

FOMORAIK

KINDRED MUSTER

for Darklands: Second Edition

v2.07



Conand



Far Thule



Baalor



*Reivers
of the Eye*



Cursed Herd



last updated 1st January 2024

**MIERCE
MINIATURES**



version 2.07

HOST SILVER

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 silver cost of all non-gaze shot weapons
	Altered the silver cost of Gigantic monsters

FOMORAIC (BAALOR) MUSTERING

version 2.07

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.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands		Host Commands		Realm Commands		
BAALOR HOST	<div>Baalor General 1</div> <div>Baalor Command 1</div>		<div>Baalor Command 0-1+</div>	<div>Allied Contingent 0-1</div>	<div>Reivers of the Eye Command 0-1+</div>	<div>Cursed Herd Command 0-1+</div>	<div>Far Thule Command 0-1+</div>
					<div>Conand Command 0-1</div>		

FOMORAIC (BAALOR) COMMANDS

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

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

COMMANDER'S COMMAND	<table><tr><td>Commander</td><td>Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr><tr><td colspan="2">A commander must choose a unit within his sworn box as his sworn unit.</td></tr></table>	Commander	Sworn Unit	1	1	Bind Units		A commander must choose a unit within his sworn box as his sworn unit .		<table><tr><td>Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr><tr><td>A commander may choose a unit within his pledge box to be one of his pledged units.</td></tr></table>	Pledged Unit	< 0-1+	Bind Units	A commander may choose a unit within his pledge box to be one of his pledged units .	<table><tr><td>Influenced Warchief</td><td>Petitioned Unit</td></tr><tr><td>< 0-1</td><td>< 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr><tr><td colspan="2">A commander may choose a unit within his petition box to be one of his petitioned units.</td></tr></table>	Influenced Warchief	Petitioned Unit	< 0-1	< 0-1+	Bind Units		A commander may choose a unit within his petition box to be one of his petitioned units .			
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<i>with restrictive option</i>	<table><tr><td>Commander</td><td>Restricted Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his restricted sworn unit.</td></tr></table>	Commander	Restricted Sworn Unit	1	1	If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his restricted sworn unit .		<table><tr><td>Restricted Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr><tr><td>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his restricted pledged units.</td></tr></table>	Restricted Pledged Unit	< 0-1+	Bind Units	If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his restricted pledged units .	<table><tr><td>Restricted Petitioned Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr><tr><td>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his restricted petitioned units.</td></tr></table>	Restricted Petitioned Unit	< 0-1+	Bind Units	If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his restricted petitioned units .								
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MINIATURE AVAILABILITY	<table><tr><td>Unit n n-n</td><td>Unit n n-n</td><td>Unit n n-n</td></tr><tr><td>Available</td><td>Coming Soon</td><td>Unavailable</td></tr></table>	Unit n n-n	Unit n n-n	Unit n n-n	Available	Coming Soon	Unavailable	<p>A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.</p> <p>If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.</p> <p>If the text colour is blue, that miniature has a scheduled production date and will be available soon.</p> <p>If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.</p> <p>Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.</p>
Unit n n-n	Unit n n-n	Unit n n-n						
Available	Coming Soon	Unavailable						

FOMORAIC (BAALOR) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander

Baalor
BELECH

98

Sworn Box

Warrior of Baalor
0-1

Ograx of Baalor

Frost Warrior
0-1

Moraine Warrior

Moraine Warrior
0-1

Pledge Box

Warrior of Baalor
19 0-1+

Ograx of Baalor

Frost Warrior
27 0-1+

Moraine Warrior

Moraine Warrior
13 0-1+

Hunter of Baalor
19 0-1+

Ograx of Baalor
30 0-1+

Shard Beast
27 0-1+

Frost Chariot
24 0-1+

Ice Chariot
27 0-1+

Moraine Beast
36 0-1+

Knight of Baalor
19 0-1+

Rider of Baalor
19 0-1+

Mammoth War Tower
44 0-1

Petition Box

any unit
Cursed Herd

< 0-1+

any unit
Reivers of the Eye

< 0-1+

any unit
Far Thule

< 0-1+

any unit
Conand

< 0-1+

Baalor
KRAAN

83

as rider of Iprax
or Cúgacx

Sworn Box

Warrior of Baalor
0-1

Ograx of Baalor

Knight of Baalor
0-1

Pledge Box

Warrior of Baalor
19 0-1+

Ograx of Baalor

Knight of Baalor
19 0-1+

Rider of Baalor
19 0-1+

Petition Box

Hunter of Baalor
19 0-1+

Knight of Baalor
19 0-1+

Rider of Baalor
19 0-1+

Moraine Warrior

Frost Warrior
27 0-1+

Moraine Warrior

Frost Chariot
24 0-1+

Ice Chariot
27 0-1+

Moraine Warrior
13 0-1

Moraine Sorcerer
26 0-1 U

Moraine Beast
36 0-1

Ograx of Baalor
30 0-1+

Shard Beast
27 0-1+

Mammoth War Tower
44 0-1

Sell-Sword
< 0-1

FOMORAIC (BAALOR) COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Box	Pledge Box	Petition Box
<div>Baalor</div> <div>SCION OF BAALOR</div> <div>95</div>	<div><div>Warrior of Baalor0-1</div><div>Ograx of Baalor</div><div>Frost Warrior0-1</div><div>Moraine Warrior0-1</div></div>	<div><div>Warrior of Baalor</div><div>190-1+</div><div>Ograx of Baalor</div><div>Hunter of Baalor</div><div>190-1+</div><div>Frost Chariot</div><div>240-1+</div><div>Knight of Baalor</div><div>190-1+</div><div>Frost Warrior</div><div>270-1+</div><div>Moraine Warrior</div><div>Ograx of Baalor</div><div>300-1+</div><div>Shard Beast</div><div>270-1+</div><div>Ice Chariot</div><div>270-1+</div><div>Rider of Baalor</div><div>190-1+</div><div>Moraine Beast</div><div>360-1+</div><div>Mammoth War Tower</div><div>440-1</div></div>	<div><div>any unit</div><div>Cursed Herd</div><div><0-1+</div><div>any unit</div><div>Reivers of the Eye</div><div><0-1+</div><div>any unit</div><div>Far Thule</div><div><0-1+</div><div>any unit</div><div>Conand</div><div><0-1+</div></div>
<div>Baalor</div> <div>UNTAIN OF BAALOR</div> <div>91</div> <div>with Bow of the Ice</div> <div>as rider of Capacx</div> <div>as rider of Ipracx or Cúgacx</div> <div>as engine leader of Chariot</div> <div>as engine leader of Mammoth War Tower</div>	<div><div>Warrior of Baalor0-1</div><div>Ograx of Baalor</div><div>Rider of Baalor0-1</div><div>Knight of Baalor0-1</div><div>Frost Chariot0-1</div><div>Ice Chariot0-1</div><div>Mammoth War Tower1</div></div>	<div><div>Warrior of Baalor</div><div>190-1+</div><div>Ograx of Baalor</div><div>Hunter of Baalor</div><div>190-1+</div><div>Rider of Baalor</div><div>190-1+</div><div>Knight of Baalor</div><div>190-1+</div><div>Rider of Baalor</div><div>190-1+</div><div>Frost Chariot</div><div>240-1+</div><div>Ice Chariot</div><div>270-1+</div><div>Mammoth War Tower</div><div>440-1</div></div>	<div><div>Hunter of Baalor</div><div>190-1+</div><div>Frost Warrior</div><div>270-1+</div><div>Moraine Warrior</div><div>Ograx of Baalor</div><div>300-1</div><div>Knight of Baalor</div><div>190-1+</div><div>Rider of Baalor</div><div>190-1+</div><div>Frost Chariot</div><div>240-1+</div><div>Ice Chariot</div><div>270-1+</div><div>Moraine Warrior</div><div>130-1+</div><div>Moraine Sorcerer</div><div>260-1</div><div>Moraine Beast</div><div>360-1</div><div>Mammoth War Tower</div><div>440-1</div><div>Shard Beast</div><div>270-1+</div><div>Sell-Sword</div><div><0-1</div></div>
<div>Baalor</div> <div>WARLOCK LORD OF BAALOR</div> <div>58</div>	<div><div>Frost Warrior0-1</div><div>Moraine Warrior</div></div>	<div><div>Frost Warrior</div><div>270-1+</div><div>Moraine Warrior</div></div>	<div><div>Moraine Warrior</div><div>130-1+</div><div>Moraine Sorcerer</div><div>260-1</div><div>Moraine Beast</div><div>360-1</div><div>Shard Beast</div><div>270-1+</div></div>
<div>Baalor</div> <div>OGRAX OF BAALOR UNTAIN</div> <div>77</div> <div>as rider of Srónocx or Tarvocx</div>	<div><div>Ograx of Baalor0-1</div><div>Ograx Ravager0-1</div></div>	<div><div>Ograx of Baalor</div><div>300-1+</div><div>Ograx Ravager</div><div>430-1</div><div>Ograx Wrecker</div><div>Reivers of the Eye</div><div>370-1</div></div>	<div><div>Ograx Ravager</div><div>430-1</div><div>Ograx Reiver</div><div>Reivers of the Eye</div><div>260-1+</div><div>Ograx Hunter</div><div>Reivers of the Eye</div><div>270-1</div><div>Ograx Wrecker</div><div>Reivers of the Eye</div><div>370-1</div></div>

86	Baolor TAIN OF BAALOR	Warrior of Baalor 0-1 Ograx of Baalor	Warrior of Baalor 0-1+ Ograx of Baalor	Hunter of Baalor 0-1+ Ograx of Baalor	Hunter of Baalor 0-1+ Ograx of Baalor	Hunter of Baalor 0-1+ Ograx of Baalor	Frost Warrior 0-1+ Moraine Warrior	Ograx of Baalor 0-1
	with Bow of the Ice						Knight of Baalor 0-1+	Rider of Baalor 0-1+
	as rider of Capacx	Rider of Baalor 0-1	Rider of Baalor 0-1+				Frost Chariot 0-1+	Ice Chariot 0-1+
	as rider of Ipracx or Cúgacx	Knight of Baalor 0-1	Knight of Baalor 0-1+	Rider of Baalor 0-1+				
	as engine leader of Chariot	Frost Chariot 0-1	Ice Chariot 0-1	Frost Chariot 0-1+	Ice Chariot 0-1+		Moraine Warrior 0-1+	Moraine Sorcerer 0-1
	as engine leader of Mammoth War Tower	Mammoth War Tower 1	Mammoth War Tower 0-1				Mammoth War Tower 0-1	Sell-Sword 0-1

80	Baolor CHAMPION OF BAALOR	Warrior of Baalor 0-1 Ograx of Baalor	Warrior of Baalor 0-1+ Ograx of Baalor				Frost Warrior 0-1+ Moraine Warrior	Ograx of Baalor 0-1+	Ograx Reiver Reivers of the Eye 0-1+
								Ograx Wrecker Reivers of the Eye 0-1	Mammax Far Thule 0-1
	as rider of Theracx	Knight of Baalor 0-1	Knight of Baalor 0-1+	Rider of Baalor 0-1+			Knight of Baalor 0-1+	Rider of Baalor 0-1+	Srónox Far Thule 0-1
	as engine leader of Chariot	Frost Chariot 0-1	Ice Chariot 0-1	Frost Chariot 0-1+	Ice Chariot 0-1+		Frost Chariot 0-1+	Ice Chariot 0-1+	Mallax Far Thule 0-1
	as engine leader of Mammoth War Tower	Mammoth War Tower 1	Mammoth War Tower 0-1				Mammoth War Tower 0-1	Walvax Far Thule 0-1	Sell-Sword 0-1

61	Baolor ULTAIN OF BAALOR	Warrior of Baalor 0-1 Ograx of Baalor	Warrior of Baalor 0-1+ Ograx of Baalor				Hunter of Baalor 0-1+	Frost Warrior 0-1+ Moraine Warrior
	with Bow of the Ice	Hunter of Baalor 0-1	Hunter of Baalor 0-1+				Knight of Baalor 0-1	Rider of Baalor 0-1
	as rider of Capacx	Rider of Baalor 0-1	Rider of Baalor 0-1				Frost Chariot 0-1	Ice Chariot 0-1
	as rider of Ipracx or Cúgacx	Knight of Baalor 0-1	Knight of Baalor 0-1	Rider of Baalor 0-1				
	as engine leader of Chariot	Frost Chariot 0-1	Ice Chariot 0-1	Frost Chariot 0-1	Ice Chariot 0-1			
	as engine leader of Mammoth War Tower	Mammoth War Tower 1	Mammoth War Tower 0-1				Mammoth War Tower 0-1	Sell-Sword 0-1

68	Baolor OGRAX OF BAALOR TAIN	Ograx of Baalor 0-1	Ograx of Baalor 0-1+				Ograx Ravager 0-1	Ograx Reiver Reivers of the Eye 0-1+	Ograx Hunter Reivers of the Eye 0-1
	as rider of Srónocx or Tarvocx	Ograx Ravager 0-1	Ograx Ravager 0-1	Ograx Wrecker Reivers of the Eye 0-1			Ograx Wrecker Reivers of the Eye 0-1		

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



Fomoraic (Baalor) Invocation List

INVOCATION		Invoke Dice			Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost									
1	Secreted Armour Focus	1	2	3				Armoured Marks: The Marked unit must contain warriors with at least one armour element of the class Worn or Borne. Constant Effect: The Marked Unit becomes a Secreted unit . Each Marked warrior within the Secreted unit (a Secreted warrior) gains 1D10 Armour+ per invoked die to the Armour+ value of any one armour element of the type Worn or Borne (now also called the Secreted Armour) and gains the Loathsome trait. The Secreted Armour must be of the same class and type for each Marked warrior where possible. Rules: Once per Mark; Entire Mark; Mutable						7								
2	Blizzard Blind Focus	1	2	3				Constant Effect: Marked unit becomes confused and slowed as well as Sighted D10" . Marked units with a FLIGHT attribute become grounded . Additionally, 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. Rules: Once per Mark; Majority Mark; Mutable						8								
3	Cold of the Deep Focus	1	2	3	4	5	6	7	32		Constant Effect: Each Marked warrior gains 1D10 cold effect tokens per invoked die. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Transient			7								
4	Ice Weapons Focus	1	2	3	4				Armed Marks: The Marked unit must contain warriors with at least one combat weapon or shot weapon of the class Natural or Borne. Constant Effect: The Marked Unit becomes an Iced unit . The Invoker must choose either the combat weapons or shot weapons of the Iced unit to become Iced weapons , but not both. Each Marked warrior within the Iced unit (a Iced warrior) gains 1D10 Weapon+ per invoked die to the Weapon+ value of any one Iced weapon of the type Natural or Borne which now also causes freeze damage . The Iced Warrior must be of the same class and type for each Marked warrior where possible. Rules: Once per Mark; Entire Mark; Mutable						9							
5	Shardlings Sight	1	2	3	4	5	6	7	8	9	10				33	0"	6"	30"	40"	1	Cold Damage	5
6	Ice Shards Sight	1	2	3	4	5	6	7	8	9	10				54	0"	0"	15"	18"	2	Cold Damage; Pierce	8
7	Frost Shatter Focus	1	2	3	4				63							2	Freeze Damage; Ignores Armour	5				
8	Freezing Fog Focus	1	2	3	4	5	6				49			Constant Effect: 1 freeze effect token is immediately added to the Marked unit per invoked die. Additionally, each Marked warrior becomes confused and slowed as well as Sighted D10" until the Freezing Fog dissipates. If the Freezing Fog is not dissipated at the end of a battle hour, the Marked unit gains one freeze effect token per warrior within the unit. Additionally, the battle's current weather immediately changes to Fog 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. Rules: Once per Mark; Majority Mark; Freeze Damage; Ignores Armour; Unstable						8		
9	Frozen Blood Focus	1	2	3				Living Marks: The Marked warriors within the Marked unit must be enemy warriors with the Living trait. Immediate Effect: Each Different Mark within the Marked unit (that is within total focus range) must take a CONSTITUTION TEST, in this case a FREEZE TEST . If the FREEZE TEST is passed, that Different Mark suffers 1 wound per invoked die. If the FREEZE TEST is failed, that Different Mark suffers D10 wounds per invoked die. Rules: Freeze Damage; Ignores Armour						13								
10	Spear of Ice Sight	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			13		
11	Ice Spikes Focus	1	2	3	4	5	6	7	8	83		Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Ice Spikes effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Ice Spikes with the highest TEMPER value. Hovers cannot be affected by the Ice Spikes invocation and so cannot become the Mark. 4" Ice Spikes Template: place the centre of the 4" Ice Spikes Template upon the Marked point. The Ice Spikes causes freeze damage to any terrain it is placed over. Immediate Effect: Each warrior within the Ice Spikes when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Fated invoked dice are applied to each unit within the Ice Spikes. Future Effect: Each warrior within the Ice Spikes gains 1 freeze effect token and suffers 1 freeze damage at the end of every activation that takes place during the battle hour. Rules: Freeze Damage; Piercing; Ignores Armour; Permanent						16				
12	Wall of Ice Focus	1	2	3	4				38		Marked Point: Marked point cannot be within a man-made terrain feature, and not within any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Wall of Ice with the highest TEMPER value. Hovers cannot be affected by the Wall of Ice invocation and so cannot become the Mark. 10" Wall of Ice Template: place the centre of the 10" Wall of Ice area effect template upon the Marked point. The Wall of Ice counts as an obstacle and is 1.5" high, and so has a block strength of 2. The Wall of Ice <i>Displaces</i> all warriors when it is placed, after any damage has been caused to them. If warriors within the Wall of Ice cannot be <i>Displaced</i> for some reason, they are immediately frozen and dead. The Wall of Ice causes freeze damage to any terrain it is placed over. Immediate Effect: Each enemy warrior within the Wall of Ice when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Rules: Freeze Damage; Ignores Armour; Permanent						9					
13	Moraine Bone Focus	1	2	3	4				Constant Effect: The Marked Unit becomes a Moraine Boned unit . Each Marked warrior within the Moraine Boned unit (a Moraine Boned warrior) gains 1D10 CONSTITUTION per invoked die and 1D10 MIGHT per invoked die. This can increase a Moraine Boned warrior's CONSTITUTION and MIGHT beyond their basic values. Rules: Once per Mark; Entire Mark; Mutable						11							
14	Frost Breath Sight	1	2	3	4	5				42		4"	1 D 10		For the purposes of the <i>Spray action</i> 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				
15	Winter Comes Focus	1	2	3				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.						5								

Fomoraic (Baalor) Artefact List

Fomorai (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.

COMBAT WEAPON ARTEFACT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules	Cost
1	Goll's Bane Sorcerous Sword <i>Vengeance is his</i>	Equal	19	+19	1"			1	1	Borne	Replace; Cold Damage; Grab	7+M
		Equal	38	+38	1"			2	2	Borne		
Focussed: the bearer of Goll's Bane gains the 'focuser' ability. Expanded mind: the focus range of the bearer of Goll's Bane is increased by 2D10", rolled for in the battle rolls step of the Joining Battle Sequence. Scion only: only a Scion of Baalor may bear Goll's Bane.												
1	Frostblade Sorcerous Axe <i>The Ice awaits</i>	+ 1 2	16	+16	0.5"			1	1	Borne	Add or Replace; Hook; Freeze Damage	16+M
		+ 1	32	+32	0.5"			2	2	Borne		
Freezing: for each fated damage die caused by the Frostblade, 2D10 freeze tokens must be attached to the victim in addition to the normal 1. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Frostblade.												
1	Gift of the Eye Sorcerous Axe <i>Impervious</i>	+ 1 2 3	13	+13	0.5"			1	1	Borne	Add or Replace; Hook; Cold Damage	4+M
		+ 1 2	26	+26	0.5"			2	2	Borne		
Mighty: the bearer's MIGHT is increased by +4D10, rolled for in the battle rolls step of the Joining Battle Sequence. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Gift of the Eye.												
1	Irgoll's Bane Sorcerous Sword <i>The favoured son</i>	+ 1 2 3 4	26	+26	1"			2	1	Borne	Replace; Freeze Damage; Vicious Damage; Grab	9+M
		+ 1 2 3	52	+52	1"			3	2	Borne		
Sorcerer's scourge: The bearer's animus is reduced by 1 to a minimum of 1. Scion only: only a Scion of Baalor may bear Irgoll's Bane.												
1	Blade of Túr Mór Sorcerous Sword <i>Imprisoner</i>	+ 1 2 3 4	18	+18	0.5"			2	1	Borne	Add or Replace; Parry; Cold Damage (2)	7+M
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 . Attach 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.												
1	The Black Axes Sorcerous Axes <i>Unsealed</i>	+ 1 2 3 4 5 6	21	+21	0.5"			1	2	Borne	Add or Replace; Quick Strike; Hook; Freeze Damage	5+M
Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear The Black Axes.												
1	Dunfrost Sorcerous Mace <i>The ancient malevolence</i>	+ 1 2	20	+20	0.5"			2	1	Borne	Replace; Vicious Damage	7+M
Sleeping Cold: enemy warriors within 2" of the bearer gain D5 cold effect token as soon as they <i>Move</i> within that 2". Additionally, they will gain D5 cold effect token for each activation they remain within 2" of the bearer afterwards, including enemy activations. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Frostblade.												
1	Chillblade Sorcerous Sword <i>The cold beneath</i>	+ 1 2	23	+23	0.5"			1	1	Borne	Add or Replace; Parry; Cold Damage	8+M
It lies beneath: at any point in the bearer's activation or reactivation he may plunge the Chillblade into the ground at a point centred upon his base, called the chill point . Should he do so, all of the battlefield within 12" of the chill point (the chilled ground) becomes rough ground to all warriors that do not have the 'frost blood' trait and all enemy units within the chilled ground become Slowed and gain +D5 cold effect tokens. The chilled ground remains until the end of the current battle hour. Water features within the chilled ground become Slowed and gain +D5 cold effect tokens. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Chillblade.												
1	Deepshard Sorcerous Axe <i>From the ice it came</i>	+ 1 2 3 4	18	+18	0.5"			1	1	Borne	Add or Replace; Hook; Pierce; Freeze Damage	9+M
		+ 1 2 3	36	+36	0.5"			2	2	Borne		
The frost within: the Deepshard can be used as the Ice Shard shot weapon below. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear the Deepshard.												
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
1	Fell Axe of Túr Beg Sorcerous Axe <i>Murderous and mighty</i>	Equal	32	+32	1"			2	1	Borne	Replace; Mighty Strike; Cold Damage	13+M
		Equal	64	+64	1"			3	2	Borne		
Murderous: fated strikes caused by the Fell Axe of Túr Beg against Pine Beasts, Fen Beasts, Yew Beasts, Oak Beasts, Root Beasts and Stump Beasts are doubled. Ograx only: Only warriors of the kin 'Ograx of Baalor' may bear the Fell Axe of Túr Beg.												

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules		Cost
1	Frostbone Bow Sorcerous Bow <i>The bones of the broken</i>	+ 1 2 3 4		12	+12	0"	9"	48"	62"	1	2	Borne	Replace; Cold Damage		14+M
		1 The pain of cold: If the bearer of the Frostbone bow causes a fated shot against an enemy warrior, that enemy warrior immediately becomes a cold Crippled warrior and gains cold effect tokens equal to his mass.													
1	Bow of the Eye Sorcerous Bow <i>The wilting glare</i>	+ 1 2		14	+14	0"	9"	36"	60"	2	2	Borne	Replace; Distinct Shot		6+M
		2 Mind Seeker: <i>Shoot actions</i> with the Bow of the Eye have a shoot modifier of -1 per 20 TEMPER of the Target, to a minimum of 1.													
1	Ice Shard Spike <i>Born of the ice</i>	1 2 3 + mass		30	+30	0"	9"	26"	36"	1	1	Natural	Pierce; Freeze Damage		7+M
		3 The cold beneath: If the bearer of Ice Shard does not <i>Move</i> in the current activation, the shoot dice of the Ice Shard is doubled.													
1	Shard Arrows Arrows <i>The ice preserves all</i>	Equal		-	-	-	-	-	-	1	-	-	Add; Muster with (Bow); Pierce; Freeze Damage		5
		4 Shattering Shots: for each fated shot die from the Shard Arrows, roll a D5; that is the amount of extra shot dice for that <i>Shoot action</i> caused by the Shard Arrows shattering on impact.													
1	Frost Axes Sorcerous Throwing Axes <i>Ice-bound</i>	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
		5 Unseen: Enemy evades have a modifier of +2 against the Frost Axes. Warriors only: Only warriors of the kin 'Warrior of Baalor' may bear this shot weapon artefact.													
1	Bow of Baalor Sorcerous Bow <i>Wrought of the Ice itself</i>	+ 1 2 3 4		18	+18	0"	9"	48"	62"	2	2	Borne	Add or Replace; Pierce; Freeze Damage		10+M
		6 Frozen to the Bone: any enemy damaged by the Bow of Baalor becomes Slowed.													
1	Frost Breath Breath <i>The cold of the bones</i>	1 2 3 4		12	+12			6"		1	0	Natural	Combat Shot Weapon; Spray; 6" Frost Spray Template; Freeze Damage		12+M
		7 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 SKILL BANDS.													
1	Black Bow of Rocail Bow <i>Strength unbound</i>	+ 1 2		33	+33	0"	9"	60"	72"	2	2	Borne	Replace; Cold Damage; Vicious Damage		9+M
		8 For the Mighty: only warriors with a MIGHT attribute of 40 or more may bear this weapon.													
1	Thorns of Winter Sorcerous Arrows <i>The herald of the coming doom</i>	Equal		-	-	-	-	-	-	1	-	Borne	1 2 3 Add; Muster with (Bow); Shots (3); Cold Damage		12
		9 The cold seeps from below: the bearer may perform a <i>Shoot action</i> with the Thorns of Winter against any point on the battlefield (called the wintured point) within maximum range; the SKILL of the wintured point counts as 0-9 for shoot value purposes. Should the bearer cause any kind of shot die, a wintured ground circle of 3" in diameter - centred on the wintured point - must be placed. For each fated shot caused by the Thorns of Winter against the wintured point, the diameter of the wintured ground grows by 3". The wintured ground remains until the end of the current battle hour. Additionally, the bearer's current weather immediately changes to Snow until the end of the current battle hour, at which point it may change during The Changing Weather subsection of the Battle Sequence as normal. Wintured ground: The wintured ground counts as rough ground to all warriors that do not have the 'frost blood' trait and all enemy units within the wintured ground become Slowed and gain +D5 cold effect tokens. Water features within the wintured ground gain +D5 cold effect tokens. If there are any area effect templates that cause fire damage or hellfire damage completely within the wintured ground, they are immediately dissipated. If they are partially within the wintured ground, roll a D10; an even roll dissipates the templates, whereas an odd roll does not.													
1	Thorns of Frost Sorcerous Arrows <i>Frozen death awaits</i>	Equal		-	-	-	-	-	-	1	-	Borne	1 2 3 Add; Muster with (Bow); Shots (3); Cold Damage		11
		10 Freezing Frost: the bearer may perform a <i>Shoot action</i> with the Thorns of Frost against any point on the battlefield (called the frosted point) within maximum range; the SKILL of the frosted point counts as 0-9 for shoot value purposes. Should the bearer cause any kind of shot die, all units within 24" of the frosted point that do not have the 'frost blood' trait become Slowed until the end of the current battle hour and gain +D5 cold effect tokens. All units within 24" of the frosted point become sighted D10* and unseen D10* (roll one D10 and apply the same result for both) until the end of the current battle hour. All flying warriors within 24" of the frost point become grounded until the end of the current battle hour and Circling warriors must immediately <i>Land involuntarily</i> and become grounded until the end of the current battle hour. Additionally, the battle's current weather immediately changes to Fog until the end of the current battle hour, at which point it may change during The Changing Weather subsection of the Battle Sequence as normal.													

