sorcero	us Spear	Deepening Cold: any	shot rolls of 8 c	or 9 caused b	by the Spear o	f the Deeps t	o any warrior	without the f	Frost Blood tra	it gives two	cold effect to	kens instead o	f one.						
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les						
	K Hide		9	73						0	Natural								
	Armour Armour		7	80						0	Worn								
Shield of	the Deeps		13	93						1	Borne	Parry							
Sorcero	us Shield	Aura of Cold: the Shiel	d of the Deeps	gives Uuroo	ch the Quick P	arry rule agai	nst any shots	from Shoot a	actions or Invo	ke actions.		<u>'</u>							
ARTE	FACTS	Tear Dice	Artefact F	Rules															
	of Tears us Potion	1 2 3 4 5 6 7 8 9 1	tear dice) s Drinker of	stored within Tears: Uuro	the bottles a och may consu	round his wai	st when the b ee tears durin	attle begins. g any of his i	This should be	marked on to before any i	the Artefact I invoke dice a	roll, the result ine to the left. re rolled, thus			`				
WARRIO	R RULES	Rules																	
	arvester of the Dead	Harvester: Uuroch mar weapon. If Uuroch succi no tears are harvested.																	
	erboy is Earth	Earth and Water: Uur	och's Earth Dio	e are 6 wher	n he is within	any kind of w	ater terrain fe	ature, and 2	when not.										
	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos			
Dainöch	Ardent Mount	May ride a Dainöch											17	18	111	24			

			9	SCI	ON		F COH-nand		NE)								
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubic	quity		nds 2	Unit	t Size	Co	ost		
Fomoraic	Conand	Scion of Conand	War	lord	No	ble	EI	ite	Ra	are		ass		e Size	18	84		
SCION OF	CONAND	Pace	Sk	ill	Mic	aht	Consti	tution	Wou	Wounds Fortitude		Ū		nority	Ten	nper		
Frost Blood; Insensate	e; Loathsome; Tough;	6	7			3	5			8		4		39	8			
	Terrifying lities	Amphibious; Augurer; E	_						_			· •			_	ange: 16"		
Wound	d Track	1 2 3 4 5 6 7 8 9 1							73 ()/	,,,,,,,					Earth Dice:	1 2 3 4		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ri	ules					
Hook Spi	Spear ear	1 2 3 4 5 6 7 8	9	72	2 "				2	1	Borne	Grab; Pierce	e; Vicious Da	mage; Cold D	amage			
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	Shot Weapon Rules					
Hook	Spear	1 2 3 4 5 6 7 8	9	72	0"	6"	30"	40"	2	1	Borne	Impetus Sho and Drag	ot; Pierce; Vi	cious Damage	; Cold Damag	e; Shoot		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les					
Thick	Hide		6	64						0	Natural							
Scavenge Light A	d Armour		5	69						0	Worn							
Shell-			13	82						1	Borne	Parry						
ARTEI	FACTS	Tear Dice	Artefact F	tules														
Wine o		1 2 3 4 5 6 7 8 9	amount of to Drinker of	ears (in the Tears: The	form of tear Scion of Cona	dice) stored nd may cons	within the bot ume up to thr	tles around h ee tears durir	is waist when ig any of his 1	the battle be Invoke action.	gins. This sh s, before any	roll a D10, call ould be marke invoke dice ar I, to a minimur	d on the Art e rolled, thu	efact Line to t	ne left.			
WARRIO	R RULES	Rules																
Tear Ha	nrvester of the Dead	Harvester: The Scion of Hook Spear combat wear his ESCAPE TEST, the v	apon. If the Sci	on of Conan	d successfully	Grabs the vio												
Water Water	erboy is Earth	Earth and Shrive: A S					ny kind of wat	er terrain fea	ture, and 1 wh	nen not.								
	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost		
Dainöch	Ardent Mount	May ride a Dainöch											17	18	100	249		
					F	MR-CND-0	000 - Uuro	ch										

			G	ILI	LSP		R U	UT	AR	N						
Kindred	Realm	Kin	Cla	ıss	Priv	ilege	Acı	iitv	Ubio	uitv	Hai	nds	Uni	t Size	C	ost
	1							,	-	17	Ma	2	Pac	1 e Size		
Fomoraic	Conand	Gillspear	Warl	lord	No	ble	Vet	eran	Com	imon	146	133 L)mm	3	1
GILLSPEA	R UUTARN	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Forti	tude	Auti	nority	Ten	nper
Frost Blood	l; Insensate	5	6:	2	4	7	2	9	7	7	7	2	8	32	2	21
Abili	lities	Amphibious; Disciplined	d; Tactician													
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 Rules				
Hook	Spear	1 2 3 4 5 6 7	9	56	1.5 "				1	1	Borne	Hook				
Spe		1 2 3 4 5 6	18	65	1.5 "				2	2	Borne	поок				
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules			Cost
Barb Sp	oitter Barb	1 2 3 4 5 6	0	30	0"	3"	15"	36"	1	2	Borne	Add; Pierce,	; Venom Da	mage		2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
Scaled Sk			4	68						0	Natural					
Drifted .			11	79						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Rules				Cost
Shell Sh	nield Shield		9	<i>53</i>						1	Worn	Add; Parry				
MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Longclaw	V Beast Mount	May ride a Longclaw; F	Rider gains the F	Flanker abilit	ty								3			8

					GI		BRI	NE				_				
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acu	iity	Ubiq	uity		nds 2	Unit Size	Cost		
Fomoraic	Conand	Gillbrine	War	lad	NI-	ble	W	14	Com			ass	Base Size	52		
POITIOFAIC	Condito	Gilibrille	vvai	ioru	INC	DDIE	VVI	iiu	Com	IIIOII		1	30mm	32		
GILLE	BRINE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper		
Frost Blood	d; Insensate	5	3	7	4	1	2	3	5	5	7	1	39	74		
Abil	Abilities Amphibious; Augurer; Dissipater; Earther; Sorcerer (2)											Focus Range: 11				
Wound	d Track	1 2 3 4 5						Earth Dice: 1 2								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules				
Hook I	Dagger gger	1 2 3	9	50	0.5 "				1	1	Borne	Hook				
	Staff ous Staff	1	4	45	1 "				1	1	Borne	Brine Staff	Artefact; Corrosion Damag	e		
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules			
Scale	d Skin		2	25						0	Natural					
	Armour		5	30						0	Worn					
ARTE	FACTS	Artefact Rules														
Sorcero	Staff ous Staff "s Water	0 1 2 3 4 5 6 7 8 9 Salted Water: at the beginning of the battle, in the battle rolls step, the Gillbrine must rolls a D10, called the Brine Roll . The result of the Brine Roll is the amount of Brine Dice the Brine Staff contains for the battle. The Gillbrine may discard one Brine Die each time he performs an <i>Invoke action</i> to gain D10 invoke dice for that invocation (if he is within water terrain) or 1 invoke die (if he is not within water terrain).														
	erboy is Earth	Earth and Water: A	Gillbrine's earth o	dice are 4 w	hen he is with	in any kind of	water terrain	feature, and	1 when not.							

