

# **VRAS MUSTER**

version 2.07

	Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT	Mass	Orders
GENERAL:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
HOST'S COMMAND:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
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COMMANDER:				<u> </u>									
UNIT 1:				<u> </u>									
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
	l	l		1			l			T SILVER			

HOST SILVER

### **VRAS MUSTER WENDLIST**

Changes to the Vras 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
	The 'bind (dog-razh, razh-swarm)' ability has been added to the vras-fiend and kill-thing, and the muster chart updated for those bind units where necessary
	Vermin-fiend changed to vras-fiend where that name is found
	Added the war-glaive combat weapon to the rend-vras profile
	Removed bow-vras as sworn unit option for a vras-lord
v2.03	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.06	Added the 'tactician' ability to the Blunt-Claw, vras-lord and vras-chief profiles
	Ensured that scouting nobles cannot be the general
	Added the 'disciplined' ability to a number of different profiles
	Removed the 'Yearless' trait from almost all warriors
	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

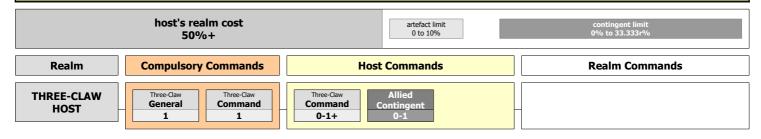
## **VRAS MUSTERING**

### **VRAS HOST**

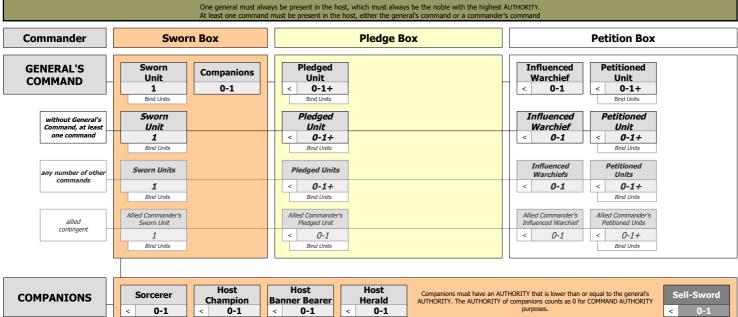
One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

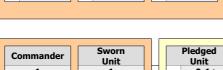
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.

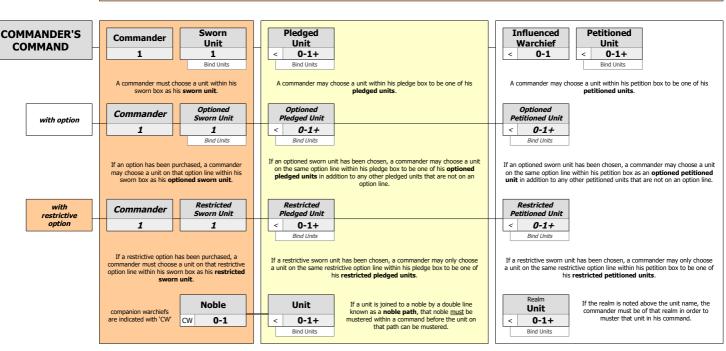
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.