ARTEFACT INSTRUMENT		Artefact Instrument Rules		Cost
1	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
1	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
1	Frostcry Sorcerous Instrument	3	Horn of cold: after a successful <i>Inspire action</i> performed by the bearer of Frostcry, any cold tokens within 12" of the bearer immediately turn into freeze tokens.	8+M
1	Black Bell of Túr Mór Sorcerous Instrument	4	Weary doom: one enemy unit that fails its DREAD TEST caused by the bearer's <i>Daunt action</i> 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
1	Call of the Ice Tune	5	Baalor commands: If the bearer successfully <i>Inspires</i> a unit and plays the Call of the Ice tune, that unit immediately becomes exulted regardless of its current heart state.	2
1	Cethlenn's Horn Sorcerous Instrument	6	Portent of ruin: enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> must - instead of changing their heart state - perform a <i>Panic reaction</i> .	8+M
1	For the Fomor Tune	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
1	Veins of Ice Sorcerous Tune	8	The ice within commands: If the wearer successfully <i>Inspires</i> 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 <i>Walk action</i> (which can be an <i>Engagement action</i>) after which its vigour remains lively.	13
1	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	Class	Cost
1	Shard of Tor Ban Sorcerous Belt-Hung Shard	1 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 have the 'frost blood' trait is reduced to D5" 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	12+M
1	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+M
1	Bone of Indech Sorcerous Pendant	3 Warded: the wearer gains the 'resistant (all effect damage)' trait. Rules: Add or Replace	Worn	9+M
1	Blinding Eye Sorcerous Pendant	4 Snowblind: Any enemy warrior performing an <i>Attack action</i> against the wearer of the Blinding Eye must perform a SKILL TEST. If he passes, he may <i>Attack</i> the bearer as normal. If he fails, he immediately becomes unsighted . Rules: Add or Replace	Worn	12+M
1	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. Rules: Add or Replace	Worn	5+M
1	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. Rules: Add or Replace	Worn	4+M
1	Mantle of Winter Sorcerous Cloak	7 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+M
1	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. Rules: Add; One Use Only	Worn	12+M
1	Glacier's Eye Sorcerous Pendant	9 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 token) or two earth dice (per freeze token) when performing an <i>Earth reaction</i> . The cold and freeze tokens are discarded once taken. Rules: Add or Replace	Worn	4+M
1	Frost Gyre Sorcerous Pendant	10 The Eye Commands: during an <i>Earth reaction</i> , 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 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. Rules: Add or Replace	Worn	14+M

ENCHANTED ARTEFACT		Enchanted Artefact Rules										Class	Cost
1	Scion's Eye Sorcerous Pendant	Warriors only: Only warriors of the kin 'Warrior of Baalor' may wear this enchanted artefact.										Borne	20+M
1	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 Eye	1 2	2D10	1D5	0"	0"	12"	19"	1	0	Worn	Freeze Damage	
1	Black Staff of Toraigh Sorcerous Staff	2	Tendrils of the Ice: the bearer gains +D5 invoke dice to use with any invocation he can normally create, but reduces his PACE by -1. Roll each time an <i>Invoke action</i> is performed. Rules: Replace									Borne	11+M
1	Crown of Túr Mór Sorcerous Crown	3	Crown 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. Rules: Add									Borne	7+M
1	Gift of the Ice Sorcerous Hand	4	Iced 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 the purposes of Invoking. Rules: Add									Natural	5
1	Mask of Morc Sorcerous Belt-Hung Skull	5	Boon of the ancients: The bearer of the Mask of Morc gains the 'focal mind' trait. Rule: Add									Borne	19
1	Moraine Sliver Sorcerous Belt-Hung Shard	6	Glacial Demand (command action): the bearer may throw the Moraine Sliver anywhere on the battlefield within 6" of the sight arc of his base, called the moraine point , whereupon a Moraine Warrior, Shard Beast or Moraine Beast may appear. Demanding Warrior: The bearer does not know what kind of warrior the Moraine Sliver will call and so after he has declared the moraine point he must roll a D100, called the moraine roll . The following warrior(s) will appear immediately upon the result of the moraine roll: <i>0-59:</i> 2D5 Moraine Warrior; <i>60-89:</i> D5 Shard Beasts; <i>90-99:</i> 1 Moraine Beast. Placing the Demanded Warrior: Place the exact centre of the Demanded Warrior miniatures' bases on the demand point; any warriors that would lie under this base must be <i>Displaced</i> the minimum distance so that they lie outside of the footprint of the Demanded Warrior's bases immediately. If the bearer's player does not have all of the appropriate Demanded Warrior miniatures, those Demanded Warriors cannot be called. A Demanded Warrior is lively when it is first placed, placed in the bearer's command and is under the same <i>orders</i> as that command's commander. The Demanded Warrior counts as a friendly unit (and thus part of the bearer's host). The Demanded Warriors, if killed, cost their usual silver when mustered for the purposes of calculating the Butcher's Bill. A Demanded Warrior, if it is dead, does not count as a dead warrior when making a RAVAGED TEST. The bearer cannot control the Demanded Warriors of another player. Rules: One use only; Add									Borne	19+M
1	Draught of the Deepes Sorcerous Belt-Hung Potion	7	Glacial Meltwater: at any point in the bearer's activation, he may drink the Draught of the Deepes. Should he do so, he immediately gains +4D10 MIGHT and +4D10 CONSTITUTION until the end of the battle hour. Roll for MIGHT and CONSTITUTION separately. This can increase his attributes beyond their base value. Rules: One use only; Add									Worn	12+M
1	Shadow Ring Sorcerous Ring	8	The 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 the battle rolls step of the Joining Battle Sequence. Rules: Add or Replace									Worn	5+M
1	Winter's Breath Sorcerous Breath	9	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
1	Sceptre of Baalor Sorcerous Sceptre	10	Overlord: The bearer of the Sceptre of Baalor, which must be the general or a commander, gains the 'overlord (Reivers of the Eye, Far Thule, Cursed Herd)' ability.									Worn	5+M

BRAND ARTEFACT		Artefact Rules											Class	Cost		
1	Tracker's Brand Brand	1	Flankers: Warriors with the Tracker's Brand have a -2D10 modifier to their FLANK TESTS. Rules: Mundane Artefact											Natural	1	
1	Mark of Gabhla Sorcerous Brand	2	Murderous Beasts: the bearer of the Mark of Gabhla increases the attack dice of a combat weapon of the type 'Bite' by D5. Mounted only: Only the mounts of warriors of the kin 'Warrior of Baalor' may wear this brand, and it counts as an artefact of the rider as well as the mount.											Natural	5+UM	
1	Warborn Sorcerous Brand	3	Born for battle: the bearer of the Warborn brand gains the 'fearless' trait and has a -1 strike modifier.											Natural	2+UM	
1	Ice Blood Sorcerous Brand	4	Glacial veins: the bearer of the Ice Blood brand gains freeze damage upon its primary combat weapon and cold damage upon all of its other combat weapons.											Natural	4+UM	
1	Brand of Baalor Sorcerous Brand	5	Mark 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. Rules: Mundane Artefact											Natural	2+UM	
1	Brand of Cethlenn Sorcerous Brand	6	Swift: 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. Mounted only: Only the mounts or draught animals of warriors of the kin 'Warrior of Baalor' may wear this brand. Rules: Mundane artefact											Natural	3	
Frostburn Sorcerous Brand		7	Born of the Ice: the bearer, which must have the Solitary subclass, gains the Breath of Ice spray shot weapon as shown below.											Natural	8+M	
1	SHOT WEAPON		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		
Breath of Ice Spray		1	2	3		30	+30			8"		1	0	Natural	Spray; 8" Frost Spray Template; Freeze Damage	
1	Whitehorn Sorcerous Brand	8	Gores: the bearer of the Whitehorn brand gains +D5 attack dice on any of its combat weapons of the type 'tusk'. Roll for each weapon separately, in the battle rolls step of the Joining Battle Sequence. 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'.											Natural	2+UM	
1	Scars of the Eye Brand	3	Battle hardened: Warriors with the Scars of the Eye brand gain the 'tough' trait. Rules: Mundane Artefact											Natural	1	
1	Frozen Bone Sorcerous Brand	10	The Ice revives: if the bearer of the Frozen Bone brand <i>Moves</i> to within 6" of an enemy unit that has freeze or cold effect tokens attached to it, it may immediately take those tokens and increase its WOUNDS. For each freeze token, increase the bearer's WOUNDS by 2. For each cold token, increase the bearer's WOUNDS by 1. This cannot increase the bearer's WOUNDS beyond its basic value. Discard the effect tokens after they have been taken. The bearer may only increase its WOUNDS in this manner once per battle hour. Morale and beast: the Frozen Bone brand may be applied to constructs as well as beasts.											Natural	9+UM	

BEL-ekh

FMR-BLR-0001 - Belech

SEYE-on of BAL-on

FMR-BLR-0001 - Belech

KRAN

FMR-BLR-0100 - Kraan

AR-way

FMR-BLR-0100-700 - Kraan on Aarwä

UN-tayn of BAL-or

WARLOCK LORD OF BAALOR

WOR-lok LORD of BAL-or

FMR-BLR-0260 - Idruaada; FMR-BLR-1260 - Maagaan

OH-grax UN-tayn

FMR-BLR-0600 – Shieldwall Haakon; FMR-BLR-0601 – Great Axe Haakon; FMR-BLR-0602 – Two Axe Haakon

CHAM-pee-on ov BAL-on

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost			
							2	1						
							Mass	Base Size						
Fomoraic	Baalor	Warrior of Baalor	Warchief	Noble	Elite	Uncommon	1	30mm			36			
CHAMPION OF BAALOR		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper					
Frost Blood; Insensate; Stubborn		5	92	42	31	6	91	80	27					
Abilities		Host Champion; Disciplined												
Wound Track		1 2 3 4 5 6												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
1	Axe of the Ice Axe	1 2 3 4 5 6	9	51	0.5"				1	1	Borne	Hook; Quick Strike		
		1 2 3 4 5	18	60	0.5"				2	2	Borne	Hook; Quick Strike; Foot only		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost	
1	Axes of the Ice Two Axes	1 2 3 4 5 6 7 8	9	51	0.5"				1	2	Borne	Replace (Axe); Hook; Quick Strike	0	
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules		
1	Plate Armour Heavy Armour		22	53					0	Worn				
ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules	Cost	
2	Shield Shield		11	64					1	Borne	Add; Shieldwall; Parry		2	
MOUNT OPTIONS		Mount Option Rules									Mass	Mount+	C+A	Cost
Theracx Ardent Mount		May ride a Theracx									7	11	64	2
MOUNT ARMOUR OPTIONS			Armour+	C+A					Hands	Class	Armour Rules		Cost	
1	Barding Barding		11	64					0	Worn	Add		2	
CHARIOT OPTIONS		Chariot Option Rules										Chariot+	C+A	Cost
Frost Chariot Chariot		May ride a Frost Chariot, replacing one Charioteer of Baalor crew that is not the driver. Rider gains the Flanker ability.										10	63	55
Ice Chariot Chariot		May ride an Ice Chariot, replacing one Charioteer of Baalor crew that is not the driver. Rider gains the Flanker ability.										10	63	140
ENGINE OPTIONS		Engine Option Rules										Engine+	C+A	Cost
Mammoth War Tower Engine Leader		May ride a Mammoth War Tower in addition to the crew to become the engine's leader.										10	63	632
Mammoth War Tower Engine Crew		May ride a Mammoth War Tower, replacing one Hunter of Baalor crew that is not the driver nor its leader.										10	63	-13
FMR-BLR-0220 – Shieldwall Rikkaard; FMR-BLR-0221 – Great Axe Rikkaard; FMR-BLR-0222 – Two Axe Rikkaard														

TAYN ov BAL-or

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost				
							2	1							
							Mass	Base Size							
Formoraic	Baalor	Warrior of Baalor	Warchief	Noble	Elite	Common	1	30mm			25				
TAIN OF BAALOR		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper						
Frost Blood; Insensate; Stubborn		5	81	40	27	6	85	86	26						
Abilities		Disciplined; Tactician													
Wound Track		1 2 3 4 5 6													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Axe of the Ice Axe	1 2 3 4 5	9	49	0.5"				1	1	Borne	Hook			
		1 2 3 4	18	58	0.5"				2	2	Borne	Hook; Foot only			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost		
1	Sword of the Ice Sword	1 2 3 4 5	9	49	0.5"				1	1	Borne	Replace (Axe); Parry	-3		
1	Mace of the Ice Mace	1 2 3 4 5	13	53	0.5"				1	1	Borne	Replace (Axe)	-2		
1	Axes of the Ice Two Axes	1 2 3 4 5 6 7	9	49	0.5"				1	2	Borne	Replace (Axe); Hook; Quick Strike	1		
1	Soul Axe Sorcerous Axe	1 2 3 4 5	9	49	0.5"				2	1	Borne	Replace (Axe); Soul Damage; Sorcerous Damage; Vicious Damage	11		
1	Two Soul Axes Two Sorcerous Axes	1 2 3 4 5 6 7	9	49	0.5"				2	2	Borne	Replace (Axe); Quick Strike; Soul Damage; Vicious Damage; Sorcerous Damage	17		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules			
1	Bow of the Ice Bow	1 2	9	49	0"	9"	36"	60"	1	2	Borne	Add	2		
ARMOUR			Armour+	C+A								Hands	Class	Armour Rules	
1	Plate Armour Heavy Armour		22	49								0	Worn		
ARMOUR OPTIONS			Armour+	C+A								Hands	Class	Armour Rules	Cost
2	Shield Shield		11	60								1	Borne	Add; Shieldwall; Parry	2
NOBLE OPTIONS		Noble Option Rules											Cost		
Skull-Bearer Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability											7		
Horn-Bearer Host Herald		May bear the Host's Instrument. Gains the Host Herald ability											7		
Tain Hunter Scout		Purchased with (Bow of the Ice); Foot only; Gains the Flanker, Scout and Skirmisher abilities and; if he is a commander, the Marksman ability; cannot be the general											5		
MOUNT OPTIONS		Mount Option Rules										Mass	Mount+	C+A	Cost
Capacx Beast Mount		May ride a Capacx; Rider gains the Flanker ability										3			8
Ipracx Ardent Mount		May ride an Ipracx; Rider gains the Flanker ability										4	11	64	35
MOUNT ARMOUR OPTIONS			Armour+	with mount	with mount				Hands	Class	Armour Rules			Cost	
1	Barding Barding		9	on Capacx	58	on Ipracx	69		0	Worn	Add; Excludes (Plate Barding)			1	
2	Plate Barding Heavy Barding		18	on Capacx	67	on Ipracx	78		0	Worn	Add; Excludes (Barding)			2	
CHARIOT OPTIONS		Chariot Option Rules											Chariot+	C+A	Cost
Frost Chariot Chariot		May ride a Frost Chariot, replacing one Charioteer of Baalor crew that is not the driver. Rider gains the Flanker ability.											10	59	55
Ice Chariot Chariot		May ride an Ice Chariot, replacing one Charioteer of Baalor crew that is not the driver. Rider gains the Flanker ability.											10	59	140
ENGINE OPTIONS		Engine Option Rules											Engine+	C+A	Cost
Mammoth War Tower Engine Leader		May ride a Mammoth War Tower in addition to the crew to become the engine's leader.											10	59	632
Mammoth War Tower Engine Crew		May ride a Mammoth War Tower, replacing one Hunter of Baalor crew that is not the driver nor its leader.											10	59	-13
FMR-BLR-0100 - Kraan; FMR-BLR-0201 - Mananaan; FMR-BLR-1200 - Daarkan; FMR-BLR-1212 - Naraa															

TAYN ov BAL-or

FMR-BLR-0100 - Kraan; FMR-BLR-0201 - Mananaan; FMR-BLR-1200 - Daarkan; FMR-BLR-1212 - Naraa

WOR-lok of BAL-or

FMR-BLR-0260 - Idruaada; FMR-BLR-1260 - Maagaan

Mə-*RAYN* SOR-sə-rə

FMR-BLR-1470 - Skaadi

OH-grax TAYN

FMR-BLR-0600 – Shieldwall Haakon; FMR-BLR-0601 – Great Axe Haakon; FMR-BLR-0602 – Two Axe Haakon

WOH-ree-orz ov BAL-or

FMR-BLR-2000 - The Eye Ascendant; FMR-BLR-2010 - The Eye Arisen; FMR-BLR-2000 - The Eye Angered

WOH-ree-orz ov BAL-on

FMR-BLR-24xx - ?

***FROST* WOH-ree-or**

FMR-BLR-2050 - ?

MOR-ayn WOH-ree-or

FMR-BLR-3xxx - ?

OH-grax ov BA-lon

FMR-BLR-3600 – Graadon's Mob; FMR-BLR-3610 – Gonraad's Mob; FMR-BLR-3620 – Raado's Mob

RY-derz ov BA-lor

Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost																															
Fomoraic		Baalor		Warriors of Baalor		Cavalry Hearthguard		High Born Vassal		Elite		Common		2		5+/5+/10		20																															
														Mass		Base Size																																	
														3		60x35mm																																	
RIDER OF BAALOR				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper																															
Frost Blood; Insensate				5		73		35		18		4		83		19		35																															
CAPACX				9		18		34		-		-		-		-		-																															
Abilities				Bulk Charger (Capacx); Disciplined; Flanker																																													
1	2	3	4	RoB 1	1	2	3	4	RoB 2	1	2	3	4	RoB 3	1	2	3	4	RoB 4	1	2	3	4	RoB 5	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 Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch				Damage*		Hands		Class		Weapon Rules																									
1	Spear of the Ice <small>Spear</small>			1	2	3		9	44	2"		9	53			1		1	Borne	Mounted Impact Strike; Mounted Charge+																													
MOUNT COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch				Wound+		Hands		Class		Weapon Rules																									
1	Chomping Bite <small>Bite</small>			1				8	42	0"						1		0	Natural																														
2	Trampling Hooves <small>Trample</small>			1	2			6	40	0"						1		0	Natural	Sightless Strike																													
ARMOUR						Armour+		C+A										Hands		Class		Armour Rules																											
1	Plate Armour <small>Heavy Armour</small>					22		40									0		Worn																														
2	Shield <small>Shield</small>					11		51									0		Borne	Parry																													
MOUNT ARMOUR OPTIONS						Armour+		C+A										Hands		Class		Armour Rules		Cost																									
3	Heavy Barding <small>Barding</small>					12		63									0		Worn	Add				1																									
UNIT OPTIONS				Unit Option Rules																		Cost																											
Gultain <small>Champion</small>				One Rider of Baalor becomes the mustered champion, who gains +1 attack die on his primary combat weapon																		5																											
Tusk Bearer <small>Banner Bearer</small>				One Rider of Baalor becomes the mustered banner bearer																		4																											
Horn Blower <small>Herald</small>				One Rider of Baalor becomes the mustered herald																		4																											
FMR-BLR-4020 - The Eye Implacable																																																	

NYTS ov BA-lor

Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost											
Fomoraic		Baalor		Warriors of Baalor		Cavalry		High Born Vassal		Elite		Uncommon		2		3+/3+/5		45											
														Mass		Base Size													
														4		70x40mm													
KNIGHT OF BAALOR				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper											
Frost Blood; Insensate; Stubborn				5		78		36		18		4		83		19		40											
Abilities				Bulk Charger (Ipracx); Disciplined																									
1 2 3 4		Knight of Baalor 1				1 2 3 4		Knight of Baalor 2				1 2 3 4		Knight of Baalor 3				1 2 3 4		Knight of Baalor 4				1 2 3 4		Knight of Baalor 5			
IPRACX				7		33		52		54		12		43		18		30											
Ipracx Traits & Abilities				Camouflaged (snow); Frost Blood; Insensate; Tough; Stubborn; Fearsome; Bulk Charger; Roarer																									
1 2 3 4 5 6 7 8 9 10 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 10 11 12		Ipracx 5			
COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch				Damage*		Hands		Class		Weapon Rules					
1		Axe of the Ice <small>Axe</small>		1 2 3		9		44		0.5 "								1		1		Borne							
				1 2		18		53		0.5 "						2		2		Borne									
ARMOUR						Armour+		C+A										Hands		Class		Armour Rules							
1		Plate Armour <small>Heavy Armour</small>				22		40										0		Worn									
2		Shield <small>Shield</small>				11		51										0		Borne		Parry							
3		Ipracx <small>Ardent Mount</small>				11		62										0		Mount									
MOUNT OPTIONS						Mount+		C+A										Hands		Class		Mount Rules		Cost					
1		Cúgacx <small>Ardent Mount</small>				9		60										0		Ridden		Replace (Ipracx)		-1					
CÚGACX				9		44		48		45		10		38		25		35											
Cúgacx Traits & Abilities				Camouflaged (snow); Frost Blood; Insensate; Fearsome; Beast Handler or Draught Animal or Mount only; Bulk Charger; Roarer; Flanker; Bound (Thulean Hornheart); Leaper																									
1 2 3 4 5 6 7 8 9 10 11		Cúgacx 1				1 2 3 4 5 6 7 8 9 10 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 11		Cúgacx 4				1 2 3 4 5 6 7 8 9 10 11		Cúgacx 5			
MOUNT ARMOUR OPTIONS						Armour+		with mount		with mount								Hands		Class		Armour Rules		Cost					
3		Heavy Barding <small>Barding</small>				12		on Ipracx		74		on Cúgacx		72				0		Worn		Add		2					
UNIT OPTIONS				Unit Option Rules																Cost									
		Gultain <small>Champion</small>		One Knight of Baalor becomes the mustered champion, who gains +1 attack die on his primary combat weapon																6									
		Tusk Bearer <small>Banner Bearer</small>		One Knight of Baalor becomes the mustered banner bearer																5									
		Horn Blower <small>Herald</small>		One Knight of Baalor becomes the mustered herald																5									
FMR-BLR-4620 - The Eye Invincible																													

FROST CHA-ri-ot

?

YS CHA-ri-ot

?

OH-grax RA-va-ger

FMR-BLR-5300 - ?

IP-raz

FMR-BLR-0100-700 - Kraan on Bear

COO-gaz

FMR-THL-7550 - Taai-ac

CAP-az

FMR-BLR-0201-400 - Mananaan on Horse

SHARD BEAST																																																																					
SHARD BEEST																																																																					
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																												
							2	1+3																																																													
							Mass	Base Size																																																													
Fomoraic	Baalor	Moraine Beast	Monstrous Beast	Construct	Mindless	Rare	7	80mm	63																																																												
SHARD BEAST		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																																												
Camouflaged (snow); Frost Blood; Tough; Gigantic; Terrifying		6	31	54	72	24	65	27	41																																																												
Abilities		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 Beast 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 Beast 2								Shard Beast 3							
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																																																								
1	Ice Claws		1 2 3 4 5 6 7 8 9 10		16	70	1"			2	2	Natural	Pierce; Freeze Damage																																																								
2	Trample		1 2 3 4		5	59	1"			1	0	Natural	Sightless Strike; Cold Damage																																																								
SHOT WEAPON		Shoot Dice		Weapon+	M+W	M+SW	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules																																																								
1	Ice Shard		1 2 3 4		11	65	33	0"	24"	32"	1	1	Natural	Throw; 3" Ice Shard Crush Template; Mighty Shot; Vicious Damage; Freeze Damage																																																							
ARMOUR				Armour+	C+A							Hands	Class	Armour Rules																																																							
1	Moraine				19	91							0	Natural																																																							
Skin																																																																					
FMR-BLR-8030 - The Ice Immortal																																																																					

MORaine BEAST																																																	
Ma-RAYN BEEST																																																	
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																								
							2	1																																									
							Mass	Base Size																																									
Fomoraic	Baalor	Moraine Beast	Monstrous Beast <i>Solitary</i>	Construct	Mindless	Rare	12	100mm	156																																								
MORaine BEAST		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																								
<i>Camouflaged (snow); Frost Blood; Tough; Gigantic; Terrifying</i>		6	22	77	97	50	71	36	58																																								
Abilities		<i>Bulk Charger</i>																																															
<i>Wound Track</i>		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 Rules																																				
1	Ice Claws Claws	1 2 3 4 5 6 7 8 9 10 11 12 13 14		16	93	1 "				2	2	Natural	Pierce; Freeze Damage; Vicious Damage																																				
2	Trample Trample	1 2 3 4 5		8	85	1 "				1	0	Natural	Sightless Strike; Cold Damage																																				
SHOT WEAPON		Shoot Dice		Weapon+	M+W	M+SW	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules																																				
1	Ice Shard Ice	1 2 3 4 5		11	88	44	0"	27"	36"	1	1	Natural	Throw; 4" Ice Shard Crush Template; Mighty Shot; Vicious Damage; Freeze Damage																																				
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules																																				
1	Moraine Skin			22	119						0	Natural																																					
FMR-BLR-8400 - Vaak																																																	

MAM-oks WOR TOW-er

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Version 2.07

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 mammo 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 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.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands		Host Commands		Realm Commands		
REIVERS OF THE EYE HOST	Reivers of the Eye General 1	Reivers of the Eye Command 1	Reivers of the Eye Command 0-1+	Allied Contingent 0-1	Far Thule Command 0-1+	Cursed Herd Command 0-1+	Baalor Command 0-1
					Conand Command 0-1		

FOMORAIC (REIVERS OF THE EYE) COMMANDS

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

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

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

FOMORAIC (REIVERS OF THE EYE) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

FOMORAIC (REIVERS OF THE EYE) COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Box	Pledge Box	Petition Box
<div>Reivers of the Eye</div> <div>REIVER UNTAIN</div> <div>91</div>	<div>Reiver Frostborn 0-1</div> <div>Igrax Reiver, Ograx Hunts</div> <div>Reiver 0-1</div> <div>Igrax Reiver, Ograx Hunts</div>	<div>Reiver Frostborn 14 0-1+</div> <div>Igrax Reiver, Ograx Hunts</div> <div>Reiver 11 0-1+</div> <div>Igrax Reiver, Ograx Hunts</div> <div>Reiver Youth 11 0-1+</div> <div>Igrax Reiver, Ograx Hunts</div>	<div>Reiver Hunter 8 0-1+</div> <div>Reiver Horse 11 0-1+</div> <div>Reiver Hunter Horse 8 0-1+</div>
with Reiver Bow		Reiver Hunter 8 0-1+	Reiver Chariot 18 0-1+
with Reiver Bow and mounted	Reiver Hunter Horse 0-1	Reiver Hunter Horse 8 0-1+	Ograx Reiver 26 0-1 Ograx Hunter
as rider of Capacx	Reiver Horse 0-1	Reiver Horse 11 0-1+	Mammoth War Tower 35 0-1
as engine leader of Chariot	Reiver Chariot 1	Reiver Chariot 18 0-1+	Mammoth War Tower 35 0-1
as engine leader of Mammoth War Tower	Mammoth War Tower 1	Mammoth War Tower 35 0-1	Sell-Sword < 0-1
Reivers of the Eye	Ograx Reiver 0-1 Ograx Hunter	Ograx Reiver 26 0-1+ Ograx Hunter	Ograx Hunter 27 0-1+
Reiver Ultain CW 0-1		Reiver 11 0-1+ Igrax Reiver, Ograx Hunts	Ograx Wrecker 27 0-1
with Crude Bow	Ograx Hunter 0-1	Ograx Hunter 27 0-1+	Reiver Hunter 8 0-1+
as rider of Feleox or Theracx	Ograx Wrecker 0-1	Ograx Wrecker 27 0-1	Mammoth War Tower 35 0-1
Reivers of the Eye	Reiver 0-1 Igrax Reiver, Ograx Hunts	Reiver 11 0-1+ Igrax Reiver, Ograx Hunts	Reiver Youth 11 0-1+ Igrax Reiver, Ograx Hunts
with Reiver Bow		Reiver Hunter 8 0-1+	Reiver Frostborn 14 0-1 Igrax Reiver, Ograx Hunts
with Reiver Bow and mounted	Reiver Hunter Horse 0-1	Reiver Hunter Horse 8 0-1+	Reiver Hunter 8 0-1+
as rider of Capacx	Reiver Horse 0-1	Reiver Horse 11 0-1+	Reiver Chariot 18 0-1+
as Cútain	Cúax 1	Cúax 8 0-1+	Ograx Reiver 26 0-1 Ograx Hunter
as engine leader of Chariot	Reiver Chariot 1	Reiver Chariot 18 0-1+	Reiver Slave 1 0-1+
as engine leader of Mammoth War Tower	Mammoth War Tower 1	Mammoth War Tower 35 0-1	Mammoth War Tower 35 0-1
			Sell-Sword < 0-1

Reivers of the Eye REIVER SLAVER TAIN		Reiver Slave 0-1		Reiver Slave 1 0-1+		Cúax 8 0-1+		Big Slave 13 0-1+		Reiver Slave Cart 11 0-1+		Reiver Slave Wagon 11 0-1+	
54	as engine leader of Reiver Slave Cart or Wagon	Reiver Slave Cart 1	Reiver Slave Wagon 1	Reiver Slave Cart 11 0-1+	Reiver Slave Wagon 11 0-1+	Sell-Sword < 0-1							

as engine leader of Reiver Slave Cart or Wagon

Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers of the Eye		Reivers	
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Igrax Reiver, Ograx Hunts

Igrax Reiver, Ograx Hunts

Igrax Reiver, Ograx Hunts

with Reiver Bow

with Reiver Bow and mounted

as rider of Capax

as Cútain

as engine leader of Chariot

as engine leader of Mammoth War Tower

Reivers of the Eye		Ograx Reiver		Ograx Reiver		Ograx Hunter		Ograx Wrecker		Draackox	
OGRAX REIVER TAIN		0-1		0-1+		0-1+		0-1		0-1	
65		Ograx Hunter		26		Ograx Hunter		27		55	
		Reiver Ultain		Reiver		Reiver Youth		Reiver Hunter		Morograx	
		CW 0-1		11 0-1+		11 0-1+		8 0-1+		36 0-1	
				Igrax Reiver, Ograx Hunter		Igrax Reiver, Ograx Hunter				55 0-1	
with Crude Bow		Ograx Hunter		Ograx Hunter							
		0-1		27 0-1+							
as rider of Feleox or Theracx		Ograx Wrecker		Ograx Wrecker							
		0-1		27 0-1							

Ograx Hunter

Ograx Hunter

Igrax Reiver, Ograx Hunts

Igrax Reiver, Ograx Hunts

with Crude Bow

as rider of Feleox or Therax

Reivers of the Eye OGRAX SLAVER TAIN		Big Slave 0-1		Big Slave 13 0-1+		Slave 1 0-1+		Reiver Slave Cart 11 0-1+		Reiver Slave Wagon 11 0-1+		Sell-Sword < 0-1	
44	as engine leader of Reiver Slave Cart or Wagon	Reiver Slave Cart 1		Reiver Slave Wagon 1		Reiver Slave Cart 11 0-1+		Reiver Slave Wagon 11 0-1+					

as engine leader of Reiver Slave Cart or Wagon

FOMORAIC (REIVERS OF THE EYE) 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 Reivers of the Eye generals or 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 allies

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<div><div>ALLIED COMMANDER</div></div>	<div><div><div>Allied Sworn Unit 1</div><div>Bind Units</div></div></div>	<div><div><div>Allied Pledged Unit 0-1+</div><div>Bind Units</div></div></div>	<div><div><div>Allied Petitioned Unit 0-1+</div><div>Bind Units</div></div></div>
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Fomoraic (Reivers of the Eye) Invocation List