							eer TARN				Ha	nds	Uni	t Size			
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubiq	uity		2	0	1	C	ost	
Fomoraic	Conand	Gillspear	Ward	chief	No	ble	Dri	led	Com	mon	M	ass		e Size	2	20	
GILLSPEA	R TARN	Pace	Sk	ill	Mic	ght	Consti	tution	Wou	unds Fortitude		itude		ority	Ten	npei	
Frost Blood; Ir	sensate	5	5	6		3	2	5	5	5	7	2	7	71		L 7	
Abilitie	es	Amphibious; Discipline	d; Tactician														
Wound T	rack	1 2 3 4 5															
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	les				
Hook S	near	1 2 3 4 5	9	52	1.5 "				1	1	Borne	111					
Spear	,cui	1 2 3 4	18	61	1.5 "				2	2	Borne	Hook					
SHOT WEAPON	OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules				
Barb Spitt	er Barb	1 2 3 4	0	30	0"	3"	15"	36"	1	2	Borne	Add; Pierce;	Venom Dai	nage			
ARMO	UR		Armour+	C+A						Hands	Class	Armour Rul	es				
Scaled Skin	Skin		2	27						0	Natural						
Drifted A			9	36						0	Worn						
ARMOUR O	PTIONS		Armour+	C+A						Hands	Class	Armour Rui	les			(
Shell Shie	ld Shield		8	44						1	Worn	Add; Parry					
NOBLE OP	TIONS	Noble Option Rules												(
Striped One Hos	st Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abilit	y											
Tolling One	Host Herald	May bear the Host's In	strument. Gains	the Host He	erald ability												
MOUNT OF	TIONS	Mount Option Rules Mass Mount+ C+A															

			G]	[LL	SPI		G G I	JUT	ΓAR	RN						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	uity	Hai		Unit	t Size	Co	st
								-			Ma	2	Rase	1 e Size		_
Fomoraic	Conand	Gillspear	Ward	hief	No	ble	Dri	led	Com	mon	146	1		mm	1	2
GILLSPEAR	GUUTARN	Pace	Sk	ill	Mi	ght	Consti	tution	n Wounds		Forti	tude	Auth	ority	Ten	per
Frost Blood,	Insensate	5	4:	2	3	8	1	19 4 65		5	5	51	1	5		
Abili	ties	Amphibious; Discipline	d; Tactician						ı		<u> </u>	-				
Wound	Track	1 2 3 4														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R				
Hook	Snear	1 2 3 4	9	47	1.5 "				1	1	Borne					
Spe		1 2 3	18	56	1.5 "				2	2	Borne	Hook				
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cost
Barb Sp	itter Barb	1 2 3	0	30	0"	3"	15"	<i>36"</i>	1	2	Borne	Add; Pierce;	Venom Dar	mage		1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les			
Scaled			2	21						0	Natural					
Drifted A			7	28						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
Shell Sh	ield Shield		8	36						1	Worn	Add; Parry				1
NOBLE C	PTIONS	Noble Option Rules												Cost		
Striped One	Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	ty								7		
Tolling On	e Host Herald	May bear the Host's In.	strument. Gains	the Host He	erald ability											7
MOUNT (PPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Longclaw	Beast Mount	May ride a Longclaw; F	ider gains the F	lanker abilit	у								3			6

					GI		BRA -brak	CK						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubic	uity	Ha	ands	Unit Size	Cost
Fomoraic	Conand	Gillbrine	Ward	hief	No	ble	w	ild	Com	mon	M	lass	Base Size	36
	BRACK	Pace	Sk			ght	Consti	·· ·		ınds	Fort	itude	30mm Authority	Temper
	d; Insensate	5	3			5c 7	1		4			58	32	63
Abilities Amphibious; Augurer; Dissipater; Earther; Sorcerer (1)											Focus Range: 8"			
Woun	nd Track	1 2 3 4									Earth Dice: 1 2 3			
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F		
	Dagger agger	1 2 3	8	45	0.5 "				1	1	Borne	Hook		
Brack	k Staff ous Staff	1	4	41	1 "				1	1	Borne	Brack Staff	Artefact; Corrosion Damag	e
	10UR		Armour+	C+A						Hands	Class	Armour R	ules	
	d Skin		2	21						0	Natural			
	Armour		5	26						0	Worn			
ARTE	FACTS	Artefact Rules												
Sorcer	k Staff ous Staff d's Water	Salted Water: at the beginning of the battle, in the battle rolls step, the Gillbrack must rolls a D10, called the Brack Roll. The result of the Brack Roll is the amount of Brack Die the Brack Staff contains for the battle. The Gillbrack may discard one Brack Die each time he performs an Invoke action to gain D5 invoke dice for that invocation (if he is within water terrain) or 1 invoke die (if he is not within water terrain).												
	erboy r is Earth	Earth and Water: A (Gillbrine's earth	dice are 3 w	hen he is with	in any kind o	f water terrain	feature, and	1 when not.					
						FMR-CNI	D-1360 - ?							