#### VRAS COMMANDS











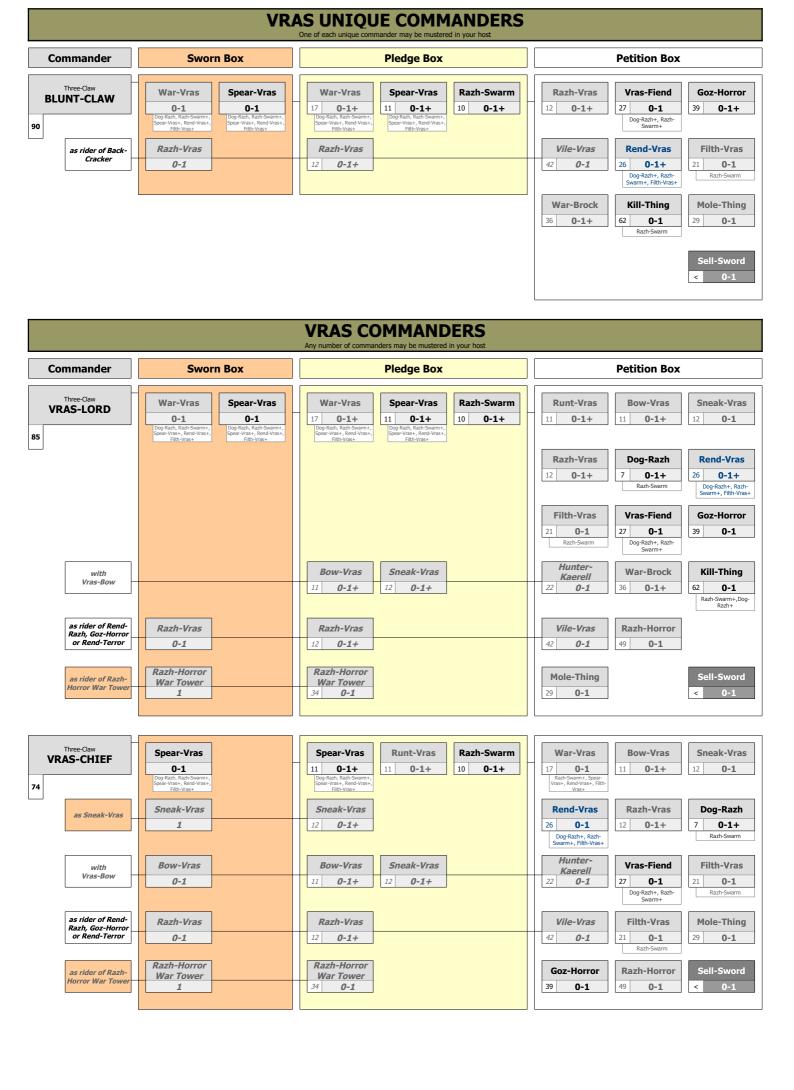
A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.

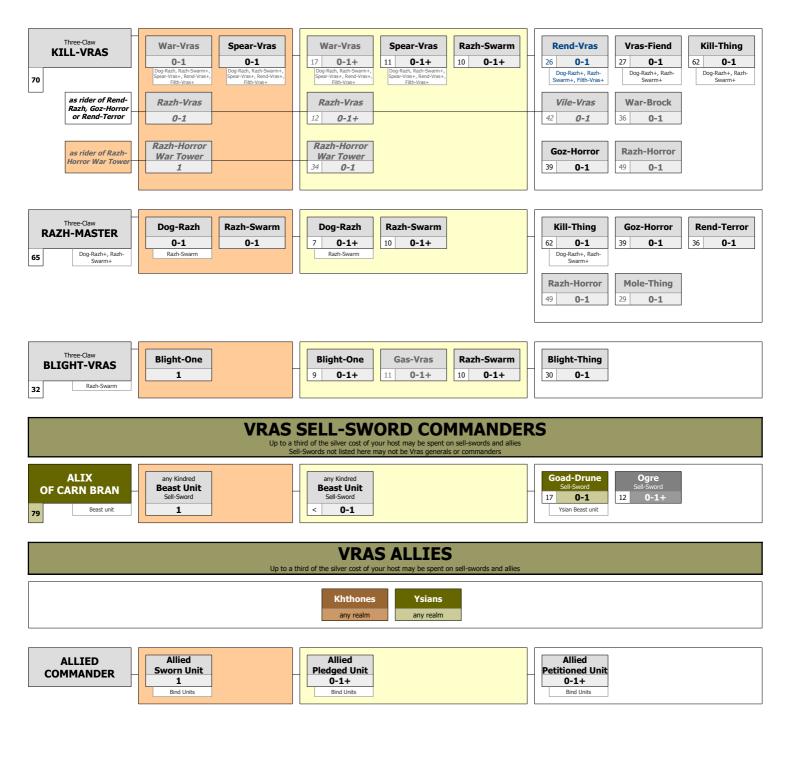
If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.