INVOCATION		Invoke Dice			Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost						
1	Rimed Armour Focus	1	2	3	Armoured Marks: The Marked unit must contain warriors with at least one armour element of the class Worn or Borne. Constant Effect: The Marked Unit becomes a Rimed unit . Each Marked warrior within the Rimed unit (a Rimed warrior) gains 1D10 Armour+ per invoked die to the Armour+ value of any one armour element of the type Worn or Borne (now also called the Rimed Armour). The Rimed Armour must be of the same class and type for each Marked warrior where possible. Rules: Once per Mark; Entire Mark; Mutable									7					
2	Mosswork Focus	1	2	3	Living Marks: The Marked warriors within the Marked unit must be friendly non-Allied warriors with the Living trait. Immediate Effect: the wounded warrior of each Different Mark within the Marked unit gains +D5 WOUNDS per invoked die. This cannot increase a warrior's WOUNDS higher than their basic level. Rules: Once per Mark; Entire Mark									8					
3	Hex of Desolation Focus	1	2	3	4	Immediate Effect: all of the enemy Marked units within total focus range must immediately perform a <i>Panic reaction</i> , including Fearless units and Frenzied units.									11				
4	Permafrost Focus	1	2	3	Immediate Effect: The Marked point is any point on the battlefield. All of the area effect templates (that are not permanent) within total focus range are immediately removed from the battlefield. Additionally, all effect tokens that are not cold or freeze tokens are removed from all units within total focus range on the battlefield.									8					
5	Frostlings Sight	1	2	3	4	5	6	7	8	9	10	31	0"	6"	30"	40"	1	Cold Damage	5
6	Mark of the Eye Focus	1	2	3	4	5	Immediate Effect: The Marked unit's SKILL is increased by D10 per invoked die. Rules: Once per Mark; Entire Mark; Transient												17
7	Agonising Cold Focus	1	2	3	4	5	6	54									2	Cold Damage; Ignores Armour	5
8	Enveloping Fog Focus	1	2	3	4	5	6	42		Constant Effect: 1 cold effect token is immediately added to the Marked unit per invoked die. Additionally, each Marked warrior becomes confused and slowed as well as Sighted D10" until the Enveloping Fog dissipates. If the Enveloping Fog is not dissipated at the end of a battle hour, the Marked unit gains one cold effect token per warrior within the unit. Additionally, the battle's current weather immediately changes to Fog until the end of the current battle hour, at which point it may change during The Changing Weather subsection of the Battle Sequence as normal. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Unstable									8
9	Enslave Focus	1	2	Living Marks: The Marked warriors within the Marked unit must be enemy warriors with the Living trait. Immediate Effect: Each Different Mark within the Marked unit (that is within total focus range) must take a FORTITUDE TEST, in this case an ENSLAVEMENT TEST . If the ENSLAVEMENT TEST is passed, that Different Mark becomes confused and slowed. If the ENSLAVEMENT TEST is failed, that Different Mark (now called the Enslaved Unit) is now under the control of the Invoker's player. The Enslaved unit is placed under any <i>order</i> the Invoker wishes and is in the Invoker's command. Rules: Once per Mark; Majority Mark; Transient												17			
10	Hex of Spoiling Focus	1	2	3	Immediate Effect: The Marked unit's SKILL is reduced by 1D10 per invoked die. Rules: Once per Mark; Entire Mark; Unstable									15					
11	Tundral Cold Focus	1	2	3	4	5	28		Constant Effect: Each Marked warrior gains 1D10 cold effect tokens per invoked die. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Transient									5	
12	Enthrall Focus	1	2	3	Immediate Effect: One enemy warrior (an Enthralled warrior) within the Marked unit per invoked die (chosen by the Invoker's player) is placed under the control of the Invoker's player, under any <i>order</i> he wishes and in the Invoker's command. Each Enthralled warrior becomes lively. Rules: Once per Mark; Unstable									9					
13	Tundral Wind Focus	1	2	3	4	Immediate Effect: the Marked point is any point on the battlefield. The current wind strength is increased by +1 and the wind's direction is immediately determined by the Invoker. Enemy flyers are immediately <i>Grounded involuntarily</i> .									4				
14	Hex of Crippling Focus	1	2	3	Immediate Effect: The Marked unit's PACE is reduced by D5 per invoked die to a minimum of 1. Rules: Once per Mark; Entire Mark; Unstable									8					
15	Lichenwork Focus	1	2	3	Immediate Effect: the Marked unit gains the 'resistant (all effects)' trait, immediately removing all effect tokens from the unit. Additionally, enemy <i>Invoke actions</i> against the Marked unit are performed with a +2 invoke modifier. Rules: Once per Mark; Entire Mark; Mutable									9					

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.

COMBAT WEAPON ARTEFACT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Artefact Rules	Cost
1	Slaver's Axe <i>Sorcerous Axe Souls for Baalor</i>	1+ 1 2 3	18	+18	0.5"				2	1	Borne	Add or Replace; Hook; Goad	3+M
		Cruel: the bearer gains +10 AUTHORITY if at least one unit of slaves is included in his command as well as the 'fearless' trait.											
1	Broken Axe of Naang <i>Sorcerous Axe A killer's instinct</i>	1+ 1 2 3 4	13	+13	0.5"				1	1	Borne	Add or Replace; Hook; Vicious Damage	9+M
		2+ 1 2 3	26	+26	0.5"				2	2	Borne	Foot only	
		Crackhead: If the bearer's vicious damage roll is a 5, the bearer may roll a further vicious damage roll, and so on until no 5s are rolled; but if the bearer does roll a further 5, the Broken Axe of Naang is finally broken and so destroyed. For the mighty: Only warriors with a MIGHT of 50 or more may bear this combat weapon.											
1	Floe Axe <i>Sorcerous Axe Born of the ice</i>	1+ 1 2 3 4 5	11	+11	0.5"				1	1	Borne	Add or Replace; Hook; Freeze Damage	9+M
		3+ 1 2 3 4	22	+22	0.5"				2	2	Borne	Foot only	
		The ice beneath: Once per battle hour, at any point in his activation or reactivation, the bearer of the Floe Axe may strike the ground. When this occurs the bearer may draw a 1" wide line - called a floe line - that is 2D10" long directly forwards from his head mark. Any warrior underneath the floe line immediately suffers D5 freeze damage.											
1	Blade of the Tundra <i>Sorcerous Sword The cold of the earth</i>	1+ 1 2 3	16	+16	0.5"				1	1	Borne	Add or Replace; Ignores Armour; Cold Damage (2)	9+M
		4+ 1 2	32	+32	0.5"				2	2	Borne	Foot only	
		Reivers only: Only warriors of the kin 'Man' may bear the Blade of the Tundra.											
1	The White Whip <i>Sorcerous Whip The eye awaits</i>	1+ 1 2 3	12	+12	3"				2	1	Borne	Replace; Goad	9+M
		See the Eye's Glory: Each enemy warrior that suffers at least one fated damage die from The White Whip must perform an AUTHORITY TEST called a GLORY TEST. Should the GLORY TEST be failed, the enemy warrior becomes confused and entangled until the end of the battle hour (i.e., no <i>Disentangle action</i> may be performed until then). Only one GLORY TEST is performed per enemy warrior, regardless of how many fated damage dice are suffered. If the enemy warrior is in a unit with other warriors of the same profile, only the wounded warrior is affected. Whip and Axe: The White Whip replaces the Whip part of a Whip and Axe combat weapon. Reivers only: Only warriors of the kin 'Man' may bear The White Whip.											
1	Morlaak's Axes <i>Sorcerous Two Axes He of the unsound mind</i>	1+ 1 2 3 4 5 6 7	18	+18	0.5"				1	2	Borne	Replace; Quick Strike; Hook; Cold Damage	4+M
		Madman: the bearer of Morlaak's Axes becomes frenzied at the start of the battle.											
1	Axe of the Reiver <i>Sorcerous Axe All-seeing influence</i>	1+ 1 2	12	+12	0.5"				1	1	Borne	Add or Replace; Hook	7+M
		7+ 1	24	+24	0.5"				2	2	Borne	Foot only	
		The Eye is upon me: The bearer gains the 'fearless' trait and +10 AUTHORITY.											
1	Bloodfrost <i>Sorcerous Sword Veins of ice</i>	1+ 1 2	16	+16	0.5"				1	1	Borne	Add or Replace; Parry; Freeze Damage	16+M
		8+ 1	32	+32	0.5"				2	2	Borne	Foot only	
		The slow death: for each fated damage die caused by the Bloodbane on a Living warrior, 2D10 cold tokens must be attached to the victim in addition to any freeze tokens. Reivers only: Only warriors of the kin 'Man' may bear the Bloodbane.											
1	Maad Dog's Man-Mangler <i>Sorcerous Great Cleaver Violence ensues</i>	1+ 1 2	54	+54	1"				3	1	Borne	Add or Replace; Foot only; Vicious Damage	14+M
		Ograx only: Only warriors of the kin 'ograx' may bear this combat weapon.											
1	Whip of Pain <i>Sorcerous Whip Agonising barbs</i>	1+ 1 2 3	16	+16	3"				1	1	Borne	Replace; Goad; Vicious Damage	9+M
		Relentless Agony: In addition to the goad effects listed in the <i>Goad action</i> , the bearer of the Whip of Pain may force the Goaded unit - as well as the Goadling unit - to immediately perform a <i>Run action</i> called a <i>Relentless Run action</i> . The amount of RUN MOVE for this action is determined by rolling 2D10, called a RUN ROLL. The Goaded unit remains in its current vigour state after its <i>Relentless Run action</i> is performed. Whip and Axe: The Whip of Pain replaces the Whip part of a Whip and Axe combat weapon.											

SHOT 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 <i>Blinded by the blizzard</i>	1+ 1 2 3 4	12	+12	0"	9"	36"	48"	1	2	Borne	Replace; Cold Damage	8+M
	Blizzard blind: Warriors that suffer fated damage caused by the Snow Bow become unsighted until the end of the current battle hour.											
Bow of the Tundra Sorcerous Bow <i>The cold of the sky</i>	1+ 1 2 3	14	+14	0"	9"	36"	48"	2	2	Borne	Replace; Ignores Armour; Cold Damage (2)	6+M
	Reivers only: Only warriors of the kin 'Man' may bear the Bow of the Tundra.											
Ice Shafts Sorcerous Arrows <i>The cold of the earth</i>	1+ 1 2	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce; Cold Damage	7+M
	Rising cold: Any unit that suffers damage from the Ice Shafts gains as many cold effect tokens as it has taken damage, not just fated damage, and then (as long as there is at least one cold effect token attached to the unit) gains a further D5 cold tokens per activation (friend or enemy) after the bearer's activation until the end of the current battle hour.											
Heartsplinters Sorcerous Arrows <i>The agony of the heart</i>	Equal	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow); Pierce	7
	Splitting pain: any warrior that suffers a fated shot die from the Heartsplinters will immediately become entangled, such is the agony they cause.											
Frost Axe of Aarbeg Sorcerous Throwing Axe <i>Of Aarbeg's renown</i>	1+ 1 2 3 4 5	11	+11	0"	3"	12"	15"	2	1	Borne	Add or Replace; Move and Shoot; Ride and Shoot; Cold Damage	8+M
	Return: 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 Sorcerous Bow <i>The heart beats for pain</i>	1+ 1 2	18	+18	0"	9"	36"	48"	2	2	Borne	Add or Replace	10+M
	Hear the Beat: the bearer of the Heartseeker only applies negative modifiers to his shoot value, never positive modifiers, against Living Targets. Additionally, the Heartseeker gains +4D10" effective range and maximum range (apply the roll's result to both) against Living Targets.											
Frostwind Sorcerous Breath <i>The breath of winter</i>	1 2 3	12	+12			4"		1	0	Natural	Combat Shot Weapon; Spray; 4" Frost Spray Template; Cold Damage	3+M
	Iced blood: the bearer gains the 'resistant (fire, hellfire)' ability.											
Backsplitter Bow <i>Rending</i>	1+ 1 2 3	26	+26	0"	9"	60"	72"	2	2	Borne	Add or Replace; Cold Damage; Vicious Damage	8+M
	For the Mighty: only warriors with a MIGHT attribute of 50 or more may bear this weapon.											
Graam's Axes Throwing Axes <i>Roughly wrought</i>	1+ 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+M
	Accurate: the bearer of Graam's Axes gain a shoot modifier of -2.											
Biting Bow Sorcerous Bow <i>The frost bites</i>	1+ 1 2 3	18	+18	0"	9"	36"	48"	1	2	Borne	Replace; Cold Damage	8+M
	Frostbitten: Warriors that have as many cold effect tokens (that were caused by the Biting Bow) attached to them as their mass become Slowed for the remainder of the battle. Reivers only: Only warriors of the kin 'Man' may bear the Biting Bow.											

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

TALISMAN ARTEFACT		Talisman Artefact Rules					Class	Cost		
1	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	
1	Whiteshard Sorcerous Pendant	2	Branded: the wearer of the Whiteshard gains a -1 parry modifier. Rules: Add					Worn	3+M	
1	Lichenous Gift Sorcerous Skin	3	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 Hour Passes Sequence. Rules: Add or Replace					Worn	6+M	
1	Slaveskin Cap Sorcerous Cap	4	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: Add					Worn	8+M	
1	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	
1	Black Brow Sorcerous Pendant	6	Deflector: The bearer's parry, evade and avoid rolls are modified by -1. Rules: Add					Worn	6+M	
1	Ring of Tol Dun Sorcerous Ring	7	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 all shots and sight invocations. Rules: Add					Natural	13+M	
1	Lithskull Sorcerous Belt-Hung Skull	8	Stone Skull: Enemy warriors that perform <i>Earth</i> , <i>Channel</i> or <i>Absorb reactions</i> against <i>Invoke actions</i> performed by the bearer of Lithskull must re-roll all of their earth, channelled and absorbed dice. Rules: Add					Borne	10+M	
1	Eye of Winter Sorcerous Pendant	9	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. Rules: Add; Earther only					12345	Worn	4+M
1	Cloak of Black Sedge Cloak	10	Negater: Enemy <i>Invoke actions</i> performed against the bearer gain a +D5 invoke modifier. Rules: Add or Replace					Worn	12+M	

ENCHANTED ARTEFACT			Enchanted Artefact Rules											Class	Cost	
1	Staff of the Tundra Sorcerous Staff		1	Permafrost: The bearer of the Staff of the Tundra increases the cold damage rule of any equipment by +1 for any unit in the command he is part of, including himself (and including any invocations he can create). If a unit in a command he is part of does not have the cold damage rule for any of its equipment, it gains the cold damage rule on its primary combat weapon, primary shot weapon and one invocation it has mustered. Rules: Replace; Sorcerer Only; Man Only											Staff	8+M
	Vast Maw Sorcerous Body		2	In mah belly: The bearer of the Vast Maw gains the Vast Maw combat weapon as outlined below as well as the 'Devourer' ability. The bearer may only <i>Grab</i> warriors of mass 1 with the Vast Maw, however. Rules: Add; Ograx only											Natural	11+M
1	COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
	Vast Maw Bite		1	2	3	10	+10	0"				1	0	Natural	Grab	
1	The White Eye Sorcerous Tattoo		3	Killer: The bearer gains +D5 attack dice on his primary combat weapon, rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add											Natural	5+M
1	Crooked Wand Sorcerous Wand		4	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. Rules: Add											Worn	4+M
	Mask of Gul Daar Sorcerous Mask		5	Cruel Visage: the bearer gains the 'fearsome' trait and the Mask of Gul Daar gaze shot weapon below. Rules: Add											Natural	11+M
1	SHOT WEAPON		Shoot Dice		Gz Dmg	Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		
	Mask of Gul Daar Sorcerous Mask		1	2		2D10	1D5	0"	0"	9"	15"	1	0	Natural	Cold Damage	
1	Eye of Baalor Sorcerous Scar		6	Ascendant: the bearer of the Eye of Baalor may include one vassal unit of the Baalor realm in his command. Rules: Add											Natural	7+M
1	Scroll of Chaal Sorcerous Belt-Hung Scroll		7	Hidden Knowledge: The Scroll of Chaal may be read at any point in the bearer's activation. When he does so, he may perform one <i>Invoke action</i> with any invocation from the Tundral Spells list. Rules: Add; Sorcerer only; One Use Only											Borne	6+M
1	Black Moss Sorcerous Belt-Hung Moss		8	Hard to Kill: the bearer may eat the Black Moss at any point in his activation or reactivation, gaining D5 wounds in the process. This can increase his WOUNDS beyond its basic value. Rules: Add; One Use Only											Worn	9+M
1	Clod of Raacha Belt-Hung Pouch		9	Protection: the Clod of Raacha has the 'dissipater' rule with a dissipate range of 12". The TEMPER of the Clod of Raacha is different for each Dissipate action and is determined by rolling 10D10. Rules: Add											Borne	8+M
	Wogaa's Flogger Sorcerous Whip		10	Whipcracker: the bearer gains the Wogaa's Flogger combat weapon and shot weapon as detailed below as well as the 'Bind (Morograx, Gorograx)' ability. Additionally the bearer, and any unit Bound to him, gain the 'fearless' trait. Rules: Add or Replace; Ograx only											Borne	13+M
	COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
1	Wogaa's Flogger Sorcerous Whip		+	1	2	3	10	+10	3"			2	1	Borne	Goad; Vicious Damage; Pierce	
	SHOT WEAPON		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		
	Wogaa's Flogger Sorcerous Whip		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	
1	Mark of Baalor Brand	1	Skilled: The bearer of the Mark of Baalor gains a -1 strike modifier for all of its combat weapons. Rules: Add; Mundane Artefact											Natural	2+UM
1	White Mottle Sorcerous Brand	2	Flankers: The riders of the bearers of the White Mottle modify any FLANK ROLL they make by -2D10 to a minimum of 0. Rules: Add; Mundane Artefact; Capacx only (as mount or draught animal)											Natural	1+MM
1	Iron Grille Brand	3	Whipped up: The bearers of the Iron Grille brand become frenzied at the beginning of the battle, thus adding +1 frenzied attack die to their primary combat weapon. Rules: Add; Mundane artefact; Only warriors of the Slave privilege may bear this brand.											Natural	1+UM
1	Manacles of Maag Sorcerous Manacle	4	Enslaved: the wearer of the Manacles of Maag gains +5D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence. Rules: Add											Worn	3+UM
1	Rings of Criaac Sorcerous Nose Ring	5	The 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. Rules: Add; Only warriors of the Slave privilege may bear this brand.											Worn	1+UM
1	Frosthoof Sorcerous Brand	6	Swift: 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. Rules: Add; Mundane artefact; Capacx only (as mount or draught animal)											Natural	2+MM
1	Baab the Bludgeoner Sorcerous Brand	7	Splat: the bearer of the Baab the Bludgeoner brand will cause mighty strikes on the roll of an 8 or 9, not just a 9. Rules: Add; Morograx and Gorograx only											Natural	6+M
1	Ronaan's Mark Sorcerous Brand	8	Better Trained: The bearers of the Ronaan's Mark brand gain +1 attack die on their primary combat weapon. Rules: Add; Only warriors of the Slave privilege may bear this brand.											Natural	3+UM
1	Nailed Collars Sorcerous Collars	9	Burnt: the wearers of the Nailed Collars convert all graze dice rolled by the enemy into wound dice. Rules: Add; Cúax and Cúacx only											Worn	1+UM
Tundral Breath Sorcerous Brand		10	Cold of the earth: the bearer, which must have the Solitary subclass, gains the Tundral Breath spray shot weapon as shown below.											Natural	4+UM
SHOT WEAPON															
Tundral Breath Spray		1	2	3	20	+20			6"		1	0	Natural	Spray; 6" Frost Spray Template; Cold Damage	

REE-ver TAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost			
							2	1						
							Mass	Base Size						
Fomoraic	Reivers of the Eye	Man	Warlord	Noble	Veteran	Uncommon	1	30mm			31			
REIVER UNTAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper					
Frost Blood; Insensate		5	81	42	32	7	90	91			23			
Abilities		Disciplined; Tactician												
Wound 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			
1	Reiver Axe Axe	1 2 3 4 5 6 7	9	51	0.5"			1	1	Borne	Hook			
		1 2 3 4 5 6	18	60	0.5"			2	2	Borne	Hook; Foot only			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules	Cost		
1	Reiver Axes Two Axes	1 2 3 4 5 6 7 8 9	9	51	0.5"			1	2	Borne	Replace (Reiver Axe); Hook; Quick Strike	-1		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules		
1	Reiver Bow Bow	1 2 3	8	50	0"	9"	36"	60"	1	2	Borne	Add	2	
ARMOUR			Armour+	C+A					Hands	Class	Armour Rules			
1	Beaten Armour Light Armour		8	40					0	Worn				
ARMOUR OPTIONS			Armour+	C+A	with option				Hands	Class	Armour Rules	Cost		
2	Reiver Helm Helmet		5	45					0	Worn	Add	1		
3	Reiver Shield Shield		9	49	+Helmet	54			1	Borne	Parry; Add	2		
MOUNT OPTIONS		Mount Option Rules										Cost		
Capacx Beast Mount		May ride a Capacx; Rider gains the Flanker abilities										8		
MOUNT ARMOUR OPTIONS			Armour+	C+A					Hands	Class	Armour Rules	Cost		
1	Barding Barding		6	46					0	Worn	Add	1		
CHARIOT OPTIONS		Chariot Option Rules										Chariot+	C+A	Cost
Reiver Chariot Chariot		May ride a Reiver Chariot, replacing one Reiver crew that is not the driver. Rider gains the Flanker ability.										7	47	36
ENGINE OPTIONS		Engine Option Rules										Engine+	C+A	Cost
Mammox War Tower Engine Leader		May ride a Mammox War Tower in addition to the crew to become the engine's leader.										19	59	595
FMR-RVE-0200 - Haraald; FMR-RVE-1200 - Kaarstan; FMR-RVE-1203 - Hunter Kaarstan; FMR-RVE-1210 - Aastrid; FMR-RVE-1273 - Archer Maari														

OH-grax REE-ver UN-tayn

Kindred		Realm	Kin	Class	Privilege	Acuity	Ubiquity		Hands	Unit Size		Cost				
Fomoraic		Reivers of the Eye	Ograx	Warchief	Noble	Veteran	Uncommon		2	1						
									Mass	Base Size		88				
									4	60mm						
OGRAX REIVER UNTAIN			Pace	Skill	Might	Constitution	Wounds		Fortitude	Authority		Temper				
Frost Blood; Insensate; Tough; Fearsome			6	61	70	65	16		82	73		43				
Abilities			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 Rules			
1	Mighty Cleaver		1 2 3 4 5 6 7 8 9 10	10	80	1 "				1	1	Borne				
	Cleaver		1 2 3 4 5 6 7 8 9	20	90	1 "				2	2	Borne	Foot only; Mighty Strike; Vicious Damage			
	COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Two Mighty Clubs Clubs		1 2 3 4 5 6 7 8 9 10 11 12	10	80	1 "				1	2	Natural	Replace (Mighty Cleaver); Quick Strike			
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules			
1	Beaten Armour			8	73						0	Worn				
Light Armour				Armour+	C+A	with option					Hands	Class	Armour Rules			
2	ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules			
2	Beaten Helm Helmet			5	78						0	Worn	Add			
3	Beaten Shield Shield			9	82	+Helmet	87				1	Worn	Add; Shieldwall; Parry			
MOUNT OPTIONS			Mount Option Rules										Mass	Mount+	C+A	Cost
Feleox Ardent Mount			May ride a Feleox										8	11	84	77
Theracx Ardent Mount			May ride a Theracx										8	11	84	68
MOUNT ARMOUR OPTIONS				Armour+	Feleox	Theracx					Hands	Class	Armour Rules			
1	Beaten Barding Barding			6	90	90					0	Worn	Add			
FMR-RVE-1605 – Shieldwall Aadoif; FMR-RVE-1606 – Great Club Aadoif; FMR-RVE-1607 – Two Club Aadoif																

REE-ver WAR-lok

FMR-RVE-1270 - Maari

REE-ver TAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost				
							2	1							
							Mass	Base Size							
Fomorai	Reivers of the Eye	Man	Warchief	Noble	Veteran	Common	1	30mm			18				
REIVER TAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper						
Frost Blood; Insensate		5	74	35	24	5	82	82	22						
Abilities		Disciplined; Tactician													
Wound Track		1 2 3 4 5													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Reiver Axe Axe	1 2 3 4 5	9	44	0.5 "				1	1	Borne	Hook			
		1 2 3 4	18	53	0.5 "				2	2	Borne	Hook; Foot only			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost		
1	Reiver Axes Two Axes	1 2 3 4 5 6 7	9	44	0.5 "				1	2	Borne	Replace (Axe); Hook; Quick Strike	0		
		1 2 3 4	Axe	9	44	0.5 "				1	1	Borne			
1	Whip and Axe Whip; Axe	1 2 3	Whip	7	42	3 "			1	1	Borne	Replace (Reiver Axe) Hook Goad	1		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules	Cost		
1	Reiver Bow Bow	1 2	8	43	0 "	9 "	36 "	60 "	1	2	Borne	Add	2		
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules			
1	Beaten Armour Light Armour		6	30						0	Worn				
ARMOUR OPTIONS			Armour+	C+A	with option					Hands	Class	Armour Rules	Cost		
2	Reiver Helm Helmet		4	34						0	Worn	Add	1		
3	Reiver Shield Shield		9	39	+Helmet	43				1	Borne	Add; Shieldwall; Parry	2		
NOBLE OPTIONS		Noble Option Rules											Cost		
Skull-Bearer Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability											7		
Horn-Bearer Host Herald		May bear the Host's Instrument. Gains the Host Herald ability											7		
Hunter Scout		Muster with (Reiver Bow); Foot only; Gains the Flanker, Scout and Skirmisher abilities and, if he is a commander, the Marksman ability											3		
Cútain Beast Handler		Muster with (Whip and Axe); Gains the Beast Handler (Cúax, Cúax) and Flanker abilities											3		
MOUNT OPTIONS		Mount Option Rules										Mass	Mount+	C+A	Cost
Capacx Beast Mount		May ride a Capacx; Rider gains the Flanker ability										3			7
MOUNT ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules	Cost		
1	Barding Barding		5	35						0	Worn	Add	1		
CHARIOT OPTIONS		Chariot Option Rules											Chariot+	C+A	Cost
Reiver Chariot Chariot		May ride a Reiver Chariot, replacing one Reiver crew that is not the driver. Rider gains the Flanker ability.											7	37	36
ENGINE OPTIONS		Engine Option Rules											Engine+	C+A	Cost
Mammoth War Tower Engine Leader		May ride a Mammoth War Tower in addition to the crew to become the engine's leader.											19	49	594
Mammoth War Tower Engine Crew		May ride a Mammoth with War Tower, replacing one Reiver crew that is not the driver nor its leader.											19	49	-5
FMR-RVE-0200 - Haraald; FMR-RVE-1200 - Kaarstan; FMR-RVE-1203 - Hunter Kaarstan; FMR-RVE-1210 - Aastrid; FMR-RVE-1273 - Archer Maari															

REE-ver UL-tayn

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost				
							2	1							
							Mass	Base Size							
Fomoraic	Reivers of the Eye	Man	Warchief	Noble	Drilled	Common	1	30mm			11				
REIVER ULTAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper						
Frost Blood; Insensate		5	64	32	20	4	78	51	17						
Abilities		Disciplined; Tactician													
Wound Track		1 2 3 4													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Reiver Axe Axe	1 2 3 4	9	41	0.5"				1	1	Borne	Hook			
		1 2 3	18	50	0.5"				2	2	Borne	Hook; Foot only			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost		
1	Reiver Axes Two Axes	1 2 3 4 5 6	9	41	0.5"				1	2	Borne	Replace (Axe); Hook; Quick Strike	1		
1	Whip and Axe Whip; Axe	1 2 3 4	Axe 9	41	0.5"				1	1	Borne	Replace (Reiver Axe) Hook Goad	4		
		1 2 3	Whip 7	39	3"				1	1	Borne				
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules	Cost		
1	Reiver Bow Bow	1 2	8	40	0"	9"	36"	60"	1	2	Borne	Add	1		
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules			
1	Beaten Armour Light Armour		6	26						0	Worn				
ARMOUR OPTIONS			Armour+	C+A	with option					Hands	Class	Armour Rules	Cost		
2	Reiver Helm Helmet		4	30						0	Worn	Add	1		
3	Reiver Shield Shield		9	35	+Helmet	39				1	Borne	Add; Shieldwall; Parry	1		
NOBLE OPTIONS		Noble Option Rules											Cost		
Skull-Bearer Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability											7		
Horn-Bearer Host Herald		May bear the Host's Instrument. Gains the Host Herald ability											7		
Hunter Scout Commander		Muster with (Reiver Bow); Foot only; Gains the Flanker, Scout and Skirmisher abilities and, if he is a commander, the Marksman ability; cannot be the general											3		
Cútain Beast Handler		Muster with (Whip and Axe); Gains the Beast Handler (Cúax, Cúacx) and Flanker abilities											3		
MOUNT OPTIONS		Mount Option Rules									Mass	Mount+	C+A	Cost	
Capacx Beast Mount		May ride a Capacx; Rider gains the Flanker ability									3			6	
MOUNT ARMOUR OPTIONS			Armour+	C+A					Hands	Class	Armour Rules			Cost	
1	Barding Barding		5	31					0	Worn	Add	1			
CHARIOT OPTIONS		Chariot Option Rules											Chariot+	C+A	Cost
Reiver Chariot Chariot		May ride a Reiver Chariot, replacing one Reiver crew that is not the driver. Rider gains the Flanker ability.											7	33	36
ENGINE OPTIONS		Engine Option Rules											Engine+	C+A	Cost
Mammoth War Tower Engine Leader		May ride a Mammoth War Tower in addition to the crew to become the engine's leader.											19	45	594
Mammoth War Tower Engine Crew		May ride a Mammoth with War Tower, replacing one Reiver crew that is not the driver nor its leader.											19	45	-5
FMR-0200 - Haraald; FMR-RVE-1200 - Kaarstan; FMR-RVE-1203 - Hunter Kaarstan; FMR-RVE-1210 - Aastrid; FMR-RVE-1273 - Archer Maari															

REE-ver WICH

REIVER SLAVE TAIN															
REE-ver SLAY-ver TAYN															
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost						
							2	1							
							Fomoraic	Reivers of the Eye	Man	Warchief	Noble	Drilled	Uncommon	Mass	Base Size
							1	30mm							
REIVER SLAVER TAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper						
Frost Blood; Insensate		5	68	32	22	5	75	54	18						
Abilities		Disciplined; Slave Driver; Tactician													
Wound Track		1 2 3 4 5													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Reiver Axe Axe	1 2 3 4	9	41	0.5 "				1	1	Borne	Hook			
2	Reiver Whip Whip	1 2 3	8	40	1 "				1	1	Borne	Goad			
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules			
1	Beaten Armour Light Armour		6	28						0	Worn				
ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules			
2	Reiver Helm Helmet		4	32						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 that is not the driver, to become the engine's leader.									17	45	15		
Reiver Slave Wagon Engine Leader		May ride a Reiver Slave Wagon, replacing one Reiver Slaver crew that is not the driver, to become the engine's leader.									17	45	30		
WARRIOR RULES		Warrior Rules													
No Slacking!		Slave Driver: If he is the leader of a unit of Slaves (the Urged unit) that is not engaged or beset, a Reiver Slave Driver may, once per battle hour, perform an Urge action (which is also a command action). Should he do so, the Reiver Slaver and the Urged unit may immediately perform a Run action (which can be an Engagement action, and it becomes so a compulsory Attack action must be performed afterward), but instead of Running at twice its warriors' PACE, the Urged unit Ground Moves up to 2D10". Once the Run action is complete, the Urged unit remains in a lively state but D5 Slaves drop dead due to sheer exhaustion.													
FMR-RVE-12xx - ?															