			A	NG	LE			KT	ARI	N						
							ook TARN				Ha	ınds	Unit Size	_		
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Acı	uity	Ubic	luity		2	1	Cost	t	
Fomoraic	Conand	Anglerhook	Ward	hief	No	ble	w	ild	Com	mon	М	ass	Base Size	29	i i	
ANGLERH	OOK TARN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	40mm Authority	Temp		
	; Fearsome; Loathsome; seeing	5	53	3	4	5	3	5	8	3	7	' 4	59	21		
Abil	lities	Amphibious; Bulk Char	ger													
Wound	d 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	Weapon Rules			
	Blade	1 2 3 4 5	18	63	1 "				2	2	Borne	Hook				
	ng Jaws	1 2	10	55	0"				1	0	Natural	Pierce				
ARM	IOUR		Armour+	C+A					*	Hands	Class	Armour Ru	ıles			
	d Skin		3	38						0	Natural					
	Armour Armour		5	43						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost	
2 Drifted Armo	OUT Heavy Armour		8	46						0	Worn	Replace (Flo	otsam Armour)		1	
NOBLE (OPTIONS	Noble Option Rules													Cost	
Radiant Or	ne Host's Banner	May bear the Host's Ba	nner. Gains the	Host Banne	r Bearer abilit	ty									8	
Clacking One	e Host's Instrument	May bear the Host's In.	strument. Gains	the Host He	erald ability										8	
						FMR-CNE)-1300 - ?									

				SE	ALS		AR eer TARN	TA	RN						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubic	quity	На	nds	Unit Size	Cost	
Fomoraic	Conand	Sealspear	Ward	hief	No	ble	w	ïld	Com	imon	М	ass 3	Base Size 50mm	34	
SEALSPEAR T	TARN	Pace	Sk	ill	Mi	ght	Const	itution	Wot	ınds	Fort	itude	Authority	Temp	er
Frost Blood; Insensate; i	Fearsome	6	50	6	5	3	4	8	1	3	7	76	58	28	
Abilities Wound Track	k	Amphibious; Bulk Char													
COMBAT WEA	APON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Seal Spear	ar	1 2 3 4 5 6 7	10	47	2 "				1	1	Borne	Pierce			
SHOT WEAP	PON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
Seal Spear Spear	er	1 2 3 4	10	47	0"	9″	30"	39"	1	1	Borne	1 2 3 Sho	ts (3); Impetus Shot; Pierc	2	
ARMOUR	2		Armour+	C+A						Hands	Class	Armour Ru	ıles		
Flotsam Arm Light Armour	nour		5	53						0	Worn				
Shell Shie	ld		9	57						1	Borne	Parry			
ARMOUR OPT	IONS		Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
Drifted Armour Li	ight Armour		9	<i>7</i> 1						0	Worn	Replace (Fl	otsam Armour)		1
NOBLE OPTIC	ONS	Noble Option Rules													Cost
Mottled One Host	t's Banner	May bear the Host's Ba	anner even if he	is the gener	al. Gains the	Host Banner	Bearer ability								9
Barking One Host's	Instrument	May bear the Host's In	strument even i	f he is the g	eneral. Gains	the Host Her	ald ability								9
						FMR-CNI	0-16xx - ?								

					KR	AK		AX -en-aks	TA	RN						
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity	На	nds	Unit Size	Co	st
											-	М	ass	Base Size		_
Fomoraic	Conand		Krakenax	Ward	hief	No	ble	W	ild	Uncor	nmon		4	60mm	6	0
KRAKEN	AX TARN		Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensate,	; Loathsome; Fearsome		5	48	В	5	5	4	6	1	4	E	59	55	3:	3
Abil	lities	Am	phibious; Bulk Charg	er												
Wound	d Track	1 2	3 4 5 6 7 8 9 10	11 12 13 14												
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1	n Axes	_	3 4 5 6 7 8 9 10 2 13 14	12	67	2 "				1	4	Borne				
	Tentacles tacles	1 2	3 4	13	68	2 "				1	2	Natural	Grab; Blind	Strike; Sightless Strike		
SHOT W	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
	ng Ink	1 2		5	60			4"		1	0	Natural	Combat Sho	ot Weapon; Spray; 4" Ink S	pray Templat	e; Blind
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Flotsam Armour 5 51											0	Worn				
ARMOUR	ARMOUR OPTIONS										Hands	Class	Armour Ru	ıles		Cost
Drifted Arm	Drifted Armour Light Armour										0	Worn	Replace (Flo	otsam Armour)		1
NOBLE (OPTIONS	No	ble Option Rules													Cost
1 Shining On	1e Host's Banner	Ма	y bear the Host's Ban	ner even if he	is the gener	al. Gains the	Host Banner	Bearer ability								11
							FMR-CNE	D-3710 - ?								

							EAR TA	****						
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Acuity	Ubio	uity			t Size	Cos	st
							•				2 ass Bas	1 e Size		
Fomoraic	Conand	Crabspear	Ward	hief	Va	ssal	Wild	Ra	are			Omm	12	.6
CRABSPE	AR TARN	Pace	Sk	ill	Mi	ght	Constitution	Wou	ınds	Fort	itude Autl	nority	Tem	per
	; Gigantic; Loathsome; Terrifying	7	40	6	7	' 4	62	2	6	7	'9 !	58	48	В
Abil	lities	Amphibious; Bind (Crab	Swarm); Bulk	Charger; Sc	uttler									
Wound	d Track	1 2 3 4 5 6 7 8 9 1	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules			
1 Deep Spear 1 2 3 4 5 6 7 8 18 92 2"							2	1	Borne	Switch (Crushing Claws	+ Spear and Cl	aw); Grab; Pi	ierce	
	g Claws	1 2 3 4 5 6 7 8 9 1	21	95	2 "			2	2	Natural Switch (Deep Spear + Spear and Claw); Pierce; Gra Damage				; Vicio
Spear a	nd Claw	1 2 3 4 5 6 Spear	9	83	2 "			1	1	Natural	Switch (Deep Spear + Crushing Claws); Grab;			
Spear		1 2 3 4 5 Claw	21	95	0.5 "			2	1	Natural	Pierce Crushing Claws); Grab;	Vicious Da	ımage	
	nple _{mple}	1 2 3 4	7	81	0"			1	0	Natural	Pierce; Sightless Strike			
ARM	OUR		Armour+	C+A					Hands	Class	Armour Rules			
	Carapace		27	89					0	Natural				
Scavenge Light	ed Armour Armour		6	95					0	Worn				
ARMOUR	OPTIONS		Armour+	C+A					Hands	Class	Armour Rules			Со
Encrusted Ca	rapace Carapace		38	106					0	Worn	Replace (Spiked Carapa	ice)		
NOBLE (OPTIONS	Noble Option Rules												Со
Shining Or	1e Host's Banner	May bear the Host's Bar	ner even if he	is the gener	ral. Gains the	Host Banner	Bearer ability							1