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.





	Sorcerers of the V	/ras kindred may muste	er as many inv	ocations as t	hev wish he	st cost pern	nitting from	n the Vras Invocation List below.	7
INVOCATION	Invoke Dice	Power		Lth Rge	Eff Rge			Invocation Rules	Ŧ
Sneak	1 2	Constant Effect: Ma Rules: Once per Mark							Ť
Putrid Blood Sight	1 2 3 4 5 6 7 8 9		0"	3"	30"	40"	1	Corruption Damage	
Grey Death	1 2 3 4 5 6 7 8	62	Rules: Ign	ores Armour;	Corruption D	nmage			Ī
Blighted Flesh Focus	1 2 3		Aarked unit imm gains an addition	nediately suffe nal 2D10 corru	ers suffers D10 uption effect t	) wounds per		(the damage from which is distributed randomly amongst its Marked warriors).  ifferent Mark's wounded warrior first.	
Mould Spores	1 2 3 4 5 6	Constant Effect: The Rules: Mutable	e Marked unit ga	ains D10 corru	uption effect t	okens per inv	oked die, att	ached to each Different Mark's wounded warrior first.	Ī
Plague Breath Sight	1 2 3 4 5 6 7 8	52	0"	3″	15"	24"	1	Corruption Damage	
Black Blight Focus	1 2 3 4	Constant Effect: The Tough traits. The Blig blight roll, which can i	e Marked unit be ht-Vras must ro ncrease a warrio ted warrior also	ecomes a <b>Blig</b> Ill 1D10 per in or's CONSTITU gains one co	Jhted unit ar voked die, ca TION beyond	d each Blight led the <b>bligh</b> ts base value	ed warrior be t roll. Each , and its WO	-One, Blight-Thing, Kaerell, Mole-Thing or War-Brock. ecomes or remains <b>Terrifying</b> and gains the <b>Immune (Corruption)</b> and Blighted warrior immediately increases its CONSTITUTION by the result of the UNDS by 1 per invoked die, which can increase a warrior's WOUNDS beyond its ass, which he can transfer to any enemy warrior within 1".	
Hurry-Hurry Focus	1 2	Engagement action, to its PACE + 2D10". Mai	Marked unit immore a point on the rked units that a nce that Run act it has not activa	nediately beco battlefield det are engaged w tion has been	mes active ar termined by to with or beset b	ne Invoker. H y an enemy u	owever, inst init will not s	disregarding its vigour state for requirements purposes), which can be an ead of Running at twice its warriors' PACE, the Marked unit Ground Moves up to suffer Reflex Attack reactions as a result of Running out of or through any enemy reverts to its previous vigour state. The Marked unit does not count as having	y
Rabid Focus	1 2 3 4	Constant Effect: The	Marked unit be fior, in addition The Rabid unit b	ecomes a Rab to those it mig ecomes alert	oid unit and of ght already ha	each Marked vone. Additiona	varrior - also lly, the Rabio	-One, Blight-Thing, Kaerell, Mole-Thing or War-Brock. o called a Rabid warrior - becomes or remains <b>frenzied</b> . Add a frenzied attack d unit gains 1D10 MIGHT per invoke die.	
Bursting Blight Focus	1 2 3 4	Friendly Marks: Mar Constant Effect: On he is dead. Each warri Blighted warrior suffer	e Marked warrio or within <b>blight</b>	or (the <b>Blight</b> t range of an	ed warrior) y Blighted wa	oer invoked d rrior (defined	ie from the N	Marked unit explodes in a shower of bloody gore, bile and corruption, ensuring lied by the Afflicted warriors' mass) - called an <b>Afflicted warrior</b> - of any	
<b>Spoil</b> Sight	1 2 3	Marked Point: Market effect terrain. When p 4" Spoil Template: Immediate Effect: I	ed point cannot laced upon units place the centre any unit within t	be within a was, the Mark be of the 4" Spo the Spoil Temp	ater terrain fe ecomes the ur oil Template u plate gain 1D1	ature or upor it within Spoi pon the Marke 0 corruption	with the hig ed point. tokens per ir		
Quickening Canker Focus	1 2	becomes lively if it wa Rules: Once per Mark	Marked unit imm s alert or alert it ; Entire Mark	nediately suffe f it was weary	rs D10 wound	ls per invoked		mage from which is distributed randomly amongst its Marked warriors), but	
Vras-Call Focus	1 2	a TEMPER TEST called created and the Invok	l a <b>CALL TEST</b> . er must immedi The Invoker <i>Cali</i> n total focus ran	The CALL TE ately roll upor s a unit upon ge, the Invoke	ST is modified the Fumble the creating per er must imme	by adding th Table. Soint, which m diately roll up	e mass of th nust be any p on the Fumb	o their maximum size or a single Rend-Terror (called a Called unit) by passing lee Called unit to the CALL ROLL. If the CALL TEST is failed, the Called unit is not soint along any edge of the battlefield within his total focus range. If no edge of lie Table. mus.	
Rancid Pus	1 2 3 4 5 6 7 8	44	0"	3"	9″	12"	1	Corruption Damage (2)	
Infect Focus	1 2 3 4	1D10 corruption toker contact and, if the Info	he Marked unit is per Infecting ecting unit does	becomes an I warrior in bas not have the	Infecting un e contact. As 'resistant (co	it and any en soon as corru ruption)' trait	emy unit in ption tokens , also gains	base contact with any Infecting warrior (called an <b>Infected unit</b> ) instantly gain: are placed, the Infecting unit suffers 1 damage per Infecting warrior in base 1D10 corruption tokens.  ediate effect above applies to both the Infecting unit and the Infected unit. An	s