OH-grax REE-ver TAYN

FMR-RVE-1605 – Shieldwall Aadolf; FMR-RVE-1606 – Great Club Aadolf; FMR-RVE-1607 – Two Club Aadolf

OH-grax SLAY-ver TAYN

FMR-RVE-16xx - ?

OH-grax REE-ver HEKS-en

?

REE-ver FROST-born

REIVER																																							
REE-ver																																							
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																												
							2	5+/20+/30																															
							Mass	Base Size																															
Formoraic	Reivers of the Eye	Man	Infantry	Vassal	Drilled	Common	1	30mm			7																												
REIVER		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																														
Frost Blood; Insensate		5	58	30	16	3	68	11	16																														
Abilities		Bind (Ograx Reiver, Ograx Hunter); Disciplined																																					
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 Rules																											
1	Reiver Axe		1	2	3	8	38	0.5"			1	1	Borne	Hook																									
	Axe		1	2		16	46	0.5"			2	2	Borne																										
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules															Cost												
1	Reiver Axes Two Axes		1	2	3	4	5	8	38	0.5"		1	2	Borne	Replace (Axe); Quick Strike; Hook															3									
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules																											
1	Reiver Axe		1			8	38	0"	3"	9"	12"	1	1	Borne	1	2	Shots (2)																						
Axe																																							
ARMOUR			Armour+	C+A									Hands	Class	Armour Rules																								
1	Beaten Armour			6	22									0	Worn																								
Light Armour																																							
ARMOUR OPTIONS			Armour+	C+A	with option								Hands	Class	Armour Rules												Cost												
2	Reiver Helm		Helmet	4	26									0	Worn	Add													1										
3	Reiver Shield		Shield	9	31	+Helmet	35					1	Borne	Add; Shieldwall; Parry													1												
UNIT OPTIONS		Unit Option Rules																									Cost												
Gultain Champion		One Reiver becomes the mustered champion, who gains +1 attack die on his primary combat weapon																									3												
Tusk Bearer Banner Bearer		One Reiver becomes the mustered banner bearer																									2												
Horn Blower Herald		One Reiver becomes the mustered herald																									2												
Veteran Reivers		The Reiver Unit becomes Veteran rather than Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY																									2												
FMR-RVE-2200 - Raabert's Warband; FMR-RVE-2210 - Raab's Warband; FMR-RVE-2220 - Baara's Warband																																							

REE-ver HUN-ter

REIVER YOUTH																																							
REE-ver HUN-ter																																							
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																												
							2		5+/20+/30																														
							Mass		Base Size																														
Formoraic	Reivers of the Eye	Man	Infantry	Vassal	Drilled	Common	1		30mm		4																												
REIVER YOUTH		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																														
Frost Blood; Insensate; Headstrong		5	51	28	13	3	67	11	15																														
Abilities																																							
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 Rules																											
1 Reiver Axe <small>Axe</small>		1	2	3	8	36	0.5"		1	1	Borne	Hook																											
		1	2		16	44	0.5"		2	2	Borne																												
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																		Cost									
1 Reiver Axes <small>Two Axes</small>		1	2	3	4	5	8	36	0.5"		1	2	Borne	Replace (Axe); Quick Strike; Hook																		2							
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules																											
1 Reiver Axe <small>Axe</small>		1		8	38	0"	3"	9"	12"	1	1	Borne	1	2	Shots (2)																								
ARMOUR OPTIONS			Armour+	C+A	with option		with option			Hands	Class	Armour Rules																		Cost									
1 Beaten Armour <small>Light Armour</small>			9	22						0	Borne	Add																		1									
2 Reiver Helm <small>Helmet</small>			4	17	+Light Armour		26			0	Worn	Add																		1									
3 Reiver Shield <small>Shield</small>			9	22	+ Light Armour		31	+ Light Armour, Helm		40	1	Borne	Add; Shieldwall; Parry																		1								
UNIT OPTIONS		Unit Option Rules																												Cost									
Gultain <small>Champion</small>		One Reiver Youth becomes the mustered champion, who gains +1 attack die on his primary combat weapon																												3									
Tusk Bearer <small>Banner Bearer</small>		One Reiver Youth becomes the mustered banner bearer																												2									
Horn Blower <small>Herald</small>		One Reiver Youth becomes the mustered herald																												2									
FMR-RVE-2400 - Baart's Warband																																							

SLAYV

Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost											
Fomoraic		Reivers of the Eye		Man		Infantry		Slave		Levy		Common		2		5+/25+/40		1											
														Mass		Base Size													
														1		30mm													
SLAVE				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper											
				5		27		25		11		2		55		1		7											
Abilities				Worthless																									
1	2	Slave 1	1	2	Slave 2	1	2	Slave 3	1	2	Slave 4	1	2	Slave 5	1	2	Slave 6	1	2	Slave 7	1	2	Slave 8	1	2	Slave 9	1	2	Slave 10
1	2	Slave 11	1	2	Slave 12	1	2	Slave 13	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 33	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 Rules							
1	Crude Spear			Spear		1	2	5	30		1.5 "						1	1	Borne										
ARMOUR OPTIONS						Armour+		C+A								Hands		Class		Armour Rules									
1	Rough Shield			Shield		6		17										1	Worn		Add; Shieldwall; Parry								
UNIT OPTIONS				Unit Option Rules																Cost									
Siftain				Champion		One Slave becomes the mustered champion, who gains +1 attack die on his primary combat weapon																3							
Trained Slaves				The Slave Unit becomes Trained rather than Levy (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY																2									
FMR-RVE-2400 - Baart's Warband																													

OH-grax REE-ver

FMR-RVE-3650 - Konraad's Mob; FMR-RVE-3660 - Kaanrod's Mob; FMR-RVE-3670 – Raad's Mob

OH-grax HUN-ter

FMR-RVE-3xxx - ?

BIG SLAYVZ

FMR-RVE-3xxx - ?

REE-ver HORS

FMR-RVE-4200 - Raabert's Warband

REE-ver HUN-ter HORS

FMR-RVE-4400 - Baart's Warband

REE-ver CHA-ri-ot

REIVER CREW

REIVER CHARIOT

Privilege	Acuity
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OH-grax RE-kerz

FMR-RVE-5350 - ?

CAP-az

FMR-RVE-1200-400 - Kaarstan on Horse

KOO-aks

FMR-RVE-7000 - ?

KOO-az

FMR-THL-?

MOR-oh-graks

FMR-RVE-8xxx - ?

GOR-oh-graks

FMR-RVF-8xxx - ?

DRAK-ox

FMR-RVE-8765 - Shaaroc

REE-ver SLAYV KART

REIVER SLAVER CREW

RETYER SLAYER CREW	Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper

Reiver Crew Traits & Abilities									Frost Blood; Insensate; Disciplined; Flanker																										
1	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	Driver 3/1			1	2	3	Crew 3/2		

COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules
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2	Reiver Whip Whin	1	2	8	38	1 "				1	1	Borne	Goad
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ARMOUR		Armour+	C+A		Hands	Class	Armour Rules
Ballistic Armour							

1	Battered Armour		4	18		0	Worn	
	Light Armour							
	Slave Cart			25				

2	Slave Cart Engine	9	27	0	Engine		
	ARMOUR OPTIONS	<i>Armour+</i>	<i>C+A</i>	<i>Hands</i>	<i>Class</i>	<i>Armour Rules</i>	<i>Cost</i>

3	Reiver Helm <i>Helmet</i>	4	31	0	Worn	Add	1
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REIVER SLAVE CART	7	0	52	60	10	0	0	5
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Reiver Slave Cart Traits & Abilities										Immune (Soul, Petrification); Resistant (Death, Cold, Freeze, Venom); Tough; Bulk Charger; Move per Draught Animal; Wheeled																																																	
1	2	3	4	5	6	7	8	9	10	Reiver Slave Cart 1										1	2	3	4	5	6	7	8	9	10	Reiver Slave Cart 2										1	2	3	4	5	6	7	8	9	10	Reiver Slave Cart 3									

1	2	Slave 1	1	2	Slave 2	1	2	Slave 3	1	2	Slave 4	1	2	Slave 5	1	2	Slave 6	1	2	Slave 7	1	2	Slave 8	1	2	Slave 9	1	2	Slave 10
ENGINE ARMOUR					Armour+					C+A					Hands					Class		Armour Rules							

ENGINE AIR-LOCK	Amount	ETA	Times	Class	Amount Rates
1 Reinforced Frame Construction	25	85	0	Natural	

[illegible]

Leaving the Slave Cage: the slaves within the Slave Cage may *Dismount* from the Reiver Slave Cart if there is a Reiver Slaver within 2" of it, and if the Reiver Slave Cart has not

Slave Cage 1 2 3 4 5 6 7 8 9 10 *Moved* in the same activation. The Reiver Slaver immediately *Binds* to the slaves and forms a separate unit of his own with them.

Entering the Slave Cage: a Reiver Slaver who is part of a unit that contains slaves may force them back into the cage if he is within 2" of the Reiver Slave Cart. Should he do so, as many slaves that can fit into the Slave Cage (i.e. so that there are no more slaves in the cart than ten) will enter it and are removed from the battlefield. Record the amount of

CAPACX	9	18	34	0	0	0	0	0
---------------	----------	-----------	-----------	----------	----------	----------	----------	----------

Capacx Traits & Abilities		<i>Beast Draught Animal; Frost Blood; Insensate; Bulk Charger</i>									
DRAUGHT ANIMAL COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules

1	Chomping Bite Bite	1	8	42	0"			1	0	Natural	
---	------------------------------	---	---	-----------	----	--	--	---	---	---------	--

2	Trampling Hooves Trample	1	2	6	40	0"			1	0	Natural	Sightless Strike
---	------------------------------------	---	---	---	-----------	----	--	--	---	---	---------	------------------

[illegible]

REE-ver SLAYV WAG-on

REIVER SLAVER CREW

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Crew Size	Base Size
							2		

Reiver Crew Traits & Abilities	<i>Frost Blood; Insensate; Disciplined; Flanker</i>
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REIVER SLAVE WAGON

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Engine Size	Base Size
							0		

Reiver Slave Wagon Traits & Abilities	<i>Immune (Soul, Petrification); Resistant (Death, Cold, Freeze, Venom); Tough; Bulk Charger; Move per Draught Animal; Wheeled</i>
--	--

ENGINE ARMOUR		Armour+	C+A	Hands	Class	Armour Rules
1	Reinforced Frame Construction	25	85	0	Natural	

Slave Cage	1	2	3	4	5	6	7	8	9	10	<p>Caged: the Reiver Slave Wagon may hold up to twenty slaves at any one time. Slaves may be positioned inside the Slave Cage at the beginning of the battle, but the amount of slaves within the cage must be recorded to the left.</p> <p>Leaving the Slave Cage: the slaves within the Slave Cage may <i>Dismount</i> from the Reiver Slave Wagon if there is a Reiver Slaver within 2" of it, and if the Reiver Slave Wagon has not <i>Moved</i> in the same activation. The Reiver Slaver immediately <i>Binds</i> to the slaves and forms a separate unit of his own with them.</p> <p>Entering the Slave Cage: a Reiver Slaver who is part of a unit that contains slaves may force them back into the cage if he is within 2" of the Reiver Slave Cart. Should he do so, as many slaves that can fit into the Slave Cage (i.e., so that there are no more slaves in the cart than ten) will enter it and are removed from the battlefield. Record the amount of slaves in the Reiver Slave Cart to the left.</p>
	11	12	13	14	15	16	17	18	19	20	

CAPACX DRAUGHT ANIMAL	
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Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Draught Animal Size	Base Size
							0		

Capacx Traits & Abilities	<i>Beast Draught Animal; Frost Blood; Insensate; Bulk Charger</i>
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[illegible]

MAM-oks WOR TOW-er

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Version 2.07

HOST SILVER

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, srónocx, 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 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

FOMORAIC (FAR THULE) MUSTERING

Version 2.07

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.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands		Host Commands		Realm Commands		
FAR THULE HOST	Far Thule General 1	Far Thule Command 1	Far Thule Command 0-1+	Allied Contingent 0-1	Reivers of the Eye Command 0-1+	Cursed Herd Command 0-1+	Baalor Command 0-1
					Conand Command 0-1		

FOMORAIC (FAR THULE) COMMANDS

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

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

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

MINIATURE AVAILABILITY	Unit n n-n	Unit n n-n	Unit n n-n	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.
	Available	Coming Soon	Unavailable	

FOMORAIC (FAR THULE) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

FOMORAIC (FAR THULE) COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Box		Pledge Box		Petition Box		
<div>Far Thule</div> <div>THULEAN RAIDER</div> <div>UNTHULN</div> <div>91</div>	<div>Raider</div> <div>0-1</div> <div>Mallax, Mallax Hunter</div>		<div>Raider</div> <div>8 0-1+</div> <div>Mallax, Mallax Hunter</div>		<div>Hunter</div> <div>8 0-1+</div>	<div>Tusk Hunter</div> <div>11 0-1+</div>	<div>Hornheart</div> <div>8 0-1</div> <div>any Beast</div>
with a horn bow or horn spear			<div>Hunter</div> <div>8 0-1+</div>		<div>Strongback</div> <div>8 0-1+</div>		
as rider of Ipracx	<div>Strongback</div> <div>0-1</div>		<div>Strongback</div> <div>8 0-1+</div>		<div>Tusk Chariot</div> <div>14 0-1+</div>		
as rider of Feleacx	<div>Horntooth</div> <div>0-1</div>		<div>Horntooth</div> <div>8 0-1+</div>		<div>Tusk Chariot</div> <div>14 0-1+</div>		
as engine leader of Chariot	<div>Tusk Chariot</div> <div>0-1</div>	<div>Horn Chariot</div> <div>0-1</div>	<div>Tusk Chariot</div> <div>14 0-1+</div>	<div>Horn Chariot</div> <div>18 0-1+</div>	<div>Feleox</div> <div>31 0-1</div>		
as engine leader of Mammoth War Tower	<div>Mammoth War Tower</div> <div>0-1</div>		<div>Mammoth War Tower</div> <div>35 0-1</div>		<div>Mallax</div> <div>21 0-1+</div> <div>Mallax Hunter, Mallox</div>		
as engine leader of Paracerox War Tower	<div>Paracerox War Tower</div> <div>0-1</div>		<div>Paracerox War Tower</div> <div>29 0-1</div>		<div>Mallax Hunter</div> <div>20 0-1+</div>	<div>Mallox</div> <div>39 0-1</div>	
					<div>Walvax</div> <div>25 0-1</div>	<div>Srónax</div> <div>26 0-1</div>	<div>Srónox</div> <div>35 0-1</div>
					<div>Mammoth War Tower</div> <div>35 0-1</div>	<div>Paracerox War Tower</div> <div>29 0-1</div>	<div>Sell-Sword</div> <div>< 0-1</div>

<div>Far Thule</div> <div>THULEAN RAIDER</div> <div>THULN</div> <div>81</div>	<div>Raider</div> <div>0-1</div> <div>Mallax, Mallax Hunter</div>		<div>Raider</div> <div>8 0-1+</div> <div>Mallax, Mallax Hunter</div>		<div>Hunter</div> <div>8 0-1+</div>	<div>Tusk Hunter</div> <div>11 0-1+</div>	<div>Hornheart</div> <div>8 0-1</div> <div>any Beast</div>
with a horn bow or horn spear			<div>Hunter</div> <div>8 0-1+</div>		<div>Strongback</div> <div>8 0-1+</div>		
as Tusk Hunter	<div>Tusk Hunter</div> <div>0-1</div>		<div>Tusk Hunter</div> <div>11 0-1+</div>		<div>Tusk Chariot</div> <div>14 0-1+</div>		
as Hornheart	<div>Hornheart</div> <div>0-1</div> <div>any Beast</div>		<div>Hornheart</div> <div>8 0-1+</div>		<div>Tusk Chariot</div> <div>14 0-1+</div>		
as rider of Ipracx	<div>Strongback</div> <div>0-1</div>		<div>Strongback</div> <div>8 0-1+</div>		<div>Saamankar</div> <div>17 0-1</div>		
as rider of Feleacx	<div>Horntooth</div> <div>0-1</div>		<div>Horntooth</div> <div>8 0-1+</div>		<div>Feleox</div> <div>31 0-1</div>		
as engine leader of Chariot	<div>Tusk Chariot</div> <div>0-1</div>	<div>Horn Chariot</div> <div>0-1</div>	<div>Tusk Chariot</div> <div>14 0-1+</div>	<div>Horn Chariot</div> <div>18 0-1+</div>	<div>Mallax</div> <div>21 0-1+</div> <div>Mallax Hunter, Mallox</div>		
as engine leader of Mammoth War Tower	<div>Mammoth War Tower</div> <div>0-1</div>		<div>Mammoth War Tower</div> <div>35 0-1</div>		<div>Mallax Hunter</div> <div>20 0-1+</div>	<div>Mallox</div> <div>39 0-1</div>	
as engine leader of Paracerox War Tower	<div>Paracerox War Tower</div> <div>0-1</div>		<div>Paracerox War Tower</div> <div>29 0-1</div>		<div>Walvax</div> <div>25 0-1</div>	<div>Srónax</div> <div>26 0-1</div> <div>Srónox</div>	<div>Sell-Sword</div> <div>< 0-1</div>

Far Thule		Raider		Raider		Hunter		Tusk Hunter		Hornheart	
THULEAN RAIDER ULTHULN		0-1 Mallax, Mallax Hunter		8 0-1+ Mallax, Mallax Hunter		8 0-1+		11 0-1+		8 0-1 any Beast	
50	with Horn Bow	Tusk Hunter 0-1		Tusk Hunter 11 0-1+		Strongback 8 0-1+		Horntooth 8 0-1+			
	as Tusk Hunter	Tusk Hunter 0-1		Tusk Hunter 11 0-1+		Tusk Chariot 14 0-1+		Horn Chariot 18 0-1+		Tusk Thrower 29 0-1	
	as Hornheart	Hornheart 0-1 any Beast		Hornheart 8 0-1+ any Beast		Tusk Hunter 11 0-1+		Saamankar 17 0-1			
	as rider of Ipracx	Strongback 0-1		Strongback 8 0-1		Horntooth 8 0-1		Mallax 21 0-1+ Mallax Hunter, Mallox			
	as rider of Feleacx	Horntooth 0-1		Horntooth 8 0-1							
	as engine leader of Chariot	Tusk Chariot 0-1		Horn Chariot 0-1		Tusk Chariot 14 0-1		Horn Chariot 18 0-1			
	as engine leader of Mammoxt War Tower	Mammoxt War Tower 1									
	as engine leader of Paraceroxt War Tower	Paraceroxt War Tower 1									
										Sell-Sword 0-1	

Far Thule SAAMANKARAQ <div>64</div>		<div><div>Saamankar</div><div>0-1</div><div>Feleacx, Feleox</div></div>	<div><div>Saamankar</div><div>170-1+</div><div>Feleacx, Feleox</div></div>	<div><div>Feleox</div><div>310-1</div></div>
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Far Thule MALLAX THULN <div>50</div>		<div><div>Mallax</div><div>0-1</div><div>Mallax Hunter, Mallox</div></div>		<div><div>Mallax</div><div>210-1+</div><div>Mallax Hunter, Mallox</div></div>	<div><div>Mallax Hunter</div><div>200-1+</div></div>	<div><div>Saamankar</div><div>170-1</div></div>	<div><div>Mallox</div><div>390-1</div></div>	<div><div>Walvax</div><div>250-1</div></div>	<div><div>Srónox</div><div>260-1</div><div>Srónox</div></div>
			<div><div>Raider Ulthuln</div><div>CW0-1</div></div>	<div><div>Raider</div><div>80-1+</div><div>Mallax, Mallax Hunter</div></div>			<div><div>Hunter</div><div>80-1+</div></div>	<div><div>Tusk Hunter</div><div>110-1</div></div>	<div><div>Hornheart</div><div>80-1</div><div>any Beast</div></div>
	with Saw Spear	<div><div>Mallax Hunter</div><div>0-1</div></div>					<div><div>Mammax</div><div>360-1</div></div>		
	as rider of Tarvocx or Srónocx	<div><div>Mallax Tusk Raider</div><div>0-1</div></div>		<div><div>Mallax Tusk Raider</div><div>210-1</div></div>			<div><div>riding Tarvocx Tarvocx</div><div>310-1</div></div>	<div><div>riding Srónocx Srónocx</div><div>320-1</div></div>	
	as rider of Feleox or Theracx	<div><div>Mallax Wild Raider</div><div>0-1</div></div>		<div><div>Mallax Wild Raider</div><div>210-1</div></div>			<div><div>riding Feleox Feleox</div><div>310-1</div></div>	<div><div>riding Theracx Theracx</div><div>250-1</div></div>	

Far Thule

SRÓNAX THULN

50

Srónox

0-1

Srónox

Raider Ulthuln

CW0-1

Srónox

260-1+

Srónox

Raider

80-1+

Mallax, Mallax Hunter

Samankar

170-1

Srónox

350-1

Srónocx

320-1

Hunter

80-1+

Tusk Hunter

110-1

Hornheart

80-1

any Beast

Mammax

360-1

Walvax

250-1

Mallax

210-1+

Mallax Hunter, Mallox

Mallax Hunter

200-1+

Mallox

390-1

Far Thule

MAMMAX THULN

55

Mammax

0-1

Raider Ulthuln

CW0-1

Mammax

360-1

Samankar

170-1

Raider

80-1+

Mallax, Mallax Hunter

Mallax

210-1+

Mallax Hunter, Mallox

Hunter

80-1+

Tusk Hunter

110-1

Hornheart

80-1

any Beast

Walvax

250-1

Mammox

490-1

Srónax

260-1+

Srónox

350-1

Srónocx

320-1

Srónox

Mallox

Far Thule

WALVAX THULN

50

Walvax

0-1

Raider Ulthuln

CW0-1

Walvax

250-1+

Raider

80-1+

Mallax

Harpoon Thrower

250-1+

Hunter

80-1+

Tusk Hunter

110-1

Hornheart

80-1

any Beast

Mallax

210-1+

Mallax Hunter, Mallox

Sealspear

Conand210-1

Swordhorn

Conand250-1

Hammerhook

Conand390-1

Crabspear

Conand360-1

Deep Crab

Conand490-1

Dainöch

Conand490-1

FOMORAIC (FAR THULE) 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 Far Thule generals or commanders

Commander

Sworn Box

Pledge Box

Petition Box

Sell-Sword

TRYTHEORN

8

Ruffian

Sell-Sword

0-1

Ogre

Ruffian

Sell-Sword

110-1+

Ogre

Raider

80-1+

Ogre, Mallax

Bondmann

Sell-Sword

160-1+

Ogre

Holumann

Sell-Sword

120-1+

Ogre

Outlaw

Sell-Sword

110-1+

Ogre

Hálf troll

Sell-Sword

170-1+

Ogre

Sjötroll

Sell-Sword

210-1

Ogre

Troll

Sell-Sword

270-1

Ogre

FOMORAIC (FAR THULE) ALLIES

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

Norse

any realm

ALLIED COMMANDER

Allied Sworn Unit

1

Bind Units

Allied Pledged Unit

0-1+

Bind Units

Allied Petitioned Unit

0-1+

Bind Units

TUSKSPELLS

Fomoraic (Far Thule) Invocation List

Sorcerers of the Fomoraic kindred, Far Thule realm may muster as many invocations as they wish, host cost permitting, from the Fomoraic (Far Thule) Invocation List below.

INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost
1 Thickened Hide Focus	1 2 3							Marks of Hide: Marked unit may only be a unit that contains warriors of the class Monstrous Infantry, Beast or Monstrous Beast from the Far Thule or Cursed Herd realm. Such warriors are called Thickened warriors . Immediate Effect: The Marked unit becomes a Thickened unit . Each Marked warrior within the Thickened unit (a Thickened warrior) gains 1D10 CONSTITUTION per invoked die and gains the Tough trait. Rules: Once per Mark; Entire Mark; Mutable	8
2 Greathorns Focus	1 2 3 4							Marked Horns: Marked unit may only be a friendly unit that has a combat weapon of the type Horn or Tusk. Constant Effect: the Marked unit becomes a Horned unit . Each Marked warrior within the Horned unit (a Horned warrior) gains one attack die per invoked die on all of their combat weapons of the type Horn and Tusk and +D10 Weapon+ value per invoked die on all of their combat weapons of the type Horn and Tusk. Rules: Once per Mark; Majority Mark; Mutable	8
3 Cold of Far Thule Focus	1 2 3 4 5 6	43						Constant Effect: Each Marked warrior becomes confused and slowed . Additionally, the Marked unit gains 1 cold effect token per invoked die. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Transient	9
1 Call of the Wild Focus	1 2 3 4							Weapons: The Marked unit must contain warriors with at least one combat weapon. Constant Effect: The Marked Unit becomes a Called unit . Each Marked warrior within the Called unit (a Called warrior) gains one attack die per invoked die on their primary combat weapon. Rules: Once per Mark; Entire Mark; Transient	9
5 Tuskshards Sight	1 2 3 4 5 6 7 8 9 10	62	0"	6"	30"	40"	1	Pierce	8
6 Lumbering Beasts Focus	1 2 3							Marked Beasts: Marked unit may only be a friendly unit of the class Monstrous Infantry, Beast or Monstrous Beast. Immediate Effect: Marked unit immediately gains +1" PACE per invoked die. Rules: Once per Mark; Entire Mark; Mutable	8
7 Frost Shatter Focus	1 2 3 4	74					2	Cold Damage; Ignores Armour	4
8 Freezing Fog Focus	1 2 3 4 5 6	43						Constant Effect: Two cold effect tokens are immediately added to the Marked unit per invoke die. Additionally, each Marked warrior becomes confused and slowed as well as Sighted D10" until the Freezing Fog dissipates. If the Freezing Fog is not dissipated at the end of a battle hour, the Marked unit gains two freeze effect token per warrior within the unit. Additionally, the battle's current weather immediately changes to Fog 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. Rules: Once per Mark; Majority Mark; Freeze Damage; Ignores Armour; Unstable	8
9 Cold Blood Focus	1 2 3 4							Living Marks: The Marked warriors within the Marked unit must be enemy warriors with the Living trait. Immediate Effect: Each Different Mark within the Marked unit (that is within total focus range) must take a CONSTITUTION TEST, in this case a COLD TEST , modified by +1D10 per invoked die. If the COLD TEST is passed, nothing happens. If the COLD TEST is failed, that Different Mark suffers D10 wounds per invoked die. Rules: Freeze Damage; Ignores Armour	9
10 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	10
11 Horn-Bone Focus	1 2 3 4							Constant Effect: The Marked Unit becomes a Horn-Boned unit . Each Marked warrior within the Horn-Boned unit (a Horn-Boned warrior) gains 2D10 CONSTITUTION per invoked die and 2D10 MIGHT per invoked die. This can increase a Horn-Boned warrior's CONSTITUTION and MIGHT beyond their basic values. Rules: Once per Mark; Entire Mark; Mutable	14
12 Charge of the Wild Focus	1 2							Marked Thuleans: Marked unit may not be a friendly unit of the Kin Man but must be a unit of the Far Thule realm. Immediate Effect: The Marked unit immediately becomes active and performs a <i>compulsory Charge action</i> (regardless of its current vigour) against an enemy unit determined by the Invoker, thus also becoming a Charging unit . However, instead of <i>Charging</i> at twice its warriors' PACE, the Marked unit <i>Charge Moves</i> up to its PACE plus 2D10". Resolve the <i>Charge action</i> of the Charging unit - including any <i>linked Charge Attack actions</i> - before continuing with the Invoker's activation. The Charging unit becomes weary after this <i>Charge action</i> . Rules: Once per Mark; Entire Mark	21
13 Splintertusks Sight	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	53	0"	6"	36"	48"	1	Pierce	6
14 Roar Focus	1 2 3 4 5							Immediate Effect: The Marked unit becomes a Roaring unit and may immediately perform a <i>Roar action</i> (regardless of its current vigour) and counts as having passed its ROAR TEST. Enemy units have a +10 fright modifier per invoked die. Rules: Once per Mark; Entire Mark	7
15 Winter Comes Focus	1 2 3							Marked Point: the Marked point is a point on the battlefield within focus range. Immediate Effect: 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.	5

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.