				A	NG		RH(00	K						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubic	uity		nds	Unit Size	Cost	
												2 ass	3+/8+/15 Base Size		
Fomoraic	Conand	Anglerhook	Infa	ntry	Va	ssal	Wi	ld	Com	imon		2	40mm	13	
ANGLE	RHOOK	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temp	er
Frost Blood; Insensate; Unse		5	3	6	3	84	2	6	(5	6	6	17	18	
Abili	ities	Amphibious; Bulk Charge	r												
	1 2 3 4 5 6 AH 2	1 2 3 4 5 6 AH 3	1 2 3 4 5		1 2 3 4 5		1 2 3 4 5	6 AH 6	1 2 3 4 5	6 AH 7	1 2 3 4 5	6 AH 8	1 2 3 4 5 6 AH 9	1 2 3 4 5 6	AH 10
1 2 3 4 5 6	AH 11	1 2 3 4 5 6		AH 12	1 2 3 4 5	6		AH 13	1 2 3 4 5	6		AH 14	1 2 3 4 5 6		AH 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Hook I		1 2 3	18	52	1 "				2	2	Borne	Hook			
₂ Snappin		1	6	40	0″				1	0	Natural	Pierce			
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Scaled			2	28						0	Natural				
1 Flotsam			4	32						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Drifted Armo	DUF Heavy Armour		8	40						0	Worn	Replace (Flo	otsam Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Culltarn	Champion	One Anglerhook become	s the mustere	d champion,	who gains +	1 attack die o	n his primary	combat wear	pon						4
Glowing On	e Banner Bearer	One Anglerhook becomes	s the mustere	d banner bea	nrer										3
Clicking	One Herald	One Anglerhook becomes	s the mustere	d herald											3
						FMR-CNI)-2910 - ?								

						G	ΊL		GL/	VE								
Kindre	ed Realm	Т	Kin	CI	ass		Privile	ge .	Δ.	cuity	UI	iquity	ŀ	lands	Unit S			Cost
		+		<u> </u>					-					2 Mass	5+/20- Base 5	,		
Fomora	aic Conand		Gillspear	Inf	antry		Vassa	l		rilled	Une	common		mass 1	30m			11
G	GILLGLAVE		Pace	SI	kill		Migh	nt	Cons	titution	Wo	ounds	For	titude	Autho	ority	Те	mper
F	Frost Blood; Insensate	T	5	4	1 7		38			17		3		68	16	5		15
	Abilities	An	nphibious; Bind (Gillspi	itter, Snapcla	aw); Discipline	d												
1 2 3	Gillglave 1 1 2 3 Gillglave	2 1 2	Gillglave 3	1 2 3	Gillglave 4	1 2 3	G	Gillglave 5	1 2 3	Gillglave 6	1 2 3	Gillglave 7	7 1 2 3	Gillglave 8	1 2 3	Gillglave 9	1 2 3	Gillglave 10
1 2 3 Gil	illglave 11 1 2 3 Gillglave :	2 1 2	Gillglave 13	1 2 3	Gillglave 14	1 2 3	Gil	llglave 15	1 2 3	Gillglave 16	1 2 3	Gillglave 17	7 1 2 3	Gillglave 18	1 2 3	Gillglave 19	1 2 3	Gillglave 20
1 2 3 Gil	illglave 21 1 2 3 Gillglave 2	2 1 2	Gillglave 23	1 2 3	Gillglave 24	1 2 3	Gil	llglave 25	1 2 3	Gillglave 26	1 2 3	Gillglave 27	7 1 2 3	Gillglave 28	1 2 3	Gillglave 29	1 2 3	Gillglave 30
CON	MBAT WEAPON		Attack Dice	Weapon+	M+W	Att F	Rge C	harge+	M+W+C	h	Damage	* Hands	Class	Weapon Ru	ules			
1	Hook Glaive	2	18	56	1.5	5 "				2	2	Borne	Hook					
	ARMOUR	Т		Armour+	C+A							Hands	Class	Armour Ru	les			
1	Scaled Skin			4	21							0	Natural					
₁ Dr	rifted Armour			12	33							0	Worn					
AR	MOUR OPTIONS			Armour+	C+A							Hands	Class	Armour Ru	iles			Cost
1	Jawhelm Helm		7	40							1	Worn	Add				1	
L	JNIT OPTIONS														Cost			
(Culltarn Champion	Or	ne Gillglave becomes th	he mustered	champion, wh	o gains	+1 attac	ck die on h	is primary	combat weapon	,							3
Belt	ted One Banner Bearer	Or	ne Gillglave becomes th	he mustered	banner bearer													2
Ri	inging One Herald	Or	ne Gillglave becomes th	he mustered	herald													2
Ve	eteran Gillglave	Th	e Gillglave unit become	es Veteran (d	cost shown is p	er warr	rior), gain	ning +10 S	KILL, +5 FO	ORTITUDE and +	5 AUTHORI	TY						2
							F	MR-CNE	-2660 -	?								