				ı	BLU		-CL	.AV	V							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity		nds	Unit	Size	Co	ost
Vras	Three-Claw	Vras	War	lord	No	ble	Vete	eran	Unique	+ Rare	М	ass 1		Size	6	2
BLUNT	-CLAW	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude		ority	Ten	nper
Insensate; Loathsome; Re in Nui	sist (corruption); Strength	5	7	1	4	8	4	6	8	3	8	30	9	0	2	4
Abili		Disciplined; Tactician														
Wound	l Track	1 2 3 4 5 6 7 8														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
1 Man-B		1 2 3	17	65	0.5"				2	1	Borne	Switch (Mar	-Skewerer);	Corruption Da	mage	
1 Man-Sk		1 2 3	9	57	2.5"	9	66		1	1	Borne			ounted Only; I		act Strike;
Blunt-	Claws	1 2 3 4 5	12	60	0.5"				2	1	Worn	Parry; Corru	ption Damag	je		
Gnawii	ng Bite	1 2	3	51	0"				1	0	Natural	Corruption I	Damage			
ARM			Armour+	C+A						Hands	Class	Armour Ru	les			
Man-			10	56						0	Worn					
ARTE	ACTS	Artefact Rules														
Supper		Dinner: Blunt-Claw ma attribute beyond its bas			ne beginning o	of any of his a	activations, be	fore any <i>acti</i>	ions are perfor	med, unless I	he is engage	d or beset in o	ombat. This r	may not increa	se his WOUN	DS
WARRIO	R RULES	Rules														
Rabid	-Rage	Frenzied: At the end of Skewerer combat weap		irst <i>Attack a</i>	ction of a batt	le (before Att	ack Result rea	octions are ca	lculated) Blun	t-Claw becom	nes Frenzied,	gaining 1 fren	zied attack d	ie on the Man-	Butcher and	Man-
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Skull-Break	<b>(er</b> Ardent Mount	May ride Skull-Breaker											11	18	74	244
					VRS	S-TCW-030	2 - Blunt-C	law								