COMBAT WEAPON ARTEFACT			Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Artefact Rules		Cost
1	Tusked Axe Sorcerous Axe Wrought of mammoth tusk	1	+ 1 2 3	12	+12	0.5"				1	1	Borne	Add or Replace (axe, cleaver); Hook; Pierce; Cold Damage; Vicious Damage	Foot only	11+M
			+ 1 2	24	+24	0.5"				2	2	Borne			
			Killer: enemies must re-roll parried dice when parrying strikes from the Tusked Axe.												
1	Snowtooth Spear Sorcerous Spear Swift and deadly	2	+ 1 2 3	12	+12	1.5"	12	+24		2	1	Borne	Add or Replace (spear, glaive); Hedge; Quick Strike; Pierce; Cold Damage; Mounted Impact Strike; Mounted Charge+		8+M
			Quickhast: all strikes made with the Snowtooth Spear have a -1 strike modifier, and enemies parry those strikes with a +1 parry modifier.												
1	Ice Saw Sorcerous Cleaver Suffused by ice	3	+ 1 2	13	+13	0.5"				1	1	Borne	Replace (axe, cleaver); Freeze Damage; Terrible Damage	Foot only	14+M
			+ 1	26	+26	0.5"				2	2	Borne			
			Pained: enemy warriors that suffer damage dice (but not fated damage dice) from the Ice Saw gain one cold effect token per damage dice.												
1	Qornaak's Ruin Sorcerous Axe The destruction of the mind	4	+ 1 2	28	+28	1"				2	1	Borne	Add or Replace (axe, cleaver or mace); Hook; Vicious Damage	Foot only	9+M
			+ 1	56	+56	1"				3	2	Borne			
			The path to madness: Each time Qornaak's Ruin causes a fated damage die, the bearer reduces his TEMPER by 1. If this reduces the bearer's TEMPER to 0, the bearer is dead. For the mighty: Only warriors with a MIGHT of 50 or more may bear Qornaak's Ruin.												
1	Tulhorn Horn Defeater of armour	5	+ 1 2	24	+24	0"	48	+48		2	1	Natural	Foot only; Replace; Impact Mighty Strike; Charge+; Pierce		8+M
			Iced Tip: Enemy warriors parry the Tulhorn with a +3 parry modifier.												
1	Greyhorn Spear Sorcerous Spear Made of the grey ones	6	+ 1 2	23	+23	1.5"	23	+46		2	1	Borne	Add or Replace (spear, glaive); Hedge; Pierce; Cold Damage; Mounted Impact Strike; Mounted Charge+		8+M
			The strongest: The bearer gains the 'tough' trait as well as +4D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence.												
1	Black Mace of Ninuuk Sorcerous Mace Black Iced	7	+ 1	44	+44	2"				2	1	Borne	Replace (mace, club); Freeze Damage; Mighty Strike; Terrible Damage		13+M
			Unseen ice: Enemies parrying the bearer's strikes do so with a +1 parry modifier.												
1	Sawtooth Axe Sorcerous Great Axe Of the sharptoothed	8	+ 1 2 3 4	22	+22	0.5"				2	1	Borne	Add or Replace (axe, cleaver); Vicious Damage; Foot only		7+M
			Nasty: Graze dice caused by the Sawtooth Axe become damage dice. Additionally, parries made by enemies against the Sawtooth Axe can never become fated parries.												
1	Hook Glaive Sorcerous Glaive Hooked saw	9	+ 1 2 3	13	+13	2"				1	1	Borne	Replace (glaive, spear); Hook; Cold Damage; Vicious Damage	Hedge Foot only	4+M
			+ 1 2	26	+26	2"				2	2	Borne			
			Hooker: an enemy warrior engaged with the bearer, if he suffers a fated damage die and is of equal or lower mass to the bearer, becomes entangled until the end of his current reactivation - and so may not Attack react.												
1	Four-Tusk Sorcerous Tusks Split and shod	10	+ 1 2 3 4	16	+16	0.5"	32	+32		2	1	Borne	Replace; Impact Strike; Charge+; Pierce; Vicious Damage		9+M
			Earthed: The bearer gains D5 earth dice and an earth range of 4D10", as well as the 'earther' and 'dissipater' abilities. Perform these EARTH ROLLS during the battle rolls sequence.												
															1 2 3 4 5

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules		Cost	
1	Furfletched Arrows Sorcerous Arrows <i>The finest of fletching</i>	1			-	-	-	-	-	1	-	Borne	Add		2	
			Steady: the bearer gains a -2 shoot modifier when using Furfletched Arrows.													
1	Whitehorn Bow Sorcerous Bow <i>Soul Blinder</i>	2	+ 1 2		24	+24	0"	9"	36"	48"	1	2	Borne	Replace; Vicious Damage; Cold Damage; Blind		8+M
			Snowblind: Living enemy warriors that become unsighted due to a fated shot from the Whitehorn Bow also become prone. Man only: Only a warrior of the kin 'man' may bear this shot weapon artefact.													
1	Black Bolas Bolas <i>Whirling Death</i>	3	+ 1 2		4	+4	0"	0"	15"	18"	1	1	Borne	1 2 Replace; Move and Shoot; Ride and Shoot; Shots (2); Entangle	3+M	
			Entangling: Any shot with the Black Bolas is performed with a -2 shoot modifier. Additionally, a warrior that is entangled by the Black Bolas cannot perform a <i>Disentangle action</i> until the end of the current battle hour.													
1	Snow Bow Sorcerous Bow <i>The blizzard comes</i>	4	+ 1 2 3 4		18	+18	0"	9"	36"	48"	1	2	Borne	Replace; Cold Damage (2)		8+M
			Snow Warrior: The bearer of the Snow Bow may place an additional 12" x 12" snow covering upon the battlefield when placing kindred terrain. Additionally, the bearer is seen 2" when upon snow covering. Man only: Only a warrior of the kin 'man' may bear this shot weapon artefact.													
1	Sawheads Sorcerous Arrows <i>Cold agony</i>	5			-	-	-	-	-	-	2	-	Borne	Add		3
			Agonising: a unit that suffers at least one point of damage from Sawheads arrows must perform a <i>Panic reaction</i> .													
1	Icesaw Spears Sorcerous Spears <i>Ice-splitters</i>	6	+ 1 2		24	+24	0"	6"	24"	28"	2	1	Borne	1 2 3 Replace; Foot only; Shots (3); Impetus Shot; Pierce; Terrible Damage; Cold Damage	11+M	
			Nasty: graze dice caused by the Icesaw Spears become wound dice. Mallax only: Only warriors of the kin mallax may bear this shot weapon artefact.													
1	Snowbreath Breath <i>A gift of the Eye</i>	7	1 2 3		10	+10			4"		1	0	Natural	Add; Combat Shot Weapon; Spray; 4" Frost Spray Template; Cold Damage		4+M
			Snowborn: the bearer gains the 'resistant (fire, hellfire)' trait.													
1	Niquuk's Atlatl Sorcerous Spear Thrower <i>Death thrower</i>	8	1 2 3		24	+24	0"	6"	24"	36"	2	1	Borne	1 2 3 Replace (throwing spear); Foot only; Shots (3); Impetus Shot; Pierce; Vicious Damage	6+M	
			Accurate: shots with Niquuk's Atlatl are performed with a -D5 shoot modifier, rolled for each time a <i>Shoot action</i> is performed with it, to a minimum of 1. Man only: Only a warrior of the kin 'man' may bear this shot weapon artefact.													
1	Tuskheads Sorcerous Arrows <i>Of the great ones</i>	9			-	-	-	-	-	-	1	-	Borne	Add; Pierce		4
			Tusked Death: warriors must re-roll evades when evading shots made by the Tuskheads.													
1	Blubberbane Sorcerous Harpoon <i>Blubber-blessed</i>	10	+ 1 2		18	+18	0"	9"	36"	48"	2	1	Borne	Replace; Shoot and Drag; Pierce		8+M
			Mighty: The bearer's dragging mass counts as double his actual mass when <i>Shooting and Dragging</i> with Blubberbane. Walvax only: Only warriors of the kin walvax may bear this shot weapon artefact.													

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

ARMOUR ARTEFACT		Armour+	C+A	Hands	Class	Armour Artefact Rules	Cost
1	Walhide Light Armour <i>Thickest of skins</i>	12	+12	0	Worn	Replace (Light Armour); Thwart	3+M
Thick: The wearer gains the 'tough' and 'stubborn' traits as well as the 'resistant (corrosion)' ability. Additionally, enemies attack the wearer with a +1 strike modifier.							
1	Snowshield Sorcerous Shield <i>Blinded</i>	14	+14	1	Borne	Replace; Shieldwall; Parry	12+M
Snowblind: The bearer is difficultly seen (i.e., he is a Difficult Target and a Difficult Mark) and enemy <i>Attacks</i> against the bearer are difficult strikes.							
1	Hoof Helm Sorcerous Helm <i>The herd is commanded</i>	6	+6	0	Worn	Replace	7+M
Herd-friend: The wearer gains the 'Kinsman (Cursed Herd)' ability and, if he is a commander, may include one vassal Cursed Herd unit as a pledged unit in his own command and/or up to two Cursed Herd units of any privilege as petitioned units (as long as he has enough AUTHORITY). Non-man only: Only a warrior that is not of the kin 'man' may wear this armour artefact.							
1	Greytusk's Bones Sorcerous Light Armour <i>Gleaming white</i>	26	+26	0	Natural	Replace (Light Armour)	12+M
Bones of the Great One: The wearer gains the 'tough' trait and may re-roll all wound dice (but not fated wound dice) when parrying.							
1	The Eye Sorcerous Armour Emblem <i>Under His influence</i>	5	+5	0	Worn	Add; Mundane Artefact	1+M
Favoured by the Ice: the bearer of the White Eye emblem gains a -1 parry modifier.							
1	Hornplate Sorcerous Pauldrons <i>Made of the horned ones</i>	9	+9	0	Worn	Add	4+M
Horned: if the bearer has the 'bulk charger' ability, he gains +D5 impact strikes in addition to any he would normally have from that ability. Non-man only: Only a warrior that is not of the kin 'man' may wear this armour artefact.							
1	Naarbone Mantle Sorcerous Corselet <i>Armour of bone</i>	27	+27	0	Worn	Replace (Light Armour); Ignores Weapons	4+M
Hard as Naar: The bearer gains the 'tough' trait; additionally, no enemy weapon gains the ' Pierce' rule against this armour.							
1	Tuskshield Shield <i>Mammoth carved</i>	22	+22	1	Borne	Replace; Shieldwall; Parry	5+M
Impervious: the Tuskshield cannot be destroyed by any means. Additionally, if the bearer has the 'bulk charger' ability, he gains +D5 impact strikes in addition to any he would normally have from that ability.							
1	Armour of Ikuuk Sorcerous Heavy Armour <i>Ikuuk's blood</i>	19	+19	0	Worn	Replace (Light Armour)	9+M
Blooded: the wearer of the Armour of Ikuuk gains a -2 parry, evade and sight avoid modifier. Man only: Only a warrior of the kin 'man' may wear this armour artefact.							
1	Srónhelm Sorcerous Helm <i>Ring-nosed</i>	7	+7	0	Worn	Replace	8+M
Horned Helm: If the wearer is a commander, he may include one unit of of the kin Mallax, Srónax, Mammax or Walvax in his command. That unit's AUTHORITY becomes 0 for the purposes of COMMAND AUTHORITY. Man only: Only a warrior of the kin 'man' may wear this armour artefact.							

BANNER ARTEFACT		Banner Artefact Rules		Cost
1	Naatjuuk Sorcerous Finial	1	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
1	Banner of the Drifts Sorcerous Banner	2	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 <i>Joined</i>) 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	3	Baalor's Favoured: the bearer of the Mark of Baalor, and any unit he has <i>Joined</i> , gain a -1 parry modifier.	8+M
1	Cold Banner Sorcerous Banner	4	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
1	Split-Horn Sorcerous Emblem	5	Stubborn: The bearer of Split-Horn, and any unit he has <i>Joined</i> , gains the 'stubborn' rule and always pass any VALOUR TEST they are required to make.	1+M
1	Banner of Thule Sorcerous Banner	6	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
1	Mantle of the Great One Sorcerous Finial	7	Tough: The bearer of the Mantle of the Great One, and any unit he has <i>Joined</i> , gain the 'tough' rule and parry, evade and sight avoid with an additional -1 modifier.	6+M
1	Whitetusk Sorcerous Finial	8	Gorers: The bearer of the Whitetusk, and any unit he has <i>Joined</i> , gain the 'pierce' rule on their primary combat weapons.	1+M
1	Hornhide Sorcerous Banner	9	Implacable: the bearer of Hornhide, and any unit he has <i>Joined</i> , gain +2D10 combat mass whenever it is required to be calculated.	5+M
1	Snowskull Sorcerous Finial	10	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
1	Blacktusk Horn Sorcerous Instrument	1	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
1	Call of the Eye Tune	2	Baalor Compels: All friendly units within instrument range become exulted after this tune is played.	4
1	Snow Drum Sorcerous Instrument	3	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
1	Tooth Horn Sorcerous Instrument	4	We Await: Should the bearer perform a successful <i>Inspire action</i> , the next <i>Flank action</i> performed by a friendly unit in the current battle hour has a FLANK TEST modifier of -2D10. Perform this roll before the FLANK TEST is made. Host Herald only: the Tooth Horn may only be borne by a host herald.	6+M
1	Stormsong Tune	5	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
1	Horn of Thule Sorcerous Instrument	6	All Thule Is Against You: enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> immediately perform a <i>Panic reaction</i> .	8+M
1	Thunder-Roar Tune	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 <i>embedded Roar action</i> if this tune is played, regardless of their current vigour.	6
1	Winter's Cry Tune	8	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
1	Malhide Drum Sorcerous Instrument	9	Beast Resonance: one unit that is not of the kin Man within host instrument range (the Resonant unit) that is <i>Inspired</i> by the bearer of the Malhide Drum immediately performs an <i>Attack action</i> or <i>Attack Move action</i> if it is currently engaged with or beset by an enemy unit, regardless of its own vigour. The enemy unit may <i>Attack react</i> as normal, but after their <i>Attack actions</i> or <i>Attack Move actions</i> are resolved, the Resonant unit and any unit it has <i>Attacked</i> becomes weary. Host herald only: only host heralds that are not of the kin Man may bear this instrument.	15+M
1	Srónhorn Sorcerous Instrument	10	Groundshaker: if the Srónhorn is used as part of a <i>Daunt action</i> , 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									
1	Mask of the Eye Sorcerous Mask	1	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+M								
1	Tantjaak Sorcerous Belt-Hung Horn	2	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+M								
1	Swordtooth Cloak Sorcerous Cloak	3	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+M								
1	Srónuuq Sorcerous Pendant	4	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 dead, at which point any remaining damage is suffered by the wearer. While The Horned One is alive, the wearer can only be killed by <i>actions</i> that do not cause damage (such as by failing an ESCAPE TEST, etc.) Rules: Add; Jealous Artefact												Worn	13+M								
1	Black Togaak Sorcerous Pendant	5	Blocker: Enemies <i>Invoking</i> with focus invocations against the wearer of the Black Togaak, as well as any unit he has <i>Joined</i> , do so with a +D5 invoke modifier, rolled each time an invoke value is calculated against the wearer. Rules: Add												Worn	12+M								
1	Morse Grease Sorcerous Grease	6	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+M								
1	Snowpelt Skin	7	Pelt of Pure Snow: when upon snow covering, the bearer of Snowpelt becomes Unseen. Rules: Add; Mallax, Srónax, Mammax only												Natural	5+M								
1	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. Rules: Add; Earther only										1	2	3	4	5	6	7	8	9	10	Worn	6+M
1	Fomor's Eye Sorcerous Pendant	9	He is Watching: enemies <i>Attack</i> , <i>Shoot</i> and <i>Invoke</i> against the wearer with a +3 strike, +2 shoot and +1 invoke modifier. Rules: Add												Natural	9+M								
1	Fishbone Broth Sorcerous Belt-Hung Potion	10	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 beyond its base value. Rules: Add; One Use Only												Borne	7+M								

ENCHANTED ARTEFACT		Enchanted Artefact Rules												Class	Cost									
1	Sacrificial Ulu Sorcerous Belt-Hung Knife	1	For Baalor! The bearer of the Sacrificial Ulu may perform a <i>Sacrifice action</i> , which is also a <i>command action</i> , 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 +2D5 earth dice (if he is an <i>Earther</i>) until the end of his current activation. Rules: Add; One Use Only; Man Only										1	2	3	4	5	6	7	8	9	10	Borne	10+M
1	Windbone Sorcerous Brooch	2	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 <i>Shoot action</i> . Rules: Add										Worn										8+M	
1	Tuskmask Sorcerous Mask	3	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	
1	Blackbite Sorcerous Belt-Hung Toe	4	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	
1	Cloudstruck Ring Sorcerous Horn/Tusk Ring	5	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	
1	Duundrift Sorcerous Pendant	6	Caught: 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 and becomes 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. Rules: Add; Three Uses Only										Worn										6+M	
1	Shivering Shard Sorcerous Pendant	7	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	
1	Frost Mantle Sorcerous Cloak	8	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	
1	Naalhorn Staff Sorcerous Staff	9	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	10	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		Artefact Rules											Class	Cost				
1	Mark of Baalor Brand	1	Skilled: The bearer of the Mark of Baalor gains a -1 strike modifier for its primary combat weapon. Rules: Mundane Artefact											Natural	1+UM			
1	Cold-Eye Sorcerous Brand	2	Cold: all of the bearer's combat weapons of the class 'Natural' gain the cold damage rule. Rules: Mundane Artefact											Natural	1+UM			
1	Ironspikes Tusk or Horn	3	Spiked Bands: the bearer of this brand gains +D5 attack dice on each combat weapon of the type 'tusk' and 'horn', rolled for in the battle rolls step of the Joining Battle Sequence. Roll for each combat weapon of the type 'tusk' and 'horn' separately. Rules: Mundane Artefact											Worn	2+UM			
1	Frostcrag Brand	4	From the highlands: the bearer gains the 'Flanker' ability, if it did not already have it, and performs FLANK TESTS with a -D10 modifier per warrior in the unit.											Natural	1+UM			
1	Greyhide Sorcerous Brand	5	Mighty One: The bearer gains +4D10 MIGHT, rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, the attack dice of bulk impact strikes caused by the bearer are doubled.											Natural	2+UM			
1	Snowfoot Sorcerous Brand	6	Blizzard-swift: the bearer of the Snowfoot brand increases its SKILL by +2D10 when upon snow covering.											Natural	2+UM			
1	Snowbone Sorcerous Brand	7	Snowborn: the bearer, which must have the Solitary subclass, gains the Frost Breath spray shot weapon as shown below.											Natural	6+M			
	SHOT WEAPON																	
	Frost Breath Spray	1	2	3		30	+30			6"		1	0	Worn		Cold Damage		
1	Snowborn Sorcerous Brand	8	Snow Warrior: The bearer of this brand (which may have a rider), if it has the 'camouflaged (snow)' trait, may be placed upon <i>SCOUT orders</i> and may perform an <i>Emerge action</i> (including an <i>Ambush action</i>) from snow covering. Rules: Mundane Artefact											Natural	3+UM			
1	Spinefur Brand	9	Tough: The bearer of Spinefur gains +5D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence.											Natural	2+UM			
1	Whiteclaw Sorcerous Brand	10	Claw-Killer: The bearer gains the 'pierce' rule as well as +D5 attack dice on each combat weapon of the type 'claw', rolled for in the battle rolls step of the Joining Battle Sequence. Roll for each combat weapon of the type 'claw' separately.											Natural	1+UM			

RAY-der UN-thuln

FMR-THL-0200 - Haraald; FMR-THL-1210 - Aastrid

KIG-ang-ga-kok

FMR-THL-1260 - Thurnaag

RAY-der THOOLN

FMR-THL-0200 - Haraald; FMR-THL-1210 - Aastrid

RAY-der UL-thooln

FMR-THL-0200 - Haraald; FMR-THL-1210 - Aastrid

ANG-ga-kok

FMR-THL-1260 - Thurnaag

MAL-ax THULN

FMR-THL-1601 - Aalvór

MAL-ax kig-00-tak

FMR-THL-1660 - ?

SROH-nax TAYN

FMR-THL-0501 - Qaano

MAM-ax TAYN

FMR-THL-1701 - Gaarwäg**WAL-vax TAYN**

FMR-THL-1851 - Gaanh

SAM-an-KAR-ak

FMR-THL-19xx - ?

THOO-lee-an RAY-der

FMR-THL-2250 - ?

THOO-lee-an HUN-ter

FMR-THL-2450 - ?

TUSK HUN-ter

FMR-THL-2450 - ?

HORN-hart

FMR-THL-2550 - ?

SAM-an-KAR

FMR-THL-29xx - ?

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10	Mallax 253	1 2 3 4 5 6 7 8 9 10	Mallax 254	1 2 3 4 5 6 7 8 9 10	Mallax 255	1 2 3 4 5 6 7 8 9 10	Mallax 256	1 2 3 4 5 6 7 8 9 10	Mallax 257	1 2 3 4 5 6 7 8 9 10	Mallax 258	1 2 3 4 5 6 7 8 9 10	Mallax 259	1 2 3 4 5 6 7 8 9 10	Mallax 260	1 2 3 4 5 6 7 8 9 10	Mallax 261	1 2 3 4 5 6 7 8 9 10	Mallax 262	1 2 3 4 5 6 7 8 9 10	Mallax 263	1 2 3 4 5 6 7 8 9 10	Mallax 264	1 2 3 4 5 6 7 8 9 10	Mallax 265	1 2 3 4 5 6 7 8 9 10	Mallax 266	1 2 3 4 5 6 7 8 9 10	Mallax 267	1 2 3 4 5 6 7 8 9 10	Mallax 268	1 2 3 4 5 6 7 8 9 10	Mallax 269	1 2 3 4 5 6 7 8 9 10	Mallax 270	1 2 3 4 5 6 7 8 9 10	Mallax 271	1 2 3 4 5 6 7 8 9 10	Mallax 272	1 2 3 4 5 6 7 8 9 10	Mallax 273	1 2 3 4 5 6 7 8 9 10	Mallax 274	1 2 3 4 5 6 7 8 9 10	Mallax 275	1 2 3 4 5 6 7 8 9 10	Mallax 276	1 2 3 4 5 6 7 8 9 10	Mallax 277	1 2 3 4 5 6 7 8 9 10	Mallax 278	1 2 3 4 5 6 7 8 9 10	Mallax 279	1 2 3 4 5 6 7 8 9 10	Mallax 280	1 2 3 4 5 6 7 8 9 10	Mallax 281	1 2 3 4 5 6 7 8 9 10	Mallax 282	1 2 3 4 5 6 7 8 9 10	Mallax 283	1 2 3 4 5 6 7 8 9 10	Mallax 284	1 2 3 4 5 6 7 8 9 10	Mallax 285	1 2 3 4 5 6 7 8 9 10	Mallax 286	1 2 3 4 5 6 7 8 9 10	Mallax 287	1 2 3 4 5 6 7 8 9 10	Mallax 288	1 2 3 4 5 6 7 8 9 10	Mallax 289	1 2 3 4 5 6 7 8 9 10	Mallax 290	1 2 3 4 5 6 7 8 9 10	Mallax 291	1 2 3 4 5 6 7 8 9 10	Mallax 292	1 2 3 4 5 6 7 8 9 10	Mallax 293	1 2 3 4 5 6 7 8 9 10	Mallax 294	1 2 3 4 5 6 7 8 9 10	Mallax 295	1 2 3 4 5 6 7 8 9 10	Mallax 296	1 2 3 4 5 6 7 8 9 10	Mallax 297	1 2 3 4 5 6 7 8 9 10	Mallax 298	1 2 3 4 5 6 7 8 9 10	Mallax 299	1 2 3 4 5 6 7 8 9 10	Mallax 300	1 2 3 4 5 6 7 8 9 10	Mallax 301	1 2 3 4 5 6 7 8 9 10	Mallax 302	1 2 3 4 5 6 7 8 9 10	Mallax 303	1 2 3 4 5 6 7 8 9 10	Mallax 304	1 2 3 4 5 6 7 8 9 10	Mallax 305	1 2 3 4 5 6 7 8 9 10	Mallax 306	1 2 3 4 5 6 7 8 9 10	Mallax 307	1 2 3 4 5 6 7 8 9 10	Mallax 308	1 2 3 4 5 6 7 8 9 10	Mallax 309	1 2 3 4 5 6 7 8 9 10	Mallax 310	1 2 3 4 5 6 7 8 9 10	Mallax 311	1 2 3 4 5 6 7 8 9 10	Mallax 312	1 2 3 4 5 6 7 8 9 10	Mallax 313	1 2 3 4 5 6 7 8 9 10	Mallax 314	1 2 3 4 5 6 7 8 9 10	Mallax 315	1 2 3 4 5 6 7 8 9 10	Mallax 316	1 2 3 4 5 6 7 8 9 10	Mallax 317	1 2 3 4 5 6 7 8 9 10	Mallax 318	1 2 3 4 5 6 7 8 9 10	Mallax 319	1 2 3 4 5 6 7 8 9 10	Mallax 320	1 2 3 4 5 6 7 8 9 10	Mallax 321	1 2 3 4 5 6 7 8 9 10	Mallax 322	1 2 3 4 5 6 7 8 9 10	Mallax 323	1 2 3 4 5 6 7 8 9 10	Mallax 324	1 2 3 4 5 6 7 8 9 10	Mallax 325	1 2 3 4 5 6 7 8 9 10	Mallax 326	1 2 3 4 5 6 7 8 9 10	Mallax 327	1 2 3 4 5 6 7 8 9 10	Mallax 328	1 2 3 4 5 6 7 8 9 10	Mallax 329	1 2 3 4 5 6 7 8 9 10	Mallax 330	1 2 3 4 5 6 7 8 9 10	Mallax 331	1 2 3 4 5 6 7 8 9 10	Mallax 332	1 2 3 4 5 6 7 8 9 10	Mallax 333	1 2 3 4 5 6 7 8 9 10	Mallax 334	1 2 3 4 5 6 7 8 9 10	Mallax 335	1 2 3 4 5 6 7 8 9 10	Mallax 336	1 2 3 4 5 6 7 8 9 10	Mallax 337	1 2 3 4 5 6 7 8 9 10	Mallax 338	1 2 3 4 5 6 7 8 9 10	Mallax 339	1 2 3 4 5 6 7 8 9 10	Mallax 340	1 2 3 4 5 6 7 8 9 10	Mallax 341	1 2 3 4 5 6 7 8 9 10	Mallax 342	1 2 3 4 5 6 7 8 9 10	Mallax 343	1 2 3 4 5 6 7 8 9 10

MALLAX HUNTER																																																																										
MAL-ax HUN-ter																																																																										
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands					Unit Size					Cost																																																									
							2					1+/3+/5																																																														
							Mass					Base Size																																																														
Fomoraic	Far Thule	Mallax	Monstrous Infantry	Vassal	Wild	Uncommon	3					50mm					21																																																									
MALLAX HUNTER		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																																																	
Camouflaged (snow); Frost Blood; Insensate; Stubborn; Fearsome		5	24	46	45	10	75	20	35																																																																	
Abilities		Bulk Charger; Bound (Thulean Raider, Mallax)																																																																								
1	2	3	4	5	6	7	8	9	10	Mallax Hunter 1					1	2	3	4	5	6	7	8	9	10	Mallax Hunter 2					1	2	3	4	5	6	7	8	9	10	Mallax Hunter 3					1	2	3	4	5	6	7	8	9	10	Mallax Hunter 4					1	2	3	4	5	6	7	8	9	10	Mallax Hunter 5				
COMBAT WEAPON																																																																										
Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules																																																																										
1	Saw Spear			1	2	3	4	5	8	54	2"			1	1	Borne	Pierce																																																									
SHOT WEAPON																																																																										
Shoot Dice Weapon+ M+W Min Rge Lth Rge Eff Rge Max Rge Damage* Hands Class Shot Weapon Rules																																																																										
1	Saw Spear			1	2	3	8	54	0"	6"	19"	24"	2	1	Borne	1	2	3	Shots (3); Impetus Shot; Pierce; Vicious Damage																																																							
ARMOUR																																																																										
Armour+ C+A Hands Class Armour Rules																																																																										
1	Ragged Armour			7	52								0	Worn																																																												
UNIT OPTIONS		Unit Option Rules																												Cost																																												
Gulthuln Champion		One Mallax Hunter becomes the mustered champion, who gains +1 attack die on his primary shot weapon																												5																																												
Trained Mallax		The Mallax Hunter unit becomes Trained (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY																												4																																												
FMR-THL-32xx - ?																																																																										

WAL-vax

FMR-THL-3920 - Coughing Walvax; FMR-THL-3930 - Barking Walvax

THOO-lee-an RAY-der STRONG-bak

FMR-THL-?