						GI	LLS	PE	AR							
Kindred	Realm	Kin		CI	lass	Priv	/ilege	Ac	uity	Ubi	quity		nds	Unit Size 5+/20+/30	Cost	
Fomoraic	Connect	Cillere		T6		1//	1	,	Vild	6	nmon		ass	Base Size	7	
Fomoraic	Conand	Gillspe	ear	Int	antry	V	essal	v	VIId	Con	nmon		1	30mm		
GI	LLSPEAR	Pac	e	SI	kill	Mi	ight	Const	itution	Wo	unds	Fort	itude	Authority	Temper	r
Fros	st Blood; Insensate	5		3	33	3	35	1	L 4		3	6	52	11	11	
	Abilities	Amphibious; B	Bind (Gillspitt	ter, Snapcla	эw)											
1 2 3 Gillsp	pear 1 1 2 3 Gillspear 2	1 2 3 (Gillspear 3	1 2 3	Gillspear 4	1 2 3	Gillspear 5	1 2 3	Gillspear 6	1 2 3	Gillspear 7	1 2 3	Gillspear 8	1 2 3 Gillspear 9	1 2 3 Gillspe	ear 10
1 2 3 Gillspe	ear 11 1 2 3 Gillspear 12	1 2 3 Gi	illspear 13	1 2 3	Gillspear 14	1 2 3	Gillspear 15	1 2 3	Gillspear 16	1 2 3	Gillspear 17	1 2 3	Gillspear 18	1 2 3 Gillspear 19	1 2 3 Gillspe	ear 20
1 2 3 Gillspe	ear 21 1 2 3 Gillspear 22	1 2 3 Gi	illspear 23	1 2 3	Gillspear 24	1 2 3	Gillspear 25	1 2 3	Gillspear 26	1 2 3	Gillspear 27	1 2 3	Gillspear 28	1 2 3 Gillspear 29	1 2 3 Gillspe	ear 30
COME	BAT WEAPON	Attack I	Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules		
Но	ook Spear	1 2 3		8	43	1.5 "				1	1	Borne	Hook			
•		1 2		16	51	1.5 "				2	2	Borne	HOOK			
A	ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	les		
₁ Sc	caled Skin			2	16						0	Natural				
	sam Armour			7	23						0	Worn				
	OUR OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	les	Co	Cost
¹ She	ell Shield Shield			8	31						1	Worn	Add; Parry			1
UN.	IIT OPTIONS	Unit Option	Rules												Co	Cost
Cui	Iltarn Champion	One Gillspear	becomes the	e mustered	champion, wh	o gains +1	attack die on l	nis primary c	ombat weapon	,						3
Bande	ed One Banner Bearer	One Gillspear	becomes the	e mustered	banner bearer											2
Pea	ling One Herald	One Gillspear	becomes the	e mustered	herald											2
Train	ned Gillspears	The Gillspear u	unit becomes	s Trained (d	cost shown is p	er warrior),	gaining +5 Sk	TLL, +3 FOR	TTUDE and +3	AUTHORITY	and the Discipi	lined ability				1
Drill	led Gillspears	The Gillspear u	unit becomes	s Drilled (co	ost shown is pe	er warrior), g	gaining +10 Sk	TLL, +3 FOR	TITUDE and +3	AUTHORITY	and the Discipi	lined ability				2
							FMR-CNI	-2660 - ?								

					(GIL	LSF	PIT pit-er	TEF	2						
Kindred	Realm		Kin		Class	Dei	vilege	Α.	uity	Uhi	iquity	Ha	ınds	Unit Size		Cost
Killuleu	Realili		KIII		Ciass	FII	vilege	AC	uity	ODI	iquity		2	5+/10+/20		Cost
Fomoraic	Conand		Gillspear	Ir	nfantry	V	assal	v	/ild	Cor	mmon	М	ass	Base Size		6
			•		,								1	30mm		
GILLSF	PITTER		Pace	9	Skill	M	ight	Const	itution	Wo	unds	Fort	itude	Authority	Te	mper
Frost Blood	; Insensate		5		31	:	33	1	.4		3	•	52	11		11
Abili	ities	Amp	hibious; Bind (Snapc	law)												
1 2 3 Gillspitter 1	1 2 3 Gillspitter 2	1 2	3 Gillspitter 3	1 2 3	Gillspitter 4	1 2 3	Gillspitter 5	1 2 3	Gillspitter 6	1 2 3	Gillspitter 7	1 2 3	Gillspitter 8	1 2 3 Gillspitt	er 9 1 2 3	Gillspitter 10
1 2 3 Gillspitter 11	Gillspitter 11 1 2 3 Gillspitter 12 1 2 3 G				Gillspitter 14	1 2 3	Gillspitter 15	1 2 3	Gillspitter 16	1 2 3	Gillspitter 17	1 2 3	Gillspitter 18	1 2 3 Gillspitte	r 19 1 2 3	Gillspitter 20
	WEAPON	Attack Dice	Weapon	+ M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	COMBAT WEAPON Attack D Hook Dagger Dagger 1 2 3			8	41	0.5 "				1	1	Borne	Hook			
SHOT W			Shoot Dice	Weapon	+ M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
1 Barb-S		1 2		0	30	0"	3″	15"	36"	1	2	Borne	Pierce; Vend	om Damage		
ARM	OUR			Armour	+ C+A						Hands	Class	Armour Ru	ıles		
1 Scaled			2	16						0	Natural					
1 Flotsam Light A			6	22						0	Worn					
UNIT OPTIONS Unit Option Rules																Cost
Culltarn	1 Champion	One	Gillspitter becomes t	the muster	ed champion, w	ho gains +1	! attack die on	his primary o	combat weapo	n						3
							FMR-CND	-2790 - ?								

					SE		SPE -speer	AR						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	quity		nds 2	Unit Size 3+/5+/10	Cost
Fomoraic	Conand	Sealspear	M	s Infantry	1/-	ssal	1 14	ild		mmon		ass	Base Size	23
romoraic	Conand	Sedispedi	MOUSUOU	5 IIIIdiiliy	Va	5541	VV	ilu	Ulicoi	IIIIIIIIII		3	50mm	23
SEALS	SPEAR	Pace	Sk	ill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
Frost Blood; Inse	ensate; Fearsome	6	3	7	4	7	4	2	9	9	7	1	22	26
Abil	lities	Amphibious; Bulk Charge	er .											
2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9		Sealspear 2					1 2 3 4 5				1 2 3 4 5 6 7 8 9	Sealspear
2 3 4 5 6 7 8 9	Sealspear 6	1 2 3 4 5 6 7 8 9		Sealspear 7	1 2 3 4 5	6 7 8 9		Sealspear 8	1 2 3 4 5	6 7 8 9		Sealspear 9	1 2 3 4 5 6 7 8 9	Sealspear 1
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Spear _{Dear}	1 2 3 4 5	10	57	2 "				1	1	Borne	Pierce		
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules	
	Spear	1 2 3	10	57	0"	9″	30"	39"	1	1	Borne	1 2 3 Shot	ts (3); Impetus Weapon; P	ercing
ARM	IOUR		Armour+	C+A				*		Hands	Class	Armour Ru	les	
	Armour		4	46						0	Worn			
	Shield ield		9	51						1	Borne	Parry		
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles	Cost
	OUF Light Armour		8	63						0	Worn	Replace (Flo	otsam Armour)	1
	PTIONS	Unit Option Rules												Cost
	n Champion	One Sealspear becomes				attack die on	his primary o	ombat weapo	on					5
	1e Banner Bearer	One Sealspear becomes			er									4
Baying	One Herald	One Sealspear becomes	the mustered	herald										4
						FMR-CNI	0-3310 - ?							