					SKU		BREAKER BRAY-ker						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acuity	Ubio	uity		nds 0	Unit Size	Cost
Vras	Three-Claw	Goz-Horror	Monstroi Ardent		Ве	east	Wild	Unique	+ Rare	М	ass 11	Base Size	241
SKULL-E	BREAKER	Pace	Sk	ill	Mi	ght	Constitution	Wou	ınds	Fort	itude	Authority	Temper
	hsome; Resist (corruption); n: Stubborn	7	3	0	8	81	88	4	7	•	51	40	63
- / J	lities	Bulk Charger											
Woun	d Track	1 2 3 4 5 6 7 8 9	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 2	26 27 28 29 30	31 32 33 34 35 36 37 38 39 4	0 41 42 43 44 45	46 47				
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules	
	ng Bite	1 2 3 4 5 6 7 8 9	24	105	0.5"			2	0	Natural	Corruption	Damage; Pierce; Vicious Da	amage
	Head Imet	1 2 3 4 5	16	97	0 "	32	129	2	0	Natural	Impact Mig	hty Strike; Charge+; Pierce	!
	Claws	1 2 3 4	18	99	0 "			1	0	Natural			
	ed Tail	1 2 3	12	93	0.5"			1	0	Natural	Blind Strike		
Trai	mple mple	1 2 3 4 5	8	89	0 "			1	0	Natural	Sightless St	rike	
	IOUR		Armour+	C+A					Hands	Class	Armour Ru	ıles	
	h Hide		5	93					0	Natural			
	Head Imet		7	100					0	Worn			
	Plates Armour		15	115					0	Worn			
	FACTS	Artefact Rules											
	r-Hoard	<b>Dinner:</b> Blunt-Claw ma attribute beyond its bas			the beginning	of any of his	activations, before any ac	tions are perfo	ormed, unless	s he is engag	ed or beset in	combat. This may not incre	ase his WOUNDS
					VRS	-TCW-8585	- Skull-Breaker						

					VR		-LO	RD								
Kindred	Realm	Kin	Cli	ass	Priv	ilege	Acı	ıity	Ubiq	uity		nds 2		Size	Co	ost
	TI 0	.,					.,,					2 ass	_	1 e Size	_	
Vras	Three-Claw	Vras	wa	rlord	NC.	ble	vet	eran	Uncor	nmon		1	30	mm	3	39
VRAS	-LORD	Pace	SI	cill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
	Resist (corruption); Strength numbers	5	6	55	4	5	4	4	7	7	7	'6	8	35	2	23
	ilities	Disciplined; Tactician														
Woun	nd Track	1 2 3 4 5 6 7														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	aver	1 2 3 4	16	61	0.5"				2	1	Borne					
Cla	aws	1 2 3 4	12	57	0.5"				1	1	Worn	Parry				
Gnawi	ing Bite	1 2	3	48	0"				1	0	Natural	Corruption	Damage			
OMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			C
War-Bla	ade Cleaver	1 2 3 4 5 6	18	63	0.5 "				2	1	Borne	, ,	eaver, Claws			-
War-Sp	<b>pear</b> Spear	1 2 3 4 5 6 7	9	54	2.5 "	9	63		1	1	Borne		eaver, Claws, Inted Charge	); Mounted Imp +	act	1
SHOT WEAP	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules			C
Vras-l	Bow Bow	1 2 3	9	54	0"	6"	24"	48"	1	2	Borne	Add; Corru	ption Damage	e; Foot only		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
	d Plate Armour		9	53						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules			C
Claw-Sl	<b>hield</b> Shield		9	62						1	Borne	Add; Parry				
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	C
Rend-Raz	<b>zh</b> Beast Mount	May ride a Rend-Razh											3			
Goz-Horre	<b>OF</b> Ardent Mount	May ride a Goz-Horror											11	17	70	1
	<b>ror</b> Ardent Mount	May ride a Rend-Terror										,	6	11	64	7
	OUR OPTIONS		Armour+		nount	on Rend-	mount		mount	Hands	Class	Armour R	ules			C
	Plate Barding		7	on Goz-Horror	77	on kena- Terror	71	on Rend-Razh	60	0	Worn	Add				
	OPTIONS	Engine Option Rules												Engine+	C+A	C
	ar Tower Engine Leader		`	r War Tower)	ability, repla	cing one Spea	ar-Vras crew t	hat is not the	driver.					15	68	3.
	OPTIONS	Chariot Option Rules												Chariot+	C+A	C
Razh-Chari	<b>iot</b> Chariot Leader	May ride a Razh-Chario	t, replacing on	e Spear-Vras	crew that is I	not the driver	. Rider gains	the Engine Le	eader (Razh-C	hariot) and F	lanker abilitie	25		6	52	2