THOO-lee-an RAY-der HORN-tooth

FMR-THL-?

TUSK CHA-ri-ot

?

HORN CHA-ri-ot

?

MAL-ax TUSK RAY-derz

FMR-BLR-5300 - ?

MAL-ax WILD RAY-derz

FMR-RVE-5350 - ?

IP-raz

FMR-BLR-0100-700 - Kraan on Bear

COO-gaz

FMR-THL-7550 - Taai-ac

FEL-e-az

FMR-THL-?

KOO-az

FMR-THL-?

MAL-ox

FMR-THL-8450 - Maallolvón

SROH-nox

FMR-THL-8100 - Thundering Srónox

SROH-noz

FMR-THL-8146 - Braal

FEL-ee-ox

FMR-THL-8396 - Maaru

THEH-raz

FMR-BLR-8346 – Criamaak

MAM-ox

FMR-THL-8815 – Maatmäg

MAM-ax

FMR-THL-8155 – Booming Mammax

PA-ra-SE-roks

FMR-THL-8820 - Ilkulkaag

TUSK THRO-er

HUNTER CREW									
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Crew Size	Base Size
							2		
Fomoraic	Far Thule	Man	Infantry <i>Engine Crew</i>	Vassal	Trained	Common	Mass	2	30mm
HUNTER CREW		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper
		5	44	30	13	3	66	8	12

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Crew Size	Base Size
							2		
Fomoraiic	Far Thule	Man	Infantry <i>Engine Crew</i>	Vassal	Trained	Common	Mass	2	30mm
							1		
HUNTER CREW		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper
		5	44	30	13	3	66	8	12

Tusk Throwing Shot Engine									
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Engine Size	Base Size
							0		
							Mass		
Fomoraic	Far Thule	Tusk Throwing	War Engine <i>Shot Engine</i>	Engine	Mindless	Uncommon	3	1	50mm
Tusk Throwing		2	0	65	76	9	0	0	5

Engine Traits & Abilities									Immune (Petrification, Soul, Fume); Resistant (Death, Cold, Freeze, Venom); Tough; Flammable; Bound Permanently (Tusk Thrower Crew); Shots per Crew; Move per Crew																																												
1	2	3	4	5	6	7	8	9	Tusk Thrower 1									1	2	3	4	5	6	7	8	9	Tusk Thrower 2									1	2	3	4	5	6	7	8	9	Tusk Thrower 3								
SHOT ENGINE ARMAMENT									Shoot Dice			Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules																																
1 Sharpened Tusk Bolt									1	2	3	10			75	0"	9"	60"	80"	2	0	Natural	Volley Shoot (2); Pierce; Vicious Damage																														
SHOT ENGINE ARMOUR												Armour+	C+A																Hands	Class	Armour Rules																						
1 Wooden Frame Construction												8	84																0	Natural																							
?																																																					

HAR-poon THRO-e

WALVAX CREW									
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Crew Size	Base Size
							2		
Fomoraic	Far Thule	Walvax	Monstrous Infantry <i>Engline Crew</i>	Vassal	Wild	Uncommon	Mass	2	60mm
							4		
WALVAX CREW		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper
		4	22	50	58	12	65	25	32

Crew Traits & Abilities												Frost Blood; Insensate; Loathsome; Tough; Fearsome; Amphibious; Bulk Charger; Roarer; Bind (Harpoon Thrower); Disciplined; Engine Crew																																			
1	2	3	4	5	6	7	8	9	10	11	12	Walvax Crew 1												1	2	3	4	5	6	7	8	9	10	11	12	Walvax Crew 2											
CREW COMBAT WEAPON												Attack Dice				Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																						
1	Flesh Hook <small>Cleaver</small>											1	2	3	4	5	6		10	60	0.5 "		Charge+								2	1	Natural	Pierce													
2	Tusk Gore											1							10	60	0 "										1	0	Natural	Pierce													

Harpoon Thrower Shot Engine																	
Kindred		Realm		Kin	Class	Privilege	Acuity	Ubiquity	Hands		Engine Size		Base Size				
									0								
									Mass								
Formoraic		Far Thule		Harpoon Thrower	War Engine <i>Shot Engine</i>	Engine	Mindless	Uncommon	4		1		60mm				
Harpoon Thrower				2	0	95	88	16	0		0		5				
Engine Traits & Abilities				Immune (Petrification, Soul, Fume); Resistant (Death, Cold, Freeze, Venom); Tough; Flammable; Bound Permanently (Harpoon Thrower Crew); Shots per Crew; Move per Crew													
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Harpoon Thrower	

SHOT ENGINE ARMAMENT		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules		
1	Hook Harpoon <small>Harpoon</small>	1	2	3	4	16	111	0"	12"	50"	60"	2	0	Natural	Shoot and Drag; Pierce; Terrible Damage
SHOT ENGINE ARMOUR				Armour+	C+A							Hands	Class	Armour Rules	
1	Wooden Frame <small>Construction</small>			8	96							0	Natural		
?															

MAM-oks WOR TOW-er

?

PA-ra-SE-roks WOR TOW-er

?

Version 2.07

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 'fearless' 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.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands	Host Commands	Realm Commands		
CURSED HERD HOST	<div>Cursed Herd General 1</div>	<div>Cursed Herd Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Far Thule Command 0-1+</div>	<div>Baalor Command 0-1</div>	<div>Reivers of the Eye Command 0-1</div>
			<div>Conand Command 0-1</div>		

FOMORAIC (CURSED HERD) COMMANDS

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

Commander	Sworn Box		Pledge Box		Petition Box									
GENERAL'S COMMAND	<table><tr><td>Sworn Unit 1</td><td>Companions 0-1</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Sworn Unit 1	Companions 0-1	Bind Units		<table><tr><td>Pledged Unit < 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Pledged Unit < 0-1+	Bind Units		<table><tr><td>Influenced Warchief < 0-1</td><td>Petitioned Unit < 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Influenced Warchief < 0-1	Petitioned Unit < 0-1+	Bind Units	
	Sworn Unit 1	Companions 0-1												
	Bind Units													
	Pledged Unit < 0-1+													
Bind Units														
Influenced Warchief < 0-1	Petitioned Unit < 0-1+													
Bind Units														
<table><tr><td>Sworn Unit 1</td></tr><tr><td>Bind Units</td></tr></table>	Sworn Unit 1	Bind Units	<table><tr><td>Pledged Unit < 0-1+</td></tr><tr><td>Bind Units</td></tr></table>	Pledged Unit < 0-1+	Bind Units	<table><tr><td>Influenced Warchief < 0-1</td><td>Petitioned Unit < 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Influenced Warchief < 0-1	Petitioned Unit < 0-1+	Bind Units					
Sworn Unit 1														
Bind Units														
Pledged Unit < 0-1+														
Bind Units														
Influenced Warchief < 0-1	Petitioned Unit < 0-1+													
Bind Units														
<table><tr><td>Sworn Units 1</td></tr><tr><td>Bind Units</td></tr></table>	Sworn Units 1	Bind Units	<table><tr><td>Pledged Units < 0-1+</td></tr><tr><td>Bind Units</td></tr></table>	Pledged Units < 0-1+	Bind Units	<table><tr><td>Influenced Warchiefs < 0-1</td><td>Petitioned Units < 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Influenced Warchiefs < 0-1	Petitioned Units < 0-1+	Bind Units					
Sworn Units 1														
Bind Units														
Pledged Units < 0-1+														
Bind Units														
Influenced Warchiefs < 0-1	Petitioned Units < 0-1+													
Bind Units														
<table><tr><td>Allied Commander's Sworn Unit 1</td></tr><tr><td>Bind Units</td></tr></table>	Allied Commander's Sworn Unit 1	Bind Units	<table><tr><td>Allied Commander's Pledged Unit < 0-1</td></tr><tr><td>Bind Units</td></tr></table>	Allied Commander's Pledged Unit < 0-1	Bind Units	<table><tr><td>Allied Commander's Influenced Warchief < 0-1</td><td>Allied Commander's Petitioned Units < 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table>	Allied Commander's Influenced Warchief < 0-1	Allied Commander's Petitioned Units < 0-1+	Bind Units					
Allied Commander's Sworn Unit 1														
Bind Units														
Allied Commander's Pledged Unit < 0-1														
Bind Units														
Allied Commander's Influenced Warchief < 0-1	Allied Commander's Petitioned Units < 0-1+													
Bind Units														
COMPANIONS	<table><tr><td>Sorcerer < 0-1</td></tr></table>	Sorcerer < 0-1	<table><tr><td>Host Champion < 0-1</td></tr></table>	Host Champion < 0-1	<table><tr><td>Host Banner Bearer < 0-1</td></tr></table>	Host Banner Bearer < 0-1	<table><tr><td>Host Herald < 0-1</td></tr></table>	Host Herald < 0-1	<div>Companions must have an AUTHORITY that is lower than or equal to the general's AUTHORITY. The AUTHORITY of companions counts as 0 for COMMAND AUTHORITY purposes.</div> <table><tr><td>Sell-Sword < 0-1</td></tr></table>	Sell-Sword < 0-1				
	Sorcerer < 0-1													
Host Champion < 0-1														
Host Banner Bearer < 0-1														
Host Herald < 0-1														
Sell-Sword < 0-1														

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

MINIATURE AVAILABILITY	<table><tr><td>Unit n n-n</td><td>Unit n n-n</td><td>Unit n n-n</td></tr></table>	Unit n n-n	Unit n n-n	Unit n n-n	Available Coming Soon Unavailable
Unit n n-n	Unit n n-n	Unit n n-n			
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 (CURSED HERD) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander	Sworn Box	Pledge Box	Petition Box
<div>Cursed Herd</div> <div>CHAAGMUTH</div> <div>THE JAW-TAKER</div> <div>85</div>	<div>Gabrax</div> <div>0-1</div> <div>see profile</div>	<div>Gabrax</div> <div>11</div> <div>0-1+</div> <div>see profile</div> <div>Slan-Gabrax</div> <div>11</div> <div>0-1+</div> <div>Tor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Goor-Gabrax</div> <div>12</div> <div>0-1+</div>	<div>Marbrax</div> <div>10</div> <div>0-1+</div> <div>Ror-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Tor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Goor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Gore Chariot</div> <div>18</div> <div>0-1+</div> <div>Gul-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Gabrox</div> <div>21</div> <div>0-1+</div> <div>Gul-Gabrox</div> <div>Gul-Gabrox</div> <div>26</div> <div>0-1</div> <div>Tarvax</div> <div>28</div> <div>0-1+</div> <div>Gul-Tarvax</div> <div>Toracx</div> <div>23</div> <div>0-1</div> <div>Tarvocx</div> <div>38</div> <div>0-1</div> <div>Gul-Tarvax</div> <div>32</div> <div>0-1</div> <div>Tarvox</div> <div>46</div> <div>0-1</div>
<div>as rider of</div> <div>Chantak</div>	<div>Tor-Gabrax</div> <div>0-1</div>		

FOMORAIC (CURSED HERD) COMMANDERS

Any number of commanders may be mustered in your host

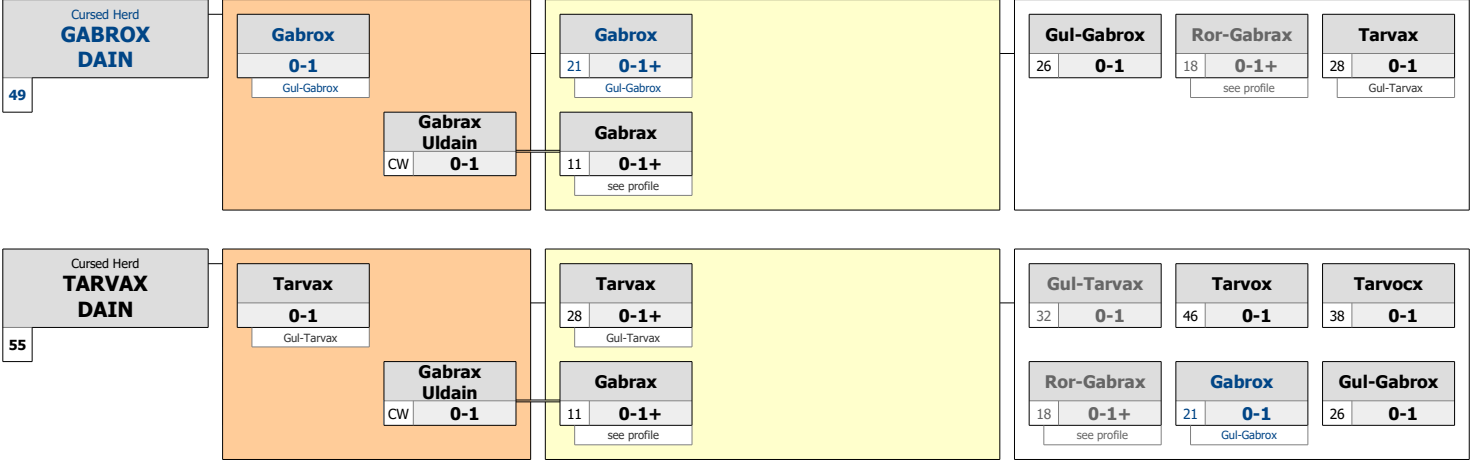
Commander	Sworn Box	Pledge Box	Petition Box
<div>Cursed Herd</div> <div>GABRAX</div> <div>UNDAIN</div> <div>77</div>	<div>Gabrax</div> <div>0-1</div> <div>see profile</div>	<div>Gabrax</div> <div>11</div> <div>0-1+</div> <div>see profile</div> <div>Slan-Gabrax</div> <div>11</div> <div>0-1+</div>	<div>Ror-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Gul-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Tor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Gabrox</div> <div>21</div> <div>0-1+</div> <div>Gul-Gabrox</div> <div>Gul-Gabrox</div> <div>26</div> <div>0-1</div> <div>Toracx</div> <div>23</div> <div>0-1</div> <div>Gore Chariot</div> <div>18</div> <div>0-1+</div> <div>Toracx</div> <div>23</div> <div>0-1</div> <div>Tarvocx</div> <div>38</div> <div>0-1</div> <div>Tarvax</div> <div>28</div> <div>0-1+</div> <div>Gul-Tarvax</div> <div>Gul-Tarvax</div> <div>32</div> <div>0-1</div> <div>Tarvox</div> <div>46</div> <div>0-1</div>
<div>as rider of</div> <div>Gooracx</div>	<div>Goor-Gabrax</div> <div>0-1</div>	<div>Goor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Tor-Gabrax</div> <div>12</div> <div>0-1+</div>	
<div>as rider of</div> <div>Toracx</div>	<div>Tor-Gabrax</div> <div>0-1</div>	<div>Tor-Gabrax</div> <div>12</div> <div>0-1+</div> <div>Goor-Gabrax</div> <div>12</div> <div>0-1+</div>	
<div>as rider of</div> <div>Chariot</div>	<div>Gore Chariot</div> <div>1</div>	<div>Gore Chariot</div> <div>18</div> <div>0-1+</div>	
<div>Cursed Herd</div> <div>GUL-GABRAX</div> <div>UNDAIN</div> <div>70</div>	<div>Gul-Gabrax</div> <div>0-1</div> <div>see profile</div>	<div>Gul-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Gabrax</div> <div>11</div> <div>0-1+</div> <div>see profile</div>	<div>Ror-Gabrax</div> <div>18</div> <div>0-1+</div> <div>see profile</div> <div>Gore Chariot</div> <div>18</div> <div>0-1</div> <div>Goor-Gabrax</div> <div>12</div> <div>0-1</div> <div>Tor-Gabrax</div> <div>12</div> <div>0-1</div> <div>Gabrox</div> <div>21</div> <div>0-1+</div> <div>Gul-Gabrox</div> <div>Gul-Gabrox</div> <div>26</div> <div>0-1+</div>

Cursed Herd GABRAX DAIN 64		Gabrax 0-1 see profile		Gabrax 11 0-1+ see profile	Slan-Gabrax 11 0-1+		Marbrax 10 0-1+	Ror-Gabrax 18 0-1+ see profile	Goor-Gabrax 12 0-1+
	<i>as rider of Gooracx</i>	Goor-Gabrax 0-1		Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+		Toracx 23 0-1	Tor-Gabrax 12 0-1+	Gore Chariot 18 0-1+
	<i>as rider of Toracx</i>	Tor-Gabrax 0-1		Tor-Gabrax 12 0-1+	Goor-Gabrax 12 0-1+		Toracx 23 0-1	Tarvocx 38 0-1	
	<i>with herdspear or herdax</i>	Slan-Gabrax 0-1		Slan-Gabrax 11 0-1+	Marbrax 10 0-1+				
	<i>as Tor-Dain</i>	Toracx 1		Toracx 23 0-1+			Gul-Gabrax 18 0-1+ see profile	Gabrox 21 0-1+ Gul-Gabrox	Tarvax 28 0-1 Gul-Tarvax
	<i>as rider of Chariot</i>	Gore Chariot 1		Gore Chariot 18 0-1+					

Cursed Herd GABRAX ULDAIN 48		Gabrax 0-1 see profile		Gabrax 11 0-1+ see profile	Slan-Gabrax 11 0-1+		Marbrax 10 0-1+	Ror-Gabrax 18 0-1+ see profile	
	<i>as rider of Gooracx</i>	Goor-Gabrax 0-1		Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+		Toracx 23 0-1	Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+
	<i>as rider of Toracx</i>	Tor-Gabrax 0-1		Tor-Gabrax 12 0-1+	Goor-Gabrax 12 0-1+		Toracx 23 0-1	Gore Chariot 18 0-1	
	<i>with herdspear or herdax</i>	Slan-Gabrax 0-1		Slan-Gabrax 11 0-1+	Marbrax 10 0-1+				
	<i>as Tor-Uldain</i>	Toracx 1		Toracx 23 0-1+			Gul-Gabrax 18 0-1+ see profile	Gabrox 21 0-1+ Gul-Gabrox	
	<i>as rider of Chariot</i>	Gore Chariot 1		Gore Chariot 18 0-1+					

Cursed Herd GABRAX GORE-HORN 63		Gabrax 0-1 see profile	Ror-Gabrax 0-1 see profile	Gabrax 11 0-1+ see profile	Ror-Gabrax 18 0-1+ see profile		Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+	Gore Chariot 18 0-1+
	<i>as rider of Gooracx</i>	Goor-Gabrax 0-1		Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+		Toracx 23 0-1	Gul-Gabrax 18 0-1+ see profile	Gabrox 21 0-1+ Gul-Gabrox
	<i>as rider of Toracx</i>	Tor-Gabrax 0-1		Tor-Gabrax 12 0-1+	Goor-Gabrax 12 0-1+		Toracx 23 0-1	Tarvocx 38 0-1	Gul-Gabrox 26 0-1
	<i>as rider of Tarvocx</i>	Goor-Gabrax 0-1	Tor-Gabrax 0-1	Goor-Gabrax 12 0-1+	Tor-Gabrax 12 0-1+		Toracx 23 0-1	Tarvocx 38 0-1	
	<i>as rider of Chariot</i>	Gore Chariot 1		Gore Chariot 18 0-1+			Tarvax 28 0-1+ Gul-Tarvax	Gul-Tarvax 32 0-1	Tarvox 46 0-1

Cursed Herd GUL-GABRAX DAIN 58		Gul-Gabrax 0-1 see profile		Gul-Gabrax 18 0-1+ see profile	Gabrax 11 0-1+ see profile		Ror-Gabrax 18 0-1+ see profile	Goor-Gabrax 12 0-1	Tor-Gabrax 12 0-1
							Gore Chariot 18 0-1	Gabrox 21 0-1+ Gul-Gabrox	Gul-Gabrox 26 0-1



HERDSPELLS

Fomoraic (Cursed Herd) Invocation List

Sorcerers of the Fomoraic kindred, Cursed Herd realm may muster as many invocations as they wish, host cost permitting, from the Fomoraic (Cursed Herd) Invocation List below.

INVOCATION	Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost
1 Frosted Armour Focus	1 2 3							Armoured Marks: The Marked unit must contain warriors with at least one armour element of the class Worn or Borne. Constant Effect: The Marked Unit becomes a Frosted unit . Each Marked warrior within the Frosted unit (a Frosted warrior) gains 1D10 Armour+ per invoked die to the Armour+ value of any one armour element of the type Worn or Natural (now also called the Frosted Armour). The Frosted Armour must be of the same class and type for each Marked warrior where possible. Rules: Once per Mark; Entire Mark; Mutable	7
2 Horn Focus	1 2 3							Marked Horns: Marked unit may only be a friendly unit that has a combat weapon of the type "Horn". Constant Effect: The Marked Unit becomes a Horned unit . Each Marked warrior within the Horned unit (a Horned warrior) gains one attack die per invoked die on all of their combat weapons of the type "Horn" and +2D10 Weapon+ value per invoked die on all of their combat weapons of the type "Horn". Rules: Once per Mark; Majority Mark; Mutable	8
3 Cold of the Deep Focus	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
1 Call of the Wild Focus	1 2 3							Weapons: The Marked unit must contain warriors with at least one combat weapon. Constant Effect: The Marked Unit becomes a Called unit . Each Marked warrior within the Called unit (a Called warrior) gains one attack die per invoked die on their primary combat weapon. Rules: Once per Mark; Entire Mark; Transient	9
5 Splintershards Sight	1 2 3 4 5 6 7 8 9 10	43	0"	6"	30"	40"	1	Cold Damage	6
6 Hoofbeats Focus	1 2							Marked Hooves: Marked unit may only be a friendly unit of the kin Marbrax, Gabrax, Gul-Gabrax, Gabrox, Gul-Gabrox, Tarvax, Tarvocc or Tarvox. Immediate Effect: Marked unit immediately becomes active and performs a <i>Run action</i> (disregarding its vigour state for requirements purposes) - which can be an <i>Engagement action</i> , and if it becomes so a <i>compulsory Attack action</i> must be performed afterward - to a point on the battlefield determined by the Invoker. However, instead of <i>Running</i> at twice its warriors' PACE, the Marked unit <i>Ground Moves</i> up to 2D10". Marked units that are engaged with or beset by an enemy unit will not suffer <i>Reflex Attack reactions</i> as a result of <i>Running</i> out of or through any enemy unit's attack range. Once that <i>Run action</i> has been resolved, the Marked unit immediately reverts to its previous vigour state. The Marked unit does not count as having activated that hour, if it has not activated already. Rules: Once per Mark; Entire Mark	17
7 Frost Shatter Focus	1 2 3 4	63					2	Cold Damage; Ignores Armour	4
8 Freezing Fog Focus	1 2 3 4 5 6	39						Constant Effect: 1 cold effect token is immediately added to the Marked unit per invoke die. Additionally, each Marked warrior becomes confused and slowed as well as Sighted D10" until the Freezing Fog dissipates. If the Freezing Fog is not dissipated at the end of a battle hour, the Marked unit gains one cold effect token per warrior within the unit. Additionally, the battle's current weather immediately changes to Fog 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. Rules: Once per Mark; Majority Mark; Freeze Damage; Ignores Armour; Unstable	8
9 Cold Blood Focus	1 2 3							Living Marks: The Marked warriors within the Marked unit must be enemy warriors with the Living trait. Immediate Effect: Each Different Mark within the Marked unit (that is within total focus range) must take a CONSTITUTION TEST, in this case a COLD TEST . If the COLD TEST is passed, nothing happens. If the COLD TEST is failed, that Different Mark suffers D5 wounds per invoked die. Rules: Freeze Damage; Ignores Armour	9
10 Spear of Ice Sight	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
11 Herdcall Focus	1 2 3 4 5 6 7 8							Marked Cursed Herd: the Marked unit (and so Marked warriors) may only be of the Cursed Herd realm. Immediate Effect: the Marked unit gains +2 to their combat mass per Marked warrior remaining in the unit. Rules: Once Per Mark; Majority Mark; Transient	13
12 Bray Focus	1 2							Marked Cursed Herd: the Marked unit (and so Marked warriors) may only be of the Cursed Herd realm. Immediate Effect: The Marked unit becomes a Braying unit and each Braying warrior may immediately perform an <i>Attack action</i> (regardless of its current vigour) upon any enemy unit it is engaged with or beset by. Rules: Once per Mark; Entire Mark	16
13 Blood Mist Focus	1 2 3							Marked Cursed Herd: the Marked unit (and so Marked warriors) may only be of the Cursed Herd realm that has at least one blood-lust token attached to it. Constant Effect: The Marked unit becomes a Blooded unit and each Blooded warrior becomes or remains frenzied . In addition to its frenzied attack die, each Blooded warrior gains +1 attack die per invoked die upon his primary combat weapon and +D10 MIGHT per invoked die. Rules: Once per Mark; Entire Mark; Mutable	15
14 Man-Flesh Focus	1 2 3 4 5							Marked Man: the Marked unit (and so Marked warriors) must be of the kin Man. Immediate Effect: all Cursed Herd units gain the 'hate (Marked unit)' trait. Rules: Once per Mark; Entire Mark; Permanent	7
15 Wither Focus	1 2 3 4 5 6 7 8							Marked Wood: the Marked point must be within a wooded terrain feature and so the Marked 'unit' is that wooded terrain feature. Immediate Effect: The wooded terrain suffers D10 damage per invoked die. If the wooded terrain is thus destroyed and becomes fallen wood, any warriors within it suffer 2D10 damage each (see p102 of the Darklands: Second Edition rule book).	5

HERDTHINGS

Fomoraiic (Cursed Herd) Artefact List

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

Fomoraiic (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.

COMBAT WEAPON ARTEFACT			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Artefact Rules	Cost
1	1	Cursed Cleaver Sorcerous Cleaver <i>For the herd!</i>	+ 1 2 3	13	+13	0.5"				1	1	Borne	Replace; Cold Damage	9+M
			+ 1 2	26	+26	0.5"			2	2	Borne	Foot only		
			Cursed: the bearer gains the 'fearsome' trait and doubles the amount of fated damage dice caused by the Cursed Cleaver. Gabrax only: only a warrior of the kin gabrax or gul-gabrax may bear this combat weapon artefact.											
1	2	Traitor-Haft Sorcerous Axe <i>Betrayer</i>	+ 1 2 3 4	9	+9	0.5"				1	1	Borne	Add or Replace; Hook	2+M
			+ 1 2 3	18	+18	0.5"			2	2	Borne	Foot only		
			Cloven Haft: The bearer gains the 'forester' ability and all strikes made with the Traitor-Haft have a -1 strike modifier. Additionally, the bearer gains +1 PACE.											
1	3	Longspikes Sorcerous Mace <i>Horns of Far Thule</i>	+ 1 2	15	+15	1"				2	1	Borne	Add or Replace; Pierce; Terrible Damage	19+M
			+ 1	30	+30	1"			3	2	Borne	Foot only		
			Horns of Death: a warrior that suffers at least one fated damage die caused by Longspikes suffers 1 damage per activation (friend or enemy) until the end of the battle, until he passes a CONSTITUTION TEST.											
1	4	Axe of Chaarnak Sorcerous Axe <i>Chaarnak's fury contained</i>	+ 1 2 3	20	+20	0.5"				1	1	Borne	Add or Replace; Hook; Vicious Damage	9+M
			+ 1 2	40	+40	0.5"			2	2	Borne	Foot only		
			Blood-Fury: immediately after the Axe of Chaarnak successfully wounds an enemy warrior, its bearer becomes (or remains) frenzied. The extra frenzied attack dice apply immediately and so can be rolled after the bearer has completed the <i>Attack</i> that wounded the enemy.											
1	5	Tulhorns Horns <i>Impossible to avoid</i>	+ 1 2 3	12	+12	0"	24	+24		2	1	Borne	Foot only; Replace; Impact Mighty Strike; Charge+; Pierce	5+M
			Inevitable: The bearer may re-roll miss dice with the Tulhorns combat weapon.											
1	6	Murder Edge Sorcerous Great Cleaver <i>Blooded by death</i>	+ 1 2 3 4	45	+45	1"				2	2	Borne	Add or Replace; Foot only; Vicious Damage	11+M
			Heavy: only bearers with a MIGHT of 40 or more may bear the Murder Edge. Murder-lust: enemies parrying the Murder Edge do so with a +3 parry modifier. Additionally, the bearer's attack dice are increased by the amount of blood-lust tokens attached to him or his unit.											
1	7	Axe of the Eye Sorcerous Axe <i>All-seeing influence</i>	+ 1 2	12	+12	0.5"				1	1	Borne	Add or Replace; Hook	7+M
			+ 1	24	+24	0.5"			2	2	Borne	Foot only		
			The Eye is upon me: The bearer gains the 'fearless' trait and +10 AUTHORITY.											
1	8	Beastblade Sorcerous Great Cleaver <i>The beast within</i>	+ 1 2	23	+23	0.5"				2	1	Borne	Add or Replace; Foot only	6+M
			Beastslayer: Fated strikes caused by the Beastblade against enemies of the class Beast or Monstrous Beast are doubled.											
1	9	Pale Axe of Mór Deg Sorcerous Axe <i>The cold earth awaits</i>	+ 1 2 3 4	13	+13	0.5"				1	1	Borne	Add or Replace; Hook; Cold Damage	4+M
			+ 1 2 3	26	+26	0.5"			2	2	Borne	Foot only		
			Cold is the Killer: if the bearer causes at least one effect hit with the Pale Axe of Mór Deg against a warrior, a further D5 further cold effect tokens are attached to that warrior.											
1	10	Frost-Horned Sorcerous Horns <i>The breath of winter</i>	+ 1 2	16	+16	0"	32	+32		2	1	Borne	Foot only; Replace; Impact Mighty Strike; Charge+; Pierce; Cold Damage	9+M
			Calmed: The bearer, if he is Feral, becomes Wild instead, as does any unit he has <i>Joined</i> .											