					SN		CLA P-klor	4W							
Kindred	Realm	Kin	Cla	155	Priv	ilege	Ac	uity	Ubic	uity	<u> </u>	nds	Unit Size	Co	ıst
Kinarca	Realin	- Kill	- Cit			nege		arcy	ODIC	quity	-	2	1+/3+/5	-	
Fomoraic	Conand	Snapclaw	Monstrou	s Infantry	Va	ssal	W	ïld	Unco	mmon	М	ass 3	Base Size 50mm	2	9
SNAP	CLAW	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	ıper
Frost Blood; Insensa	ate; Tough; Terrifying	6	3	1	4	2	3	4	-	7	6	6	21	2	5
Abil	lities	Amphibious; Bulk Cha	rger; Scuttler												
1 2 3 4 5 6 7	Snapclaw 1	1 2 3 4 5 6 7		Snapclaw 2	1 2 3 4 5	6 7		Snapclaw 3	1 2 3 4 5	6 7		Snapclaw 4	1 2 3 4 5 6 7		Snapclaw 5
COMBAT	COMBAT WEAPON Attack Di			M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	ng Claw	1 2 3 4 5	12	54	2 "				2	1	·				
	ng Claw	1	8	50	1 "				1	0	Natural	Pierce			
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
	ng Claw	1 2 3	0	80	0"	9″	15"	24"	1	2	Borne	Focussed B	ooming Shot; Ignores Arm	our; Vicious D	amage
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	Carapace		9	43						0	Natural				
	Armour Armour		4	47						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
1 Drifted Arm	OUF Light Armour		8	51						0	Worn	Replace (Fl	otsam Armour)		1
						FMR-CNI	D-3440 - ?								

				S	SWO		O-horn	ORI	V						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubio	juity	На	nds	Unit Size	Co	st
											М	ass	1+/3+/5 Base Size		
Fomoraic	Conand	Swordhorn	Monstrous	Infantry	Va	ssal	V	/ild	Uncor	mmon		4	60mm	3	1
SWORE	DHORN	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Inse	nsate; Fearsome	5	2:	1	5	2	4	19	1	1	•	59	25	3	1
Abili	ities	Amphibious; Bulk Charge	er												
1 2 3 4 5 6 7 8 9 10	11 Swordhorn 1	1 2 3 4 5 6 7 8 9 10	11 Sv	vordhorn 2	1 2 3 4 5	6 7 8 9 10	11 5	Swordhorn 3	1 2 3 4 5	6 7 8 9 10	11 5	Swordhorn 4	1 2 3 4 5 6 7 8 9 10	11 S\	wordhorn 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Bruta		1 2 3 4 5	18	70	1 "				2	2	Borne	Vicious Dan	nage		
₂ Sword		1	10	62	2 "	10	72		1	0	Natural	Impact Strik	ke; Charge+; Pierce; Viciou	s Damage	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Flotsam			4	53						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Drifted Arm	OUF Light Armour		8	61						0	Worn	Replace (Flo	otsam Armour)		1
UNIT O	PTIONS	Unit Option Rules				· ·			· ·						Cost
Culltan	Champion	One Swordhorn becomes	s the mustered	d champion,	who gains +.	1 attack die o	n his primary	combat weap	on						6
Greatfin	Banner Bearer	One Swordhorn becomes	s the mustered	l banner bea	rer										5
						FMR-CNE)-3710 - ?								

						KR	AK	EN en-aks	AX							
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Ac	uitv	Ubic	ıuitv		nds	Unit Size	Co	st
									•				6 ass	1+/3+/5 Base Size		
Fomoraic	Conand		Krakenax	Monstrous	s Infantry	Vas	ssal	W	ild	Uncor	mmon	IM.	4	60mm	33	3
KRAK	ENAX		Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Frost Blood; Insensate	; Loathsome; Fearsome		5	2	6	4	8	4	0	1	0	6	9	26	3:	L
Abil	lities	Am	phibious; Bulk Charge	er												
1 2 3 4 5 6 7 8 9 10	Krakenax 1	1 2	3 4 5 6 7 8 9 10		Krakenax 2	1 2 3 4 5	6 7 8 9 10		Krakenax 3	1 2 3 4 5	6 7 8 9 10		Krakenax 4	1 2 3 4 5 6 7 8 9 10	ŀ	Krakenax 5
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
1	n Axes	1 2 11 12	3 4 5 6 7 8 9 10	11	59	2 "				1	4	Borne Quick Strike				
	Tentacles tacles	1 2		10	58	2 "				1	2	Natural	Grab; Blind S	Strike; Sightless Strike		
SHOT V	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
	ng Ink	1		3	51			4"		1	0	Natural	Combat Shot	t Weapon; Spray; 4" Ink Sp	oray Template	e; Blind
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Rul	les		
1	Armour			3	43						0	Worn				
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	les		Cost
1 Drifted Arm	IOUF Light Armour			7	50						0	Worn	Replace (Flo	tsam Armour)		1
UNIT O	PTIONS	Uni	it Option Rules													Cost
Culltar	1 Champion	One	Krakenax becomes	the mustered	champion, wi	ho gains +1 a	attack die on	his primary c	ombat weapo	on						6
Lucent On	I C Banner Bearer	One	Krakenax becomes	the mustered	banner beare	er										5
					<u> </u>		FMR-CNE	-3710 - ?	<u> </u>			<u> </u>				

					GI	LLF GIL-	RID ry-der	ER							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubic	quity		nds 2	Unit Size 5+/5+/10	Cos	t
Fomoraic	Conand	Gillrider	Cav	alry	Va	ssal	W	/ild	Com	nmon	M	ass	Base Size 60x35mm	10)
GILLE	RIDER	Pace	Sk	aill	Mi	ght	Const	itution	Wor	unds		itude	Authority	Tem	per
Frost Blood	d; Insensate	5	3	3	3	5 5	1	.4		3	6	52	11	21	
LONG	CLAW	8	1	5	3	3		-		-		-	-	-	
Abii	lities	Amphibious; Flanker; But	lk Charger (Lo	ongclaw); Scu	ittler (Longcl	aw)									
1 2 3 Gillrider 1	1 2 3 Gillrider 2	1 2 3 Gillrider 3	1 2 3	Gillrider 4	1 2 3	Gillrider 5	1 2 3	Gillrider 6	1 2 3	Gillrider 7	1 2 3	Gillrider 8	1 2 3 Gillrider 9	1 2 3 0	Gillrider 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	spear ear	1 2 3	9	44	2 "	9	53		1	1	Borne	Mounted In	npact Strike; Mounted Charg	je+	
	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon R	ules		
	Claws	1 2 3 4	2	37	2"				1	0	Natural				
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	d Skin		2	16						0	Natural				
1	Armour		7	23						0	Worn				
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ules		Cost
1 Shell Sh	nield Shield		8	31						1	Worn	Add			1
UNIT O	PTIONS	Unit Option Rules													Cost
Culltari	n Champion	One Gillrider becomes th	e mustered ci	hampion, who	gains +1 at	tack die on h	is primary coi	mbat weapon							5
Banded On	1e Banner Bearer	One Gillrider becomes th	e mustered b	anner bearer											4
Pealing	One Herald	One Gillrider becomes th	e mustered h	erald											4
Trained	Gillriders	The Gillrider unit become	s Trained (co.	st shown is p	er warrior), g	aining +5 SKI	ILL, +3 FORTI	TUDE and +3	AUTHORITY a	nd the Discipl	ined ability				2
Drilled (Gillriders	The Gillrider unit become	s Drilled (cost	t shown is per	r warrior), ga	ining +10 SKI	ILL, +3 FORTI	TUDE and +3	AUTHORITY a	nd the Discipl	ined ability				3
						FMR-CN	D-4xxx -								