				,	<b>VR</b>	AS-	CH S-cheef	IEF								
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	uity		nds		t Size	C	ost
										-	_	ass		1 e Size		
Vras	Three-Claw	Vras	War	chief	No	ble	Vet	eran	Com	mon		1		mm	2	23
VRAS	-CHIEF	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Insensate; Loathsome; I in N	Resist (corruption); Strength lumbers	5	5	6	3	8	3	5	5	;	6	8	7	74	2	21
	ilities	Disciplined; Tactician														
Woul	nd Track	1 2 3 4 5														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ıles			
	Butcher	1 2 3	15	53	0.5"				2	1	Borne					
<sub>2</sub> Blunt	:-Claws	1 2 3	11	49	0.5"				1	1	Worn	Parry				
	ing Bite	1	3	41	0"				1	0	Natural	Corruption E	)amage			
COMBAT WE	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ulac			Cost
	lade Cleaver	1 2 3 4 5	18	56	0.5 "	Charge	1-17 FF / CII		2	1	Borne			;); Foot Only		0
	Spear Spear	1 2 3 4 5 6	9	47	2.5 "	9	56		1	1	Borne	Replace (Cle	aver, Claws	); Mounted Imp	pact	-1
	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Strike; Mour		+		Cost
	Bow Bow	1 2	weapon+	47	O"	6"	24"	48"	Damage*	2	Borne	,		e; Foot only		2
	-		-			3"			_					e, root only and Shoot; Con	ruption	
	<b>ers</b> Dagger	1 2 3 4	5	43	0"	3"	12"	18"	1	2	Borne	Damage			<u> </u>	2
	MOUR		Armour+	C+A						Hands	Class	Armour Ru	les			
	ed Plate		9	44						0	Worn					
	R OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les			Cost
2 Claw-S	Shield Shield		9	<i>53</i>						1	Borne	Add; Parry				1
NOBLE	OPTIONS	Noble Option Rules														Cost
Vras-Callei	* Host Banner Bearer	May bear the Host's Bar	nner. Gains the	Host Banner	Bearer abilit	y										7
Doom-V	ras Host Herald	May bear the Host's Ins	trument. Gains	the Host He	rald ability											7
Sneak-l	Master Scout	Purchased with (Dagger	s); Foot only;	Gains the Sco	out and Skirn	nisher abilitie.	s; cannot be t	he general								3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Rend-Ra	nzh Beast Mount	May ride a Rend-Razh											3			6
Goz-Hori	<b>"OF</b> Ardent Mount	May ride a Goz-Horror											11	17	26	146
Rend-Ter	TOT Ardent Mount	May ride a Rend-Terror											6	11	<i>55</i>	76
MOUNT ARM	OUR OPTIONS		Armour+	with	nount		mount	with	mount	Hands	Class	Armour Ru	les			Cost
	Plate Barding		5	on Goz-Horror	66	on Rend- Terror	60	on Rend-Razh	49	0	Worn	Add				1
	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Razh-Horror Wa	<b>ar Tower</b> Engine Leader	Gains the Engine Leader	r (Razh-Horror	War Tower)	ability, repla	ing one Spe	ar-Vras crew t	hat is not the	driver					15	<i>59</i>	331
	ar Tower Engine Crew	Gains the Engine Crew (	'Razh-Horror V	Var Tower) a	bility, replacii	ng one Spear	Vras crew the	nt is not the a	driver nor its le	eader				15	<i>59</i>	-6
	T OPTIONS	Chariot Option Rules												Chariot+	C+A	Cost
Razh-Chai	riot Chariot Leader	May ride a Razh-Chariot	, replacing on	e Spear-Vras	crew that is i	not the driver	. Rider gains	the Engine Le	eader (Razh-Ci	hariot) and F	lanker abilitie	5		6	50	28
Razh-Cha	<b>riot</b> Chariot Crew	May ride a Razh-Chariot	, replacing on	e Spear-Vras	crew that is	not the driver	. Rider gains	the Engine Cr	rew (Razh-Cha	riot) and Fla	nker abilities			6	<i>50</i>	-7