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 Ice: The bearer of the Pale Eye gains the Eye of Baalor shot weapon below. Rules: Add														13+M					
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 Eye		1	2	2D10		1D5	0"	0"	9"	15"	1	0	Natural	Cold Damage							
The Cursed Spears Sorcerous Spears Warlock-blessed		+1	2	9		+9	0"	3"	12"	15"	2	1	Borne	1	2	3	Replace; Foot only; Shots (3); Impetus Shot; Cold Damage	11+M			
Gore-Spears Spears Drowned in blood		+1	2	14		+14	0"	3"	15"	18"	1	1	Borne	1	2	Replace; Move and Shoot; Shots (2); Impetus Shot; Pierce		3+M			
Ice Shard Spike Born of the Ice		1	2	3	+ mass	20		+20	0"	6"	20"	30"	1	1	Natural	Add; Pierce; Cold Damage		5+M			
Frost-Axes Throwing Axes Suffused with cold		+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		
Lifetakers Sorcerous Spears The death of warmth		+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			
Whitebreath Breath The cold within		1	2	3	10		+10	4"		1		0	Natural	Add; Combat Shot Weapon; Spray; 4" Frost Spray Template; Cold Damage		5+M					
Banebeast Sorcerous Spear The bane of all beasts		+1	2	24		+24	0"	3"	15"	18"	2	1	Borne	1	Add; Move and Shoot; Shots (1); Impetus Shot; Pierce; Terrible Damage		10+M				
Jaw-Takers Throwing Axes Chaagmuth's legacy		+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
Brayspear Sorcerous Spear Hear the braying of the herds		+1	2	3	12		+12	0"	3"	15"	18"	1	1	Borne	Add; Move and Shoot; Impetus Shot; Pierce		4+M				

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

ARMOUR ARTEFACT		Armour+	C+A	Hands	Class	Armour Artefact Rules	Cost	
1	Blackjaw Sorcerous Light Armour <i>Blackened jaws adorn</i>	1	18	+18	0	Worn	Add or Replace	3+M
Frightful: The bearer gains the 'fearsome' and 'stubborn' traits.								
1	Hoof-Horn Sorcerous Light Armour <i>The thundering herd</i>	2	14	+14	0	Worn	Replace	6+M
Light and strong: The bearer gains +1 PACE as well as a -1 parry, evade and sight avoid modifier.								
1	Cursed Armour Sorcerous Heavy Armour <i>The herd's mantle</i>	3	19	+19	0	Worn	Replace; Aura Parry	12+M
General: The bearer gains +2D10 AUTHORITY, rolled for in the battle rolls step of the Joining Battle Sequence. Gabrax general only: Only a warrior of the kin gabrax or gul-gabrax, and who is the general of the host, may wear this armour artefact.								
1	Frostfur Skin <i>Gleaming white</i>	4	9	+9	0	Natural	Add; Resistant (Fire, Hellfire); Mundane Artefact	3+M
Matted fur: The bearer gains the 'tough' trait.								
1	The White Eye Sorcerous Armour Emblem <i>The Eye protects</i>	5	5	+5	0	Worn	Add; Mundane Artefact	1+M
Favoured of Baalor: the bearer of the White Eye emblem gains a -1 parry modifier.								
1	Horngut Gutplate <i>The horns of the mighty</i>	6	14	+14	0	Worn	Add or Replace	3+M
Spiker: if the bearer has the 'bulk charger' ability, he gains +D5 impact strikes in addition to any he would normally have from that ability.								
1	Iron Mantle Sorcerous Light Armour <i>Corselet of cold iron</i>	7	18	+18	0	Worn	Add or Replace	4+M
The pain of cold: The bearer gains cold damage on all of his combat weapons. Additionally, enemy warriors strike the bearer with a +1 strike modifier.								
1	Hornboard Shield <i>The horns of the dead</i>	8	11	+11	1	Borne	Replace; Parry	2+M
Spiked: enemy warriors that <i>Charge</i> the bearer of the Hornshield suffer D5 impact strikes at the bearer's MIGHT.								
1	Armour of Gornaak Sorcerous Heavy Armour <i>Gornaak's boon</i>	9	36	+36	0	Worn	Add; Thwart	9+M
Tough: the wearer of the Armour of Gornaak gains the 'tough' trait.								
1	Hornhelm Helm <i>The horns of the strong</i>	10	7	+7	0	Worn	Add or Replace	4+M
Spiked Helm: The bearer gains +2 attack dice on any combat weapon of the type 'horns', which also gain the 'pierce' rule.								

Banner Artefact		Banner Artefact Rules						Cost
1	Beast-Horns Sorcerous Finial	1	Beast-Death: the bearer's combat weapon of the type 'horn' - and those of any unit he has <i>Joined</i> - gain +2 attack dice when <i>Charging</i> .					7+M
1	Frost Banner Sorcerous Banner	2	Immortality awaits: D5 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
1	Mark of Baalor Sorcerous Banner Emblem	3	Baalor's Favoured: the bearer of the Mark of Baalor, and any unit he has <i>Joined</i> , gain a -1 parry modifier.					8+M
1	Cursed Banner Sorcerous Banner	4	The herd's strength: The combat mass of the bearer, and any unit he has <i>Joined</i> , is doubled.					9+M
1	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
1	Bloodbeast Banner Banner	6	Lustful Beasts: The bearer, and any unit he has <i>Joined</i> , 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
1	Stronghoof Sorcerous Banner	7	Eager: The bearer, and any unit he has <i>Joined</i> , gain the 'counter-engager' ability. Additionally, the bearer and his unit can be under any <i>orders</i> and still perform a <i>Counter-Charge reaction</i> .					5+M
1	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
1	Carriion 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 <i>Engage</i> the bearer of Carriion Spoil or the unit he has <i>Joined</i> , even if they are Fearless or Frenzied; if they fail their VALOUR TEST, they must perform a <i>Panic reaction</i> . If a Frenzied unit fails its VALOUR TEST, it will perform a <i>Play Combat Result Reaction</i> instead of a <i>Panic reaction</i> . Any noble: Carriion-Spoil may be borne by any noble, not just a banner bearer.					6+M
1	Barkbone Sorcerous Banner	10	From the forest deeps: The bearer, and any unit he has <i>Joined</i> , gain the 'forester' ability.					7+M

Instrument Artefact		Instrument Artefact Rules						Cost
1	Hoof-Thunder Instrument	1	Doom! Living enemy units (that are not currently Circling) that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> . 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	2	Kill! one friendly non-Allied unit in host instrument range may immediately perform a <i>Charge action</i> , and then a <i>Charge Attack action</i> - 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 <i>Charge</i> . Host herald only: only host heralds may bear this instrument.					12
1	Blood-Drum Sorcerous Instrument	3	Awake! 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
1	Cursed Horn Sorcerous Instrument	4	The Herd's Might: If a unit is successfully <i>Inspired</i> by the bearer of the Cursed Horn, that unit and any friendly non-Allied unit within host instrument range instantly becomes an exulted unit and gain +D5 blood-lust tokens. Host herald only: only host heralds may bear this instrument.					5+M
1	Beast-Bellow Tune	5	Bellow! one friendly non-Allied unit with the 'roarer' ability within host instrument range may immediately perform an <i>embedded Roar action</i> 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 <i>Panic reaction</i> , including Fearless units and Frenzied units. Frenzied units, if they fail this <i>Panic reaction</i> , will perform a <i>Flee reaction</i> and lose their frenzy.					6
1	Horn of Gaachmor Sorcerous Instrument	6	Charge! 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
1	Beast-Roar Tune	7	Roar! D5 units with the 'roarer' ability within host instrument range may immediately perform an <i>embedded Roar action</i> if this tune is played, regardless of their current vigour.					5
1	Blood-Thirst Tune	8	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 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
1	Bray Instrument	9	Attack! 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 and 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	10	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 3D10". 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			
1	Bone-Brain Sorcerous Belt-Hung Skull	1	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		
1	Skull of Chaarn Sorcerous Belt-Hung Skull	2	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		
1	Crook-Tooth Sorcerous Pendant	3	Tooth of Mornaak: the wearer of Crook-Tooth gains a -1 parry modifier. Rules: Add or Replace							Worn	3+M		
1	Ice Pelt Sorcerous Skin	4	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		
1	Shard-Ring Sorcerous Nose Ring	5	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 <i>Combat action</i> 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		
1	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		
1	Whitefur Skin	7	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		
1	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. Rules: Add; Earther only				1	2	3	4	5	Worn	5+M
1	Blood of the Eye Sorcerous Blood	9	Ice blood: The bearer always counts his SKILL as being in the same SKILL BAND as an enemy warrior that wishes to <i>Attack</i> , <i>Shoot</i> or <i>Sight Invoke</i> against him, if their SKILL or TEMPER is in a higher SKILL BAND. Rules: Add or Replace							Natural	9+M		
1	Iron Shackle Sorcerous Shackle	10	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
1	Cursed Stone Sorcerous Stone	1	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 Joining 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 within the cursed range. Drowned in Magic: 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
1	Braystaff Sorcerous Staff	2	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
1	Blood-Teeth Sorcerous Pendant	3	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
1	Frost-Gift Sorcerous Hand	4	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
1	Winter's Breath Sorcerous Breath	5	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 regardless of who is making the roll.	Natural	7+M
1	Blood Gem of Aarna Sorcerous Pendant	6	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
1	Cracked Horn Sorcerous Belt-Hung Horn	7	Warlock-Horn: The bearer of the Cracked Horn 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
1	Herd-Ring Sorcerous Nose Ring	8	The Great Herd: The wearer's AUTHORITY is increased by 10 and both he, and any unit he has <i>Joined</i> , 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
1	Iceborn Sorcerous Body	9	Frozen Hooves: at the start of the battle, the bearer must be positioned upon snow covering. Whenever the bearer <i>Moves off</i> the snow covering, an additional 6" x 6" snow cover must be placed where he finishes his <i>Move</i> , 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 <i>Shooting</i> or <i>Sight Invoking</i> at the bearer.	Natural	2+M
1	Scar of the Eye Sorcerous Scar	10	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	
1	Mark of Baalor Brand	1	Skilled: The bearer of the Mark of Baalor gains a -1 strike modifier for all of its combat weapons. Rules: Mundane Artefact												Natural	2+UM
1	Bull-Skull Sorcerous Brand	2	Thunderous Impact: the bearer of the Bull-Skull brand gains the 'mordant' rule on any combat weapon of the type 'horns' when it performs an impact mighty strike. Additionally, enemy warriors that must perform a GLASS JAW TEST as a result of a fated strike from the bearer do so with a modifier of +20.												Natural	3+UM
1	Whitefur Skin	3	Pale Skin: when upon snow covering, the bearer of Whitefur becomes Unseen D10". Roll for this in the battle rolls step of the Joining Battle Sequence. Rules: Add; Mundane Artefact												Natural	1+UM
1	Ice Blood Sorcerous Brand	4	Glacial veins: the bearer of the Ice Blood brand gains cold damage upon its primary combat weapon.												Natural	1
1	Cursed Breed Sorcerous Nose Ring	5	Strength Unbound: The bearer gains +5D10 MIGHT, rolled for in the battle rolls step of the Joining Battle Sequence.												Natural	2+UM
1	Blackhoof Sorcerous Brand	6	Swift: 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. Rules: Mundane artefact												Natural	2
1	Frostburn Sorcerous Brand	7	Born of the Ice: the bearer, which must have the Solitary subclass, gains the Breath of Ice spray shot weapon as shown below.												Natural	6+M
	SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules			
	Frost Breath Spray	1 2 3	30	+30			6"		1	0	Worn	Cold Damage				
1	Snowbeast Sorcerous Brand	8	Drift-lurker: The bearer of this brand (including any riders) gains the 'camouflaged (snow)' trait, if it did not have it already. Additionally, the bearer may be placed upon <i>SCOUT orders</i> and may perform an <i>Emerge action</i> (including an <i>Ambush action</i>) from snow covering.												Natural	3+UM
1	Burn-Scars Sorcerous Brand	9	Burnt: Warriors with the Burn-Scars brand gain the 'resistant (fire, hellfire)' trait. Rules: Mundane Artefact												Natural	2
1	Horn-Fury Sorcerous Brand	10	Killer: The bearer becomes frenzied, if it was not already, and begins the battle with +D10 blood-lust tokens and +D5 frenzied attack dice on its primary combat weapon, both rolled for in the battle rolls step of the Joining Battle Sequence.												Natural	2+UM

GAB-rax UN-dayn

FMR-CHD-1401 - Chaaruch the Despoiler

KAG-muth dhə JOR-TAY-kər

FMR-CHD-0301 - Chaqgmuth the Jaw-Taker

KAN-tak

FMR-CHD-0302 - Chaagmuth the Jaw-Taker

GAB-rax UN-dayn

FMR-CHD-0301 - Chaagmuth the Jaw-Taker; FMR-CHD-0305 - Goraakk the Ripper; FMR-CHD-1301- Brunchaath the Vile

GAB-rax DAYN

FMR-CHD-1401 - Chaaruch the Despoiler

GAB-rax DAYN

FMR-CHD-0301 - Chaagmuth the Jaw-Taker; FMR-CHD-0305 - Goraakk the Ripper; FMR-CHD-1301- Brunchaath the Vile; FMR-CHD-1330- Daachuch the Broken

GAB-rax UL-dayn

GABRAX GORE-HORN																
GAB-rax GOR-horn																
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost							
							2	1								
							Mass	Base Size								
Fomoraic	Cursed Herd	Gabrax	Warchief	Noble	Wild	Uncommon	1	30mm	36							
GABRAX GORE-HORN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper							
Camouflaged (snow); Frost Blood; Insensate; Strength in Numbers		5	67	45	36	7	77	63	16							
Abilities		Host Champion														
Wound 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				
1	War Cleaver	1 2 3 4 5 6	9	54	0.5 "				1	1	Borne					
		Cleaver	1 2 3 4 5	18	63	0.5 "				2	2	Borne				
2	Gore-Horn	1 2	12	57	0 "	24	81		1	0	Natural	Foot only; Impact Mighty Strike; Charge+				
Gore-Horn		Horns														
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules				Cost
1	Two Cleavers	Cleavers	1 2 3 4 5 6 7 8	9	54	0.5 "			1	2	Borne	Replace (Cleaver); Quick Strike				0
1	Gore Spear	Spear	1 2 3 4	8	44	1.5 "	8	52	1	1	Borne	Mounted only; Replace (Cleaver); Mounted Impact Strike; Mounted Charge+				6
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules				
1	Mail and Plate		14	50						0	Natural					
Mail and Plate		Heavy Armour														
ARMOUR OPTIONS			Armour+	C+A	with options				Hands	Class	Armour Rules				Cost	
2	Shield	Shield	9	59					1	Borne	Add; Parry				2	
3	Hornhelm	Helmet	4	54	+Shield	63			0	Worn	Add				1	
MOUNT OPTIONS		Mount Option Rules										Mass	Mount+	C+A	Cost	
Gooracx		Beast Mount										3				13
Toracx		Ardent Mount										4	8	58	25	
Tarvocx		Ardent Mount										8	15	65	80	
MOUNT ARMOUR OPTIONS			Armour+	Gooracx	Toracx	Tarvocx				Hands	Class	Armour Rules				Cost
1	Scavenged Barding	Barding	7	54	62	69				0	Worn	Add; Excludes (Heavy Barding)				1
2	Beaten Barding	Heavy Barding	16	63	71	78				0	Worn	Add; Excludes (Barding)				2
CHARIOT OPTIONS		Chariot Option Rules										Chariot+	C+A	Cost		
Gore Chariot		May ride a Gore Chariot, replacing one Gabrax crew that is not the driver. Rider gains the Flanker ability.										6	56	43		
FMR-CHD-0301 - Chaagmuth the Jaw-Taker; FMR-CHD-0305 - Goraakk the Ripper; FMR-CHD-1301- Brunchaath the Vile; FMR-CHD-1330- Daachuch the Broken																

GAB-rax WOR-lok

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1						
							Mass	Base Size						
Fomoraic	Cursed Herd	Gabrax	Warchief	Noble	Wild	Uncommon	1	30mm	37					
GABRAX WARLOCK		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper					
Camouflaged (snow); Frost Blood; Insensate; Strength in Numbers		5	34	36	31	5	68	32	57					
Abilities		Augurer; Dissipater; Earther; Sorcerer [HerdsPELLS] (1)							Focus Range: 8"					
Wound Track		1	2	3	4	5	Earth Dice: 1 2 3 4							
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
1	Saw Sword Sword	1 2 3	8	44	0.5 "				1	1	Borne	Parry		
2	Ice Staff Sorcerous Staff	1	3	39	0.5 "				1	1	Borne	Ice Staff Artefact; Cold Damage		
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules		
1	Scavenged Armour Light Armour		5	36						0	Worn			
ARTEFACTS		Artefact Rules												
1	Ice Staff Sorcerous Staff	The Power of the Ice: The Ice Staff increases the Power value of any invocation by 2D10, called an Ice Staff roll, each time an invocation is attempted.												
ARTEFACT OPTION		Artefact Rules										Cost		
2	Darkstone Object	Darkstone: The Darkstone is a boulder object that must be modelled upon a 60mm base, and so has an object strength of 4. The Herd Gatherers: when positioned on the battlefield, a Gabrax Warlock must position the Darkstone within his command range. Threads of Darkness: the Darkstone affects nearby Gabrax if they are within a certain range, determined when the Darkstone is positioned. The Gabrax Warlock's player must roll 5D10, called the Darkstone roll. The result is the Darkstone range. Defend to the Death: A unit of Gul-Gabrax, Gabrax, Marbrax or Gabrox, including any nobles of such Kin, gain the 'stubborn' trait if the majority of that unit is within the Darkstone range.										20		
MOUNT OPTIONS		Mount Option Rules									Mass	Mount+	C+A	Cost
Gooracx Beast Mount		May ride a Gooracx; Rider gains the Flanker ability									3			11
Toracx Ardent Mount		May ride a Toracx; Rider gains the Flanker ability									4	8	44	25
MOUNT ARMOUR OPTIONS			Armour+	Gooracx	Toracx				Hands	Class	Armour Rules		Cost	
1	Scavenged Barding Barding		7	43	51				0	Worn	Add; Excludes (Heavy Barding)		1	
2	Beaten Barding Heavy Barding		16	52	60				0	Worn	Add; Excludes (Barding)		2	
CHARIOT OPTIONS		Chariot Option Rules										Chariot+	C+A	Cost
Gore Chariot Chariot		May ride a Gore Chariot, replacing one Gabrax crew that is not the driver. Rider gains the Flanker ability.										6	42	43
FMR-CHD-1360 - Aanchuth the Cursed														

GAB-rox

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
							Mass	Base Size					
Formoralc	Cursed Herd	Gabrox	Warchief	Vassal	Wild	Uncommon	3	50mm	45				
GABROX DAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Camouflaged (Snow); Frost Blood; Insensate; Fearsome; Strength in Numbers		6	48	52	48	11	65	49	28				
Abilities		Bulk Charger; Roarer											
Wound Track		1 2 3 4 5 6 7 8 9 10 11											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	
1	War Axe Great Axe	1 2 3 4 5 6	18	70	1 "				2	2	Borne		
2	Horn Butt Horns	1 2 3	10	62	0 "	20	82		1	0	Natural	Impact Mighty Strike; Charge+	
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules	
1	Beaten Armour Light Armour		8	56						0	Worn		
ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules	Cost
1	Mail and Plate Heavy Armour		13	61						0	Worn	Replace (Beaten Armour)	1
NOBLE OPTIONS		Noble Option Rules										Cost	
Skull-Bearer Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability										9	
FMR-CHD-?													

TAR-vax DAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
							Mass	Base Size					
Formoraic	Cursed Herd	Tarvax	Warchief	Noble	Feral	Uncommon	3	50mm	53				
TARVAX DAIN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Camouflaged (snow); Frost Blood; Insensate; Fearsome		6	53	55	53	13	66	55	35				
Abilities		Bulk Charger; Roarer											
Wound 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	
1	Broad Axe Axe	1 2 3 4 5 6 7	17	72	1 "				2	2	Borne		
2	Horn Butt Horns	1 2	12	67	0 "	24	91		1	0	Natural	Impact Mighty Strike; Charge+	
ARMOUR			Armour+	C+A					Hands	Class	Armour Rules		
1	Scavenged Armour Light Armour		4	57					0	Worn			
ARMOUR OPTIONS			Armour+	C+A					Hands	Class	Armour Rules		Cost
1	Beaten Armour Light Armour		8	61					0	Worn	Replace (Scavenged Armour); Excludes (Mail and Plate)		1
1	Mail and Plate Heavy Armour		17	70					0	Worn	Replace (Scavenged Armour); Excludes (Beaten Armour)		2
NOBLE OPTIONS		Noble Option Rules										Cost	
Skull-Bearer Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability										10	
FMR-CHD-1511 - Ckaarakk													

gul-GAB-raks

FMR-CHD-2910 - Gaalgar's Herd

GAB-raks

FMR-CHD-2660 - Baagath's Herd

ror-GAB-raks

FMR-CHD-2720 - Gaath's Herd

slan-GAB-raks

FMR-CHD-2xxx - ?

MAR-braks

FMR-CHD-2xxx - ?

TAR-vaks

FMR-CHD-3310 - Raackanasck's Herd

GUL TAR-vaks

FMR-CHD-3710 - ?

GAB-rox

FMR-CHD-3210 - Graach's Herd

GULL GAB-rox

FMR-CHD-3710 - Praach's Herd

TOR-gab-rax

FMR-CHD-4650 - Baarakk's Herd

GOR-gab-rax

FMR-CHD-4600 - Kkaabakk's Herd

GOR *CHA-ri-ot*

?

TOR-az

FMR-BLR-7900 - Taachka's Sounder

GOOR-az

FMR-BLR-1201-700 - Brunchaath the Vile on Gooracx

TAR-voz

FMR-CHD-8585 - Gunaal

TAR-vox

FMR-CHD-8600 - Galagaak; FMR-CHD-8600 - Marked Galagaak

version 2.07

HOST SILVER

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 dainóch 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 gutarn and gillspear utarn profiles, as well as commander boxes on the muster chart
	Rearranged some commanders to allow gillspear gutarn 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 utarn, gillspear tarn and gillspear gutarn profiles
	Removed the 'fearless' 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

version 2.07

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.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands		Host Commands		Realm Commands		
CONAND HOST	Conand General 1	Conand Command 1	Conand Command 0-1+	Allied Contingent 0-1	Far Thule Command 0-1+	Cursed Herd Command 0-1	Reivers of the Eye Command 0-1
					Baalor Command 0-1		

FOMORAIC (CONAND) COMMANDS

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

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

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

MINIATURE AVAILABILITY	Unit n n-n	Unit n n-n	Unit n n-n	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.
	Available	Coming Soon	Unavailable	

FOMORAIC (CONAND) UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander		Sworn Box		Pledge Box		Petition Box	
<div>Conand</div> <div>UUROCH</div>		<div>Gillglave</div> <div>0-1</div> <div>Gillspitter, Snapclaw</div>	<div>Gillspear</div> <div>0-1</div> <div>Gillspitter, Snapclaw</div>	<div>Anglerhook</div> <div>17</div> <div>0-1+</div>	<div>Gillglave</div> <div>16</div> <div>0-1+</div> <div>Gillspitter, Snapclaw</div>	<div>Gillspear</div> <div>11</div> <div>0-1+</div> <div>Gillspitter, Snapclaw</div>	<div>any unit</div> <div>Baalor</div> <div><</div> <div>0-1+</div>
<div>98</div>		<div>Anglerhook</div> <div>0-1</div>	<div>Crabspear</div> <div>0-1</div> <div>Crab Swarm</div>	<div>Gillspitter</div> <div>11</div> <div>0-1+</div> <div>Snapclaw</div>	<div>Gillrider</div> <div>11</div> <div>0-1+</div>	<div>Sealspear</div> <div>22</div> <div>0-1+</div>	<div>any unit</div> <div>Far Thule</div> <div><</div> <div>0-1+</div>
				<div>Snapclaw</div> <div>21</div> <div>0-1+</div>	<div>Swordhorn</div> <div>25</div> <div>0-1+</div>		
				<div>Threshtail</div> <div>29</div> <div>0-1+</div>	<div>Hammerhook</div> <div>39</div> <div>0-1+</div>	<div>Greatmaw</div> <div>55</div> <div>0-1</div>	
				<div>Crabspear</div> <div>30</div> <div>0-1+</div> <div>Crab Swarm</div>	<div>Deep Crab</div> <div>49</div> <div>0-1+</div>	<div>Crab Swarm</div> <div>3</div> <div>0-1+</div>	
				<div>Kraacken</div> <div>49</div> <div>0-1+</div>	<div>Krakenax</div> <div>26</div> <div>0-1+</div>	<div>Dainöch</div> <div>49</div> <div>0-1+</div>	

FOMORAIC (CONAND) COMMANDERS

Any number of commanders may be mustered in your host

Commander		Sworn Box		Pledge Box			Petition Box		
Conand SCION OF CONAND		<div>Gillglave</div> <div>0-1</div> <div>Gillspitter, Snapclaw</div>	<div>Gillspear</div> <div>0-1</div> <div>Gillspitter, Snapclaw</div>	<div>Anglerhook</div> <div>17</div> <div>0-1+</div>	<div>Gillglave</div> <div>16</div> <div>0-1+</div> <div>Gillspitter, Snapclaw</div>	<div>Gillspear</div> <div>11</div> <div>0-1+</div> <div>Gillspitter, Snapclaw</div>	<div>any Vassal unit</div> <div>Baalor</div> <div><</div> <div>0-1+</div>	<div>any Vassal unit</div> <div>Cursed Herd</div> <div><</div> <div>0-1+</div>	<div>any Vassal unit</div> <div>Reivers of the Eye</div> <div><</div> <div>0-1+</div>
89		<div>Anglerhook</div> <div>0-1</div>	<div>Crabspear</div> <div>0-1</div> <div>Crab Swarm</div>	<div>Gillspitter</div> <div>11</div> <div>0-1+</div> <div>Snapclaw</div>	<div>Gillrider</div> <div>11</div> <div>0-1+</div>	<div>Sealspear</div> <div>22</div> <div>0-1+</div>	<div>any Vassal unit</div> <div>Far Thule</div> <div><</div> <div>0-1+</div>		
				<div>Snapclaw</div> <div>21</div> <div>0-1+</div>	<div>Swordhorn</div> <div>25</div> <div>0-1+</div>				
				<div>Threshtail</div> <div>29</div> <div>0-1+</div>	<div>Hammerhook</div> <div>39</div> <div>0-1</div>	<div>Greatmaw</div> <div>55</div> <div>0-1</div>			
				<div>Crabspear</div> <div>30</div> <div>0-1+</div> <div>Crab Swarm</div>	<div>Deep Crab</div> <div>49</div> <div>0-1</div>	<div>Crab Swarm</div> <div>3</div> <div>0-1+</div>			
				<div>Kraacken</div> <div>49</div> <div>0-1</div>	<div>Krakenax</div> <div>26</div> <div>0-1+</div>	<div>Dainöch</div> <div>49</div> <div>0-1</div>			

82	Conand GILLSPEAR UUTARN	<table><tr><td>Gillspear 0-1 Gillspitter, Snapclaw</td><td>Gillglave 0-1 Gillspitter, Snapclaw</td></tr></table>	Gillspear 0-1 Gillspitter, Snapclaw	Gillglave 0-1 Gillspitter, Snapclaw	<table><tr><td>Gillspear 11 0-1+ Gillspitter, Snapclaw</td><td>Gillglave 16 0-1+ Gillspitter, Snapclaw</td></tr></table>	Gillspear 11 0-1+ Gillspitter, Snapclaw	Gillglave 16 0-1+ Gillspitter, Snapclaw	<table><tr><td>Gillspitter 11 0-1+ Snapclaw</td><td>Anglerhook 17 0-1</td><td>Gillrider 11 0-1+</td></tr></table>	Gillspitter 11 0-1+ Snapclaw	Anglerhook 17 0-1	Gillrider 11 0-1+
	Gillspear 0-1 Gillspitter, Snapclaw	Gillglave 0-1 Gillspitter, Snapclaw									
	Gillspear 11 0-1+ Gillspitter, Snapclaw	Gillglave 16 0-1+ Gillspitter, Snapclaw									
Gillspitter 11 0-1+ Snapclaw	Anglerhook 17 0-1	Gillrider 11 0-1+									
with Barb Spitter		<table><tr><td>Gillspitter 11 0-1+ Snapclaw</td><td></td><td></td></tr></table>	Gillspitter 11 0-1+ Snapclaw			<table><tr><td>Sealspear 22 0-1</td><td>Walvax 25 0-1</td><td>Krakenax 26 0-1</td></tr></table>	Sealspear 22 0-1	Walvax 25 0-1	Krakenax 26 0-1		
Gillspitter 11 0-1+ Snapclaw											
Sealspear 22 0-1	Walvax 25 0-1	Krakenax 26 0-1									
as rider of Longclaw	<table><tr><td>Gillrider 0-1</td></tr></table>	Gillrider 0-1	<table><tr><td>Gillrider 11 0-1+</td></tr></table>	Gillrider 11 0-1+	<table><tr><td>Swordhorn 25 0-1</td><td>Snapclaw 21 0-1</td><td>Threshtail 29 0-1</td></tr></table>	Swordhorn 25 0-1	Snapclaw 21 0-1	Threshtail 29 0-1			
Gillrider 0-1											
Gillrider 11 0-1+											
Swordhorn 25 0-1	Snapclaw 21 0-1	Threshtail 29 0-1									