					LO		CL/	AW							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds 0	Unit Size	Cost	
Fomoraic	Fomoraic Conand Longclaw Beast Mount Beast Wild Common Mass Base Size 3 60x35mm														
LONG	LONGCLAW Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	Frost Blood; Insensate Mount only 8 15 33 16 4 33 12 20														
Abi	lities	Amphibious; Bulk Charg	er; Scuttler												
Woun	d Track	1 2 3 4													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Claws	1 2 3 4	8	41	2"				1	0	Natural				
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Shell apace		14	30						0	Natural				
						FMR-CNI)-7xxx - ?								

				C	RA		SW A	ARN	4					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	_	nds 0	Unit Size	Cost
Fomoraic	Conand	Crab	Bea Swa		Ве	ast	Mino	dless	Com	mon		ass 4	1+/3+/5 Base Size 60mm	7
CRAB S	WARM	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	; Insensate; Loathsome; ess; Tough; Small	8	1	8	1	2	2	2	8	3	1	.0	3	22
Abil	ities	Bound (Uuroch, Scion of	Conand); Scu	ttler										
1 2 3 4 5 6 7 8	Crab Swarm 1	1 2 3 4 5 6 7 8	Cr	ab Swarm 2	1 2 3 4 5	6 7 8	O	rab Swarm 3	1 2 3 4 5	6 7 8	C	rab Swarm 4	1 2 3 4 5 6 7 8	Crab Swarm 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Grippin	g Claws	1 2 3 4 5 6	11	23	0"				1	0	Natural	Sightless St	rike; Blind Strike; Ignores	Armour
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Tough C	arapace		11	33						0	Natural			
						FMR-CNE)-7xxx - ?							

					1111		HTA SH-tayl	7 T L	_					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acuit	v	Ubiq	uitv		nds Unit Size	Cos	st
			-								_	2 1+/2+/3 ass Base Size		
Fomoraic	Conand	Threshtail	Monstrou	ıs Beast	Be	ast	Wild		Uncor	nmon		7 80mm	73	3
THRES	HTAIL	Pace	Sk	ill	Mi	ght	Constitu	ution	Wou	ınds	Fort	itude Authority	Tem	per
Gigantic; Frost Blood; Tough;		6	2	1	6	3	59		2	1	E	51 29	45	5
Abil	ties	Amphibious; Bulk Char	ger											
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 Thr	eshtail 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21		Thresht	ail 2 1 2 3	4 5 6 7 8	9 10 11 12 13 14 15 16 17 18 19 20 21	T	hreshtail
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
Flesh		1 2 3 4 5 6 7 8	18	81	2 "				2	2	Borne	Pierce; Vicious Damage		
Clampir		1 2	19	82	0.5 "				1	0	Natural	Pierce		
Thresh		1 2 3	13	76	2 "				1	0	Natural	Blind Strike; Sightless Strike		
Tran Tran		1 2 3 4	6	69	0"				1	0	Natural	Sightless Strike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Rules		
Thick			4	63						0	Natural			
Flotsam			5	68						0	Worn			
UNIT O	PTIONS	Unit Option Rules												Cost
Culltari	Champion	One Threshtail become	s the mustered	champion, I	who gains +1	attack die on	his primary com	nbat weapo	on					11

				Н	AM		RH er-hook	00	K					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 2	Unit Size	Cost
Fomoraic	Conand	Hammerhook	Monstroi <i>Soli</i>		Ве	east	Wi	ld	Ra	re	М	ass 11	Base Size	164
HAMME	RHOOK	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	d; Gigantic; Insensate; ubbom; Terrifying	6	2	2	8	4	8	0	4	3	e	54	39	61
Abii	lities	Amphibious; Bulk Charg	jer											
Wound	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 42 43					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Hooks kles	1 2 3 4 5 6 7 8 9 1	9	93	1 "				2	2	Natural	Grab; Hook	; Vicious Damage	
	ul Jaws ite	1 2 3	17 101		0 "				2	0	Natural	Pierce		
	mple mple	1 2 3 4 5	8	92	1"				1	0	Natural	Sightless St	rike	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
	K Hide		4	84						0	Natural			
	lplate		11	95						0	Worn			
	Armour		8	103						0	Worn			
					FM	R-CND-845	0 - Tünguu	ska						

					GR		TMA\	W						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acuity		Ubiq	uity		ınds	Unit Size	Cost
Fomoraic	Conand	Greatmaw	Monstro		Be	ast	Feral		Ra	re	М	2 ass 16	Base Size	362
GREAT	MAW	Pace	Sk	ill	Mic	ght	Constitut	ion	Wou	ınds	Fort	itude	Authority	Temper
Frost Blood; Gigantic; 1 Tough; Stubbo		6	2	1	9	4	101		7	2	6	51	55	84
Abili	ties	Amphibious; Bulk Char	ger; Devourer											
Wound	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 32 33 34 35 36 37 3	38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 5	5 56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Flesh		1 2 3 4 5 6 7 8 9	20	114	2 "				2	2	Borne	Grab; Hook	; Pierce; Terrible Damage	
Mighty		1 2 3 4 5	28	122	0 "				3	0	Natural	Grab; Pierce	e; Terrible Damage	
Tran		1 2 3 4 5 6	9	103	0"				1	0	Natural	Sightless St	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
Thick			4	105						0	Natural			
Crab _l			13	118						0	Worn			
Flotsam			4	122						0	Worn			