					ΚI	LL-	VR -vras	AS								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubic	uity		ınds	Unit	Size	Co	st
												ass	Rase	Size		
Vras	Three-Claw	Vras	Ward	hief	No	ble	El	ite	Uncor	mmon		1	301		3	0
KILL-	VRAS	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Tem	per
Insensate; Loathsome; Re in Nur	sist (corruption); Strength mbers	5	6	5	4	2	3	8	(	5	7	73	7	0	2	5
Abili	ities	Host Champion; Discip	ined													
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 R	ules			
1 War-G		1 2 3 4 5	15	57	1.5"				2	1	Borne	Quick Strike				
3 Gnawir		1	3	45	0"				1	0	Natural	Corruption I	Damage			
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
1 Rusted			8	46						0	Worn					
2 Claw-S			9	55						1	Borne	Parry				
MOUNT (	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Rend-Raz	<b>h</b> Beast Mount	May ride a Rend-Razh											3			6
Goz-Horro	T Ardent Mount	May ride a Goz-Horror											11	17	<i>72</i>	146
Rend-Terro	<b>OF</b> Ardent Mount	May ride a Rend-Terror											6	11	66	77
ENGINE (	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Razh-Horror Wai	<b>Tower</b> Engine Leader	Gains the Engine Leade	er (Razh-Horror	War Tower)	ability, replace	ing one Spea	ar-Vras crew t	hat is not the	driver.					15	70	331
Razh-Horror Wa	r Tower Engine Crew	Gains the Engine Crew	(Razh-Horror W	/ar Tower) a	bility, replacir	ng one Spear-	Vras crew the	at is not the d	driver nor its l	eader.				15	70	-6
					VRS	S-TCW-132	0 - Black-F	ang								

				E	BLI		T-V	RA	S							
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Ac	uity	Ubic	uity	Ha	nds	Unit S	Size	Co	st
								-			M	2 lass	Base 9	Size	_	
Vras	Three-Claw	Vras	Ward	hief	No	ble	W	ild	Uncor	mmon		1	30m		48	3
BLIGH <sup>*</sup>	T-VRAS	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Autho	rity	Tem	per
	esist (corruption); Strength mbers	5	3	4	3	5	2	8	4	4		52	32	2	53	3
Abil	lities	Augurer; Earther; Sorce	erer (1); Bind (F	Razh-Swarm,	)										Focus Ra	nge: 8"
Wound	d Track	1 2 3 4													Earth D	oice: 1 2 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles			
Blight-	Dagger is Dagger	1 2 3	6	41	0 "				2	1	Borne	Corruption D	amage			
	:-Staff ous Staff	1	3	38	1 "				1	1	Borne	Blight-Staff Artefact; Corruption Damage				
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap				Cost
1 Blight-Bo	omb Grenade	1 2	5	40	0"	0"	12"	18"	1	2	Borne	1 2 3 Rang	compat snot ge; Shots (3); age	Quick Shot;	Corruption	1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Rul	es			
	t-Skin		3	31						0	Natural					
ARTE	FACTS	Artefact Rules														
	:-Staff ous Staff	The power of the blight Corrupted Flesh: The		ables the Blig	ht-Vras to re-	roll any one i	nvoke die pei	invocation cr	reated. This d	oes not inclu	de fumbled i	nvoke dice.				
<sub>2</sub> Blight	:-Flesh eat	1 2 3 4 5 6 7 8 9	Blight-Flesh Eater of Bli	the Blight-Vr i <b>ght:</b> The Bli ned. The Bli	as carries who	en the battle consume up	begins. This s to three piece	hould be mar es of Blight-Fl	ked on the Ar esh before an	tefact Line to	the left. is performed	the <b>blight roll</b> . , thus reducing the Blight-Vras' t	the Blight-Fles	h total by th	e amount of I	Blight-
WARRIO	R RULES	Rules														
	ted Dead	Flesh-Seeker: The Blig multiplied by the mass of					hich is imme	diately remov	ed from the b	attlefield. The	e Blight-Vras	increases the a	mount of Bligh	nt-Flesh he c	arries by D10	
	OPTIONS	Engine Option Rules												Engine+	C+A	Cost
Razh-Horror Wa	ar Tower Engine Crew	Gains the Engine Crew	(Razh-Horror W	/ar Tower) a	bility, replacir	ng one Spear-	Vras crew th	at is not the d	driver nor its l	eader.				15	46	-7
					VR	S-TCW-136	60 - Scab-F	ace								