Conand

GILLSPEAR TARN

71

Gillspear

0-1

Gillspitter, Snapclaw

with Barb Spitter

Gillspitter

0-1

as rider of Longclaw

Gillrider

0-1

Gillspear

110-1+

Gillspitter, Snapclaw

Gillspitter

110-1+

Snapclaw

Gillrider

110-1+

Gillglave

160-1

Gillspitter, Snapclaw

Gillspitter

110-1+

Snapclaw

Gillrider

110-1+

Anglerhook

170-1

Snapclaw

210-1

Sealspear

220-1

Swordhorn

250-1

Krakenax

260-1

Threshtail

290-1

Walvax

250-1

Conand

GILLSPEAR GUUTARN

51

Gillspear

0-1

Gillspitter, Snapclaw

with Barb Spitter

Gillspitter

0-1

as rider of Longclaw

Gillrider

0-1

Gillspear

110-1+

Gillspitter, Snapclaw

Gillspitter

110-1+

Snapclaw

Gillrider

110-1+

Gillspitter

110-1+

Snapclaw

Gillrider

110-1+

Anglerhook

170-1

Snapclaw

210-1

Sealspear

220-1

Conand

ANGLERHOOK TARN

59

Anglerhook

0-1

Gillspear Guutarn

CW0-1

Anglerhook

170-1+

Gillspear

110-1+

Gillspitter, Snapclaw

Sealspear

220-1

Swordhorn

250-1

Snapclaw

210-1

Gillspitter

110-1

Snapclaw

Gillrider

110-1

Krakenax

260-1

Crabspear

300-1

Crab Swarm

Threshtail

290-1

Walvax

250-1

Conand

SEALSPEAR TARN

58

Sealspear

0-1

Gillspear Guutarn

CW0-1

Sealspear

220-1+

Gillspear

110-1+

Gillspitter, Snapclaw

Anglerhook

170-1

Swordhorn

250-1

Snapclaw

210-1

Gillspitter

110-1

Snapclaw

Gillrider

110-1

Krakenax

260-1

Crabspear

300-1

Crab Swarm

Threshtail

290-1

Walvax

250-1

Conand

KRAKENAX TARN

55

Krakenax

0-1

Gillspear Guutarn

CW0-1

Krakenax

260-1+

Gillspear

110-1+

Gillspitter, Snapclaw

Anglerhook

170-1

Swordhorn

250-1

Snapclaw

210-1

Gillspitter

110-1

Snapclaw

Gillrider

110-1

Kraacken

490-1

Conand

CRABSPEAR

TARN

58

Crab Swarm

Crabspear

0-1

Crab Swarm

Gillspear Guutarn

CW

0-1

Crabspear

30

0-1

Crab Swarm

Crab Swarm

3

0-1+

Gillspear

11

0-1+

Gillspitter, Snapclaw

Anglerhook

17

0-1

Swordhorn

25

0-1

Snapclaw

21

0-1

Gillspitter

11

0-1

Snapclaw

Gillrider

11

0-1

Sealspear

22

0-1

Threshtail

29

0-1

Hammerhook

39

0-1

Greatmax

55

0-1

Dainöch

49

0-1

Deep Crab

49

0-1

Crab Swarm

Krakenax

26

0-1+

Kraacken

49

0-1

Walvax

25

0-1

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

ALLIED

COMMANDER

Allied Sworn Unit

1

Bind Units

Allied Pledged Unit

0-1+

Bind Units

Allied Petitioned Unit

0-1+

Bind Units

SPELLS OF THE DEEP																				
Fomoraic (Conand) Invocation List																				
Sorcerers of the Fomoraic kindred, Conand realm may muster as many invocations as they wish, host cost permitting, from 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	Marked Point: Marked point must be within a water terrain feature. Constant Effect: The grip range is D10" multiplied by the invoked dice if the marked point is within deep water or D5" multiplied by the invoked dice if the marked point is within shallow water. One unit (friend or enemy) within grip range of the marked point - called the Engulfed Unit - is caught by a raging torrent of water and is <i>Moved</i> D10" directly towards the marked point. This is a <i>Sorcerous Move</i> - a <i>Shift Move</i> - and it can <i>Move</i> units into impassable terrain. Any warriors that touch impassable terrain are immediately destroyed and removed as if they were dead . An enemy Engulfed unit becomes confused and prone . A friendly Engulfed unit is unaffected, except that any flyers within an Engulfed unit become grounded . Rules: Transient													10	
2	Flood Focus	1	2	3	Marked Point: Marked point must be within 12" of any other water terrain feature. Marked point cannot be within other Flood effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Flood effect terrain with the highest TEMPER value. 6" x 6" Flood: place the centre of a water terrain feature with the rough dimensions of 6" by 6" upon the Marked point, which remains there until the end of the battle hour. This represents the Flood effect terrain, which is shallow water. Immediate Effect: Any warrior within the Flood when it is placed must perform a MIGHT TEST called an ESCAPE TEST; if the ESCAPE TEST is failed, the warrior is caught by the Flood and becomes confused . If the ESCAPE TEST is passed, the warrior is <i>Displaced</i> to the edge of the Flood template by the Invoker's player. If any part of the warrior's base is within the Flood after it has performed its <i>Displaced Move</i> , it is confused as above. Constant Effect: Any warrior that <i>Moves</i> within the Flood is slowed . Rules: Mutable													8		
3	Cold of the Deep Focus	1	2	3	4	5	6	7	8	32	Constant Effect: Each Marked warrior becomes confused and slowed . Rules: Once per Mark; Majority Mark; Ignores Armour; Cold Damage; Transient				4					
4	Rust Focus	1	2	3	Rusted Marks: Marked unit may only be a unit that contains warriors that bear equipment of the class Worn or Borne. Warriors that bear such equipment are called Rusted warriors . Immediate 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 now 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 is totally destroyed. This causes D10 wounds per invoked die upon the Rusted unit, distributed randomly amongst the Rusted warriors only. The rusted equipment must 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, distributed randomly amongst its warriors. Rules: Entire Mark													15		
5	Deluge Sight	1	2	3	4	5	6	7	8	9	10	23	0"	6"	30"	40"	1	Immediate Effect: once avoids are completed, as many warriors within the Marked unit as there are invoked dice immediately become confused and prone , and flyers are grounded . Rules: Ignores Armour; Cold Damage	6	
6	Torrent Sight	1	2	3	4	5	Immediate Effect: once avoids are completed, as many warriors within the Marked unit as there are invoked dice are <i>Moved</i> 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 <i>Move</i> units into impassable terrain or <i>off the battlefield</i> . Any warriors that touch impassable terrain are dead . Rules: Ignores Armour; Cold Damage													9
7	Chill of the Deep Focus	1	2	3	4	5	6	47	Constant Effect: Each Marked warrior becomes confused and slowed . Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Mutable				6							
8	Swirlpool Focus	1	2	3	Marked Point: Marked point cannot be within other Swirlpool effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Swirlpool with the highest TEMPER value. Hoversers cannot be affected by the Clashing Chasm and so cannot become the Mark. 4" Swirlpool Template: place the centre of the 4" Swirlpool Template upon the Marked point, which remains there until the end of the battle hour. Immediate Effect: Any warrior within the Swirlpool when it is placed must perform a MIGHT TEST called an ESCAPE TEST; if the ESCAPE TEST is failed, the warrior is caught by the Swirlpool and is dead if the Swirlpool was placed completely within water terrain or immobile if the Swirlpool was not placed completely within water terrain. If the ESCAPE TEST is passed, the warrior is <i>Displaced</i> to the edge of the Swirlpool template. If any part of the warrior's base is within the Swirlpool after it has performed its <i>Displaced Move</i> , it is sucked into the Swirlpool and is dead or immobile as above. Constant Effect: Any warrior that <i>Moves</i> within the Swirlpool must perform an ESCAPE TEST as above. Rules: Mutable when placed completely within water terrain; Unstable when not placed completely within water terrain.													30		
9	Mist from the Deep Focus	1	2	3	4	5	6	7	8	39	Continuous Effect: 1 cold effect token is immediately added to the Marked unit per invoke die. Additionally, each Marked warrior becomes confused and slowed as well as Sighted D10" until the Mist from the Deep dissipates. If the Mist from the Deep is not dissipated at the end of a battle hour, the Marked unit gains one cold effect token per warrior within the unit. Additionally, the battle's current weather immediately changes to Fog 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. Rules: Once per Mark; Majority Mark; Cold Damage; Ignores Armour; Unstable				6					
10	Harpoon Sight	1	2	3	4	5	6	7	8	9	10	62	0"	6"	48"	60"	2	Pierce; Cold Damage	6	
11	Drown Focus	1	2	3	4	5	6	7	8	Living Marks: The Marked warriors within the Marked unit must be enemy warriors with the Living trait. Immediate Effect: Each Different Mark within the Marked unit (that is within total focus range) must take a CONSTITUTION TEST, in this case a DROWN TEST . If the DROWN TEST is passed, that Different Mark suffers 1 wound per invoked die. If the DROWN TEST is failed, that Different Mark suffers D10 wounds per invoked die. After damage has been recorded the Marked unit must perform a <i>Panic reaction</i> . Rules: Ignores Armour									16	
12	Shelled Focus	1	2	3	4	Continuous Effect: The Marked Unit becomes a Shelled unit . Each Marked warrior within the Shelled unit (a Shelled warrior) gains a natural armour element of the type skin providing 1D10 Armour+ per invoked die as well as gaining the Loathsome trait. Rules: Once per Mark; Entire Mark; Mutable													9	
13	Call of Conand Focus	1	2	3	4	Immediate Effect: the Marked unit immediately becomes active and performs a <i>Run action</i> (regardless of its current vigour) - which can be an <i>Engagement action</i> , and if it becomes so a <i>compulsory Attack action</i> must be performed afterward - towards any water terrain feature on the battlefield, chosen by the Invoker's player. If the Marked unit is already within water terrain there is no effect. However, instead of <i>Running</i> at twice its warriors' PACE, the Marked unit <i>Ground Moves</i> 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' trait, it is immediately dead. Marked units that are engaged with or beset by an enemy unit will not suffer <i>Reflex Attack reactions</i> as a result of <i>Running</i> out of or through any enemy unit's attack range. Once the <i>Run action</i> has been resolved, the Marked unit immediately reverts to its previous vigour state. The Marked unit does not count as having activated that hour, if it has not activated already. Rules: Once per Mark; Entire Mark													14	
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 Marked unit becomes lively if it is weary or alert (and so may activate twice in the current hour, and all of its equipment counts as being unused), but immediately suffers D5 WOUNDS, distributed randomly amongst the unit. Rules: Once per Mark; Entire Mark													25		

Fomoraic (Conand) Artefact List

Fomorai (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.

Shot Weapon Artefact		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules		Cost
1	Petrifying Ink Spit <i>The ink of the deeps</i>	3	1 2	5	+5		4"		1	0	Natural	Add; Combat Shot Weapon; Spray; 4" Ink Spray Template; Petrification Damage; Blind		12+M
			Scion only: the Petrifying Ink shot weapon artefact may only be mustered by Scions of Conand or Krakenax Tarns.											
1	Spear of Muulul Sorcerous Spear <i>Barb of the Shining One</i>	2	+ 1 2	12	+12	0"	6"	30"	40"	2	1	Borne	Add or Replace; Impetus Shot; Pierce; Vicious Damage	8+M
			Returner: the Spear of Muulul, when thrown, immediately returns to the bearer.											
1	Driftspears Sorcerous Spears <i>Blood of the drowned</i>	3	+ 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
			Drowner: A fated shot caused by the Driftspears will, if the victim does not have the 'amphibious' trait, cause him to become entangled until the end of the current battle hour.											
1	Jetsam Harpoon Sorcerous Harpoon <i>Whale-killer</i>	4	+ 1 2 3 4	19	+19	0"	6"	30"	40"	2	1	Borne	Add; Shoot and Drag; Pierce	5+M
			Weakener: Warriors entangled by the Jestam Harpoon are dragged a further D10" towards the bearer.											
1	Spine Spitter Barb <i>Needle sharp</i>	5	+ 1 2	0	42	0"	3"	18"	36"	2	1	Borne	Add; Pierce; Ignores Armour; Venom Damage	8+M
			Gleeful: if the bearer causes a fated shot with the Spine Spitter, he immediately becomes exulted.											
1	Rusted Spears Sorcerous Spears <i>Corroded but true</i>	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
			Flakes of Rust: for each fated shot from the Rusted Spears, +D5 corrosion effect tokens are randomly added to the warriors in the unit.											
1	Quill Spitter Barb <i>Thorned death</i>	7	+ 1 2 3 4 5 6	0	36	0"	3"	15"	36"	1	0	Natural	Add; Pierce; Venom Damage	5+M
			Many-barbed: Shots with the Quill Spitter are easy shots within effective range.											
1	Ring Spitter Barb <i>Rings of Death</i>	8	+ 1 2 3 4	6	+6	0"	0"	12"	15"	1	1	Natural	Add; Move and Shoot; Venom Damage; Immobilise	12+M
			Splatter: for each fated shot from the Stingspit, +D5 venom effect tokens are randomly added to the warriors in the unit.											
1	Brinespear Throwing Spear <i>The water in the earth</i>	9	+ 1 2	11	+11	0"	3"	9"	12"	1	1	Borne	1 Add; Shots (1)	14+M
			Wellspring: the bearer may perform a <i>Shoot action</i> with the Wellspear against any point on the battlefield (called the wellspring point) within maximum range; the SKILL of the wellspring point counts as -9 for shoot value purposes. Should the bearer cause any kind of shot die, a pond shallow water feature (called the wellspring) of 4" x 4" size immediately appears upon the wellspring point. The wellspring's CONSTITUTION is 50 and its terrain density is 1. Any warriors within the wellspring's area are <i>Displaced</i> by it, unless they have the 'amphibious' ability. The wellspring, if part of it touches or lies upon another water feature, joins those two water features together to form one feature. This will not make the wellspring deep water if it joins to a deep water feature.											
1	Saltspear Sorcerous Spear <i>Hear the braying of the herds</i>	10	+ 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
			Returner: the Saltspear, when thrown, returns to the bearer after the <i>Shoot action</i> with it is resolved. Destroyer: Each fated shot caused by the Saltspear will immediately destroy one armour element (except natural armour), chosen by the bearer, of the enemy warrior suffering that fated shot. If the enemy warrior has no armour elements that are not natural remaining, or had none initially, it suffers D5 wounds instead. Additionally, the Saltspear causes terrible damage against automata.											

WEAPON COATING		Weapon Coating Artefact Rules		Class	Cost
1	Cold Weapon Coating	1	Rules: Add; Cold Damage; Mundane Artefact	Borne	1
1	Rust Weapon Coating	2	Rules: Add; Corrosion Damage; Mundane Artefact	Borne	1
1	Brine Weapon Coating	3	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
1	Bluering Glaze Weapon Coating	4	Rules: Add; Petrification Damage	Borne	1
1	Spinedrip Weapon Coating	3	Rules: Add; Venom Damage	Borne	1

ARMOUR ARTEFACT		Armour+	C+A	Hands	Class	Armour Artefact Rules	Cost	
1	Anglerhelm Sorcerous Helmet <i>The deep horror</i>	1	8	+8	0	Worn	Add or Replace	6+M
Awful visage: The wearer gains the 'terrifying' and 'loathsome' traits. If any warrior fails their VALOUR TEST against the wearer, they must immediately perform a <i>Flee reaction</i> .								
1	Limpet Plate Sorcerous Heavy Armour <i>Hard shelled</i>	2	18	+18	0	Worn	Add or Replace (Light Armour); Ignores Weapons	10+M
Tough Nut to Crack: If an enemy warrior rolls a fated miss against the wearer of Limpet Plate, that enemy warrior turns all of his even strike dice into miss dice. Additionally, the wearer cannot become prone under any circumstances.								
1	Scallop Shield Shield <i>Growth unbound</i>	3	16	+16	1	Borne	Replace; Quick Parry; Thwart	9+M
Huge shield: the Scallop Shield gives the bearer an additional -1 parry modifier.								
1	Encrusted Skin Skin <i>Barnacled</i>	4	9	+9	0	Natural	Add; Mundane Artefact	1+M
Knobbly: The bearer gains the 'tough' rule.								
1	Conch Plate Light Armour <i>Sharpened spikes</i>	5	10	+10	0	Worn	Add or Replace	9+M
Spiked: the bearer of the Conch Plate causes +D5 impact strikes. Additionally, attacking the wearer is a difficult strike for enemy warriors.								
1	Mark of Conand Sorcerous Armour Emblem <i>The ruler of the deep</i>	6	5	+5	0	Worn	Add; Mundane Artefact	1+M
Penetrating: Enemies parrying strikes from the bearer of the Mark of Conand do so with a +1 parry modifier.								
1	Rusted Flotsam Sorcerous Light Armour <i>Rusted coldness</i>	7	12	+12	0	Worn	Add or Replace; Thwart	7+M
Ruster: If the wearer rolls a fated parry while wearing the Rusted Flotsam, the enemy warrior whose strike was parried suffers D10 corrosion damage.								
1	Stone Coral Shield Sorcerous Shield <i>Impervious</i>	8	19	+19	1	Borne	Add or Replace; Parry	4+M
Shivering Stone: The bearer of the Stone Coral Shield gains the 'camouflaged (all terrain)' trait. Additionally, the Stone Coral Shield can never be negated nor destroyed.								
1	Cráncak Plate Sorcerous Heavy Armour <i>Of encrusted crab</i>	9	30	+30	0	Worn	Replace (Light Armour); Thwart	10+M
Hard to Kill: enemies have a +1 strike, shot and sight invoke modifier against the wearer of the Cráncak Plate.								
1	Wrapnets Arm Greaves <i>Wrappings of the catcher</i>	10	7	+7	0	Worn	Add	12+M
Catching: A warrior wearing Wrapnets forces enemy warriors to re-roll strike dice, including fated strike dice, after they have performed any miss dice re-rolls.								

BANNER ARTEFACT		Banner Artefact Rules		Cost
1	Crooked Fin Sorcerous Fin	1	Tough to Break: The bearer, and any unit he has <i>Joined</i> , 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	2	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
1	Sign of Conand Sorcerous Emblem	3	Favourite of Conand: enemies parrying strikes from 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	4	Shrouded in mist: The bearer, and any unit he has <i>Joined</i> , are difficult strikes, difficult shots and difficult sight invokes, as long as they are within 12" of a water feature.	13+M
1	Alluring Esca Sorcerous Lure	5	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 battlefield that can see him or the unit he has <i>Joined</i> . In their next activation, that Frenzied enemy unit <u>must</u> perform a <i>Move action</i> (which can be an <i>Engagement action</i>) towards the bearer. Anglerhook only: Radiant Esca may only be borne by a warrior of the Kin 'Anglerhook'.	12+M
1	Striated Bands Skin	6	Ancient warrior: The bearer, and any unit he has <i>Joined</i> , gain the 'Fearless' trait. Gillspear only: Striated Bands may only be borne by a warrior of the Kin 'Gillspear'.	2+M
1	Doggard Mottling Sorcerous Skin	7	Stoic: The bearer, and any unit he has <i>Joined</i> , gain the 'stubborn' and 'tough' traits.	3+M
1	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	9	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
1	Brinecrust Sorcerous Skin	10	Saltwater Sting: The bearer, and any unit he has <i>Joined</i> , gain corrosion damage (+1) on their primary combat weapons.	8+M

Instrument Artefact		Instrument Artefact Rules		Cost
1	Silted Chime Sorcerous Instrument	1	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 range is 12". Gillspear only: the Silted Chime may only be borne by a warrior of the Kin 'Gillspear'.	11+M
1	Baleen Drum Sorcerous Instrument	2	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 <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	3	The soothing waters: units <i>Inspired</i> 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
1	Spiral Shell Sorcerous Instrument	4	The Call of the Waves: One Living enemy unit that fails a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Walk action</i> (which cannot be an <i>Engagement action</i>) towards the bearer or towards any water feature on the battlefield, but after this <i>Run action</i> 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	5	The Doom of the Above: Living enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> . Gillspear only: the Wrecker's Bell may only be borne by a warrior of the Kin 'Gillspear'.	5+M
1	Call of Conand Tune	6	He Awakes: When this tune is played, one unit that is currently under <i>SCOUT orders</i> may immediately <i>Emerge from terrain</i> and perform an <i>Ambush action</i> with a -5D10 AMBUSH TEST modifier. Host herald only: only host heralds may play this tune.	12
1	Bell of the Deep Sorcerous Instrument	7	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
1	Brined Gong Sorcerous Instrument	8	Rust Awaits: enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> immediately suffer D5 corrosion damage, distributed randomly amongst its members, and D10 corrosion effect tokens. Gillspear only: the Brined Gong may only be borne by a warrior of the Kin 'Gillspear'.	9+M
1	Bark Instrument	9	Exultation: If the bearer successfully <i>Inspires</i> his own unit with the Bark instrument it immediately becomes exulted. Rules: Mundane artefact. Bark may be mustered by any sealspear herald.	1+M
1	Shell-Shock Tune	10	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). Clunk of Shields: warriors that are <i>Inspired</i> by a herald performing Shell-Shock become exulted, but enemy warriors within 12" of the bearer become confused and slowed. Rules: Mundane 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						
1	Black Wrack Sorcerous Belt-Hung Food	1	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 earth dice are used, they are not reinstated. Rules: Add; Earther only; One Use Only							1	2	3	4	5	6	7	8	9	10	Borne	8+M
1	Mawtooth Sorcerous Pendant	2	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					
1	Krake Eye Sorcerous Pendant	3	Eye of Squid: each enemy warrior <i>Attacking</i> 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 <i>Attack</i> 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 <i>Combat action</i> . Rules: Add or Replace												Worn	3+M					
1	Frayed Halliard Sorcerous Belt	4	Frayer: Enemy warriors must re-roll all strike, shot and invoked dice from <i>Attacks</i> , <i>Shots</i> and <i>Invokes</i> 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					
1	Shucked Scales Sorcerous Belt-Hung Pouch	5	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 <i>Dissipate action</i> , using his own TEMPER for this purpose and a dissipate range of 3D10". If he is within a water feature, the bearer gains a -5D10 DISSIPATE TEST modifier. Rules: Add or Replace							1	2	3	4	5	Borne	5+M					
1	Moonstone Sorcerous Pendant	6	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					
1	Barnacled Skin 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					
1	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 <i>Channel</i> enemy invocations as retribution, but only if the wearer is within a water feature. Rules: Add or Replace							1	2	3	4	5	Worn	5+M					
1	Sunfin Shroud Sorcerous Cloak	9	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					
1	Doggard Soil Sorcerous Belt-Hung Pouch	10	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	
1	Flotsam Bottles 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 'fearless' trait and exulted. 9: The bearer gains +2D10 SKILL until the end of the battle hour. Rules: Add					1	2	3	4	5	Borne	7+M
1	Coral Staff Sorcerous Staff	2	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		
1	Sodden Stone Sorcerous Pendant	3	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 Sorcerous Pendant	4	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: <i>0-09:</i> D5 Crab Swarms; <i>10-29:</i> 2D10 Gillspears; <i>30-39:</i> D10 Gillspitters; <i>40-49:</i> D5 Anglerhooks; <i>50-59:</i> D5 Sealspears; <i>60-64:</i> D5 Swordhorns; <i>65-69:</i> D5 Krakenax; <i>70-79:</i> 2 Threshaills; <i>80-89:</i> 2 Crabspears; <i>90-95:</i> 1 Hammerhook; <i>95-98:</i> 1 Deep Crab; <i>99:</i> 1 Greatmaw. The amount of warriors may exceed the maximum size of a unit of their profile. Compel Roll: The Compelled warrior will only appear on the compel point upon the roll of a 9 or above on 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 appears. 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 <i>Displaced</i> the minimum distance so that they lie outside of the footprint of the Compelled warrior's base immediately. Further warriors within the Compelled warrior's unit 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 warrior miniatures, those Compelled warriors cannot be called. A Compelled warrior is lively when it is first placed, placed in the bearer's command and is under the same <i>orders</i> as that command's commander. Compelled warriors have the standard equipment of their profile and options cannot be chosen for them. The Compelled warriors count as a friendly unit (and thus part of the bearer's host). The Compelled warriors, if killed, cost their usual silver when mustered for the purposes of calculating the Butcher's Bill. A Compelled warrior, if it is dead, does not count as a dead warrior when making a RAVAGED TEST. The bearer cannot control the Compelled warriors of another player. Rules: Add; One use only; Jealous Artefact Man only: Only warriors of the kin 'Scion of Conand' may wear this enchanted artefact.								Borne	38+M		
1	Dawn Crystal Sorcerous Pendant	5	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		
1	Cuttlecloak Sorcerous Cloak	7	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 <i>SCOUT orders</i> . These units must have the 'Amphibious' ability and cannot be allies. The general himself may place himself under <i>SCOUT orders</i> 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	8	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		
1	Rusted Hoops Sorcerous Vambraces	9	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 <i>Quelled</i> .								Natural	2+M		
1	Green Pearl Sorcerous Pendant	10	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
1	Conand's Mark Brand	1	Favoured: enemies parrying strikes from the bearer of Conand's Mark do so with a +1 parry modifier. Rules: Mundane Artefact	Natural	2+UM
1	Above-Scars Brand	2	Experienced: The bearer gains +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence.	Natural	3+UM
1	Brinecrest Sorcerous Skin	3	Salty Skin: if the bearer rolls a fated parry, the enemy warrior whose strike was parried suffers D5 corrosion effect tokens.	Natural	1+UM
1	Disturbing Hue Sorcerous Skin	4	Freaky: Living enemies (that do not have the 'Unseeing' trait) <i>Attacking, Shooting or Sight Invoking</i> 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 Body	5	Ancient Predator: The bearer gains +2D10 WOUNDS, rolled for in the battle rolls step of the Joining Battle Sequence.	Natural	2+UM
1	Limpet Crust Skin	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 (rolled for in the battle rolls step of the Joining Battle Sequence). Crabs only: Only Crabspears and Deep Crabs may bear this brand. Mundane artefact	Natural	1+UM
1	Brand of Doggard Sorcerous Brand	7	Muzzled: the bearer is difficultly seen 6" - meaning, warriors within 6" of the bearer see him normally. Rules: Mundane artefact	Natural	1+UM
1	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 <i>Flee reaction</i> .	Natural	6+UM
1	Blueringed Skin	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 Skin	10	Living armour: The bearer gains a -1 parry, evade and sight avoid modifier.	Natural	2+UM

U-rokh

FMR-CND-0000 - Uuroch

SEYE-on of KOH-nand

FMR-CND-0000 - Uuroch

GIL-speer oo-TARN

FMR-CND-1300 - ?

GIL-bryn

FMR-CND-0360 - ?

GIL-speer TARN

FMR-CND-1300 - ?

GIL-speer goo-TARN

FMR-CND-1300 - ?

GIL-brak

FMR-CND-1360 - ?

ANG-ler hook TARN

FMR-CND-1300 - ?

SEEL-speer TARN

FMR-CND-16xx - ?

KRAK-en-aks

FMR-CND-3710 - ?

KRAB-speer TARN

FMR-CND-1705 - ?

ANG-ler hook

FMR-CND-2910 - ?

GIL-glavyv

FMR-CND-2660 - ?

GIL-speer

FMR-CND-2660 - ?

GIL-spit-er

FMR-CND-2790 - ?

SEEL-speer

FMR-CND-3310 - ?

SNAP-klor

FMR-CND-3440 - ?

SORD-horn

FMR-CND-3710 - ?

KRAK-en-aks

FMR-CND-3710 - ?

GIL-ry-der

FMR-CND-4xxx -

LONG-klor

FMR-CND-7xxx - ?

KRAB SWORM

FMR-CND-7xxx - ?

THRESH-tayl

FMR-CND-8260 - ?

HAM-er-hook

FMR-CND-8450 - Tünguuska

GREYT-mor

FMR-CND-8260 - ?

DY-nukh

FMR-CND-8870 - Kaairioc-cró

KRAK-ən

FMR-CND-8750 - Uuthüll

KRAB-speer

FMR-CND-8100 - Scuttling Crabspears

DEEP KRAB

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
							Mass	Base Size					
Formoraic	Conand	Cráncull	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	15	120mm	347				
DEEP CRAB		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
<i>Frost Blood; Gigantic; Insensate; Loathsome; Tough; Terrifying</i>		8	24	94	95	68	79	49	77				
<i>Abilities</i>		<i>Amphibious; Bind (Crab Swarm); Bulk Charger; Scuttler</i>											
<i>Wound Track</i>		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											
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules
1	Crushing Claws Claws	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; Terrible Damage
2	Annoying Bite Bite	1 2 3 4		12	106	0 "				1	0	Natural	
3	Trample Trample	1 2 3 4 5 6		9	103	0 "				1	0	Natural	Pierce; Sightless Strike
ARMOUR				Armour+	C+A					Hands	Class	Armour Rules	
1	Spiked Carapace Carapace			26	121					0	Natural		
ARMOUR OPTIONS				Armour+	C+A					Hands	Class	Armour Rules	Cost
1	Encrusted Carapace Carapace			42	137					0	Worn	Replace (Spiked Carapace)	3
FMR-CND-8865 - Thuulac													