					D	AIN DY-	IÖC	Н						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Unit Size	Cost
Fomoraic	Conand	Dainöch	Monstroi <i>Soli</i>		Ве	ast	W	/ild	Ra	re	М	ass 14	Base Size	246
DAIN	ЮСН	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Frost Blood; Gigantic; Stubborn;		5	2	0	8	4	9	0	5	7	6	57	49	75
Abil	ities	Amphibious; Bulk Charg	jer											
Wound	l 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	51 52 53 54 5	5 56 57		
Wound Track 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 10 11 11 2 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 51 52 53 54 55 55 7 COMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules														
1 Crushir	ig Jaws	1 2 3 4 5 6 7 8 9 1 11 12 13 14	24	108	1 "				3	0	Natural	Pierce; Terr	ible Damage	
₂ Tail S		1 2 3 4	16	100	2"				1	0	Natural Blind Strik		; Sightless Strike	
3 Tran		1 2 3 4 5 6	8	92	1"				1	0	Natural	Sightless St	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Scaled			5	95						0	Natural			
Fused A			13	108						0	Natural			
					FMR	-CND-887	0 - Kaairio	c-cró						

				KR		CK K-ən	EN											
Kindred Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity		nds 6	Unit Size	Cost					
Fomoraic Conand	Kraacken	Monstrou <i>Solii</i>		Ве	east	w	ild	Ra	ire	M	ass 14	Base Size	347					
KRAACKEN	Pace	Sk	Skill		Might		tution	Wou	ınds	Fort	itude	Authority	Temper					
Frost Blood; Gigantic; Insensate; Loathsome; Fearless; Terrifying	8	2	1	9	3	8	4	5	8	7	73 49							
Abilities	Amphibious; Bulk Char											7 58						
Wound Track COMBAT WEAPON	1 2 3 4 5 6 7 8 9		16 17 18 19 20 M+W				36 37 38 39 40											
Longship Anchor	1 2 3 4 5 6 7	Weapon+	126	Att Rge	Charge+	M+W+Ch		Damage*	Hands 3	Class Borne		Veapon Rules irab; Pierce; Hook; Terrible Damage irab; Mighty Strike; Vicious Damage						
Anchor Longship Prow	1 2 3 4 5 6 7	17	110	# 3"				2	1	Borne	Grab; Might							
Sperm Whale Jaw	1 2 3 4 5 6 7	22	115	3″				2	1	Borne	Grab; Terrib	ole Damage						
Tentacle Whip	1 2 3	18	111	3″				1	1	Natural	Blind Strike;	Sightless Strike; Cold Dam	age					
Trample Trample	1 2 3 4 5 6	9	102	1"				1	0	Natural	Sightless St	rike; Stomp						
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules						
Blinding Ink Spit	1 2 3	5	98			8"		1	0	Natural	Combat Sho	ot Weapon; Spray; 8" Ink S	oray Template; Blind					
ARMOUR		Armour+	C+A						Hands	Class	Armour Ru	Armour Rules						
Slimy Hide		4	88						0	Natural								
Flotsam Armour		8	96						0	Worn								

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Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acu	iity	Ubiq	uity		nds	Unit Siz		Cost
										•		2 lass	1+/2+/3 Base Siz		
Fomoraic	Conand	Nucránc	Monstro	us Beast	Be	east	Wi	ild	Uncor	mmon	7				81
CRAB	SPEAR	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fortitude		Authority		emper
	e; Gigantic; Loathsome; Terrifying	7	3	1	7	72	5	6	2	4	72		30		46
	lities	Amphibious; Bind (Cra													
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 2	0 21 22 23 24 Cra	bspear 1 1 2	3 4 5 6 7	7 8 9 10 11 12	2 13 14 15 16 1	7 18 19 20 21 22	23 24	Crabspe	ar 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 2	0 21 22 23 24	Crabspear
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Sr	Spear	1 2 3 4 5 6 7	18	90	2 "				2	2	Borne	Switch (Cru Vicious Dan		ear and Claw); Gra	b; Pierce;
	g Claws	1 2 3 4 5 6 7 8 9	10 21	93	0.5 "				2	2	Natural	Switch (Dee Damage	ep Spear + Spear	and Claw); Pierce;	Grab; Vicious
Spear a	nd Claw	1 2 3 4 5 6 Spe	ar 9	81	2 "				1	1	Natural	Switch (Dee			
	r; Claw	1 2 3 4 Cla	w 21	93	0.5 "				2	1	Natural	Pierce	aws), Grab,	Vicious Damage	
	mple mple	1 2 3	7	79	0"				1	0	Natural	Pierce; Sigh	ntless Strike		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
	Carapace		25	81						0	Natural				
	Armour Armour		9	90						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Re	ules		Cost
Encrusted Ca	arapace Carapace		37	102						0	Worn	Replace (Sp	oiked Carapace)		1
UNIT	PTIONS	Unit Option Rules													Cost
Culltar	n Champion	One Crabspear becon	es the mustered	d champion,	who gains +1	attack die o	n his primary c	ombat weap	on						12
Pale One	Banner Bearer	One Crabspear becon	es the mustered	l banner bea	arer										9

					DE		CR	AB							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size	Co	st
Fomoraic	Conand	Cráncull		us Beast itary	Ве	east	w	ild	Ra	re	М	ass 15	Base Size	34	7
DEEP	CRAB	Pace	Sk	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude Authority		Tem	per
Frost Blood; Gigantic; Tough; 7		8	2	4	9	4	9	5	6	8	7	79	49	7	7
Abili	ities	Amphibious; Bind (Crab	Swarm); Bulk	Charger; Scu	ıttler										
Wound	l 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 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 5	56 57 58 59 60	61 62 63 64 65 66 67 68		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Crushing		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17	27	121	2 "				3	2	Natural	Grab; Pierce	e; Terrible Damage		
Annoyi		1 2 3 4	12	106	0"				1	0	Natural				
Tran		1 2 3 4 5 6	9	103	0"				1	0	Natural	Pierce; Sigh	itless Strike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Spiked C			26	121						0	Natural				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Encrusted Ca	rapace Carapace		42	137						0	Worn	Replace (Sp	niked Carapace)		3
encrusted Ca	rapace Carapace		42	13/	FI	MR-CND-8	865 - Thuul	ac		U	vvorn	керіасе (Sp	икеи Сагарасе)		