					\	/RA		CAL	LEI	R					
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	На	nds 2	Unit Size	Cost
Vras	Three-Claw		Vras	Ward	hief	No	ble	Dri	lled	Com	mon	М	ass 1	Base Size 30mm	18
VRAS-	CALLER		Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	esist (corruption); Strength Imbers		5	40	6	3	5	2	8	4	,	E	57	22	16
Abi	lities	Hos	t Banner Bearer; Di	sciplined											
Woun	d Track	1 2	3 4												
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1	Butcher	1 2	3	11	46	0.5"				2	1	Borne			
	ng Bite	1		3	38	0"				1	0	Natural	Corruption [	Damage	
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	iles	
	d Plate Armour			7	35						0	Worn			
WARRIC	R RULES	Rul	es												
	Banner lled to War	Wai		Banner is a <b>ho</b> s	st banner a	nd a Vras-Cal	ler's host bar	iner range is 1	8". Additiona	lly, the Vras-C	aller's mass i	is added to a	ny friendly Stre	ength in Numbers calculation	n within host banner
							VRS-TCV	V-1330 - ?							

					DO		-VF	RAS	5					
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Acı	iity	Ubic	juity		nds 2	Unit Size	Cost
Vras	Three-Claw	Vras	Ward	chief	No	ble	Dri	lled	Com	mon	М	ass 1	Base Size 30mm	17
DOOM	-VRAS	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	esist (corruption); Strength mbers	5	4:	3	3	4	2	6	4	1	6	3	18	16
Abil	Abilities Host Herald; Disciplined													
Wound	d Track	1 2 3 4												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1	utcher	1 2 3	11	45	0.5"				2	1	Borne			
	ng Bite	1	3	37	0"				1	0	Natural	Corruption [	Damage	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Rusted	d Plate		6	32						0	Worn			
WARRIO	R RULES	Rules												
	-Drum heralded	War Drum: as well as b of 9.	eing a <b>host in</b>	strument,	when any frie	ndly units are	performing a	ın <i>Emerge ac</i>	tion the Vras-	Drum modifie	s their EMER	GE TEST by -2	2D10 and any Mishap Rolls I	by +1 to a maximum
					V	RS-TCW-1	340 - No-Ta	ail						

				R	AZ		1AS MAS-ter	TE	R					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acui	ity	Ubic	uity	На	nds	Unit Size	Cost
Vras	Three-Claw	Vras	Ward	chief	No	ble	Wile	d	Com	imon	М	ass	Base Size	27
RAZH-	MASTER	Pace	Sk	ill	Mi	ght	Constit	tution	Wou	ınds	Fort	itude	Authority	Temper
	Resist (corruption); Strength umbers	5	4:	2	3	3	37	7	į	5	6	8	65	14
Abi	ilities	Beast Handler (any Vi	as Beast or Mons	strous Beast	; Bind+ (any	Vras Beast o	r Monstrous Be	east)						
Woun	Wound Track 1 2 3 4 5													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	-Whip	1 2 3	8	41	2"				1	1	Borne	Goad		
	Blade	1 2 3	9	42	0.5"				1	1	Borne			
	ing Bite	1 2	3	36	0"				1	0	Natural	Corruption I	Damage	
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles	
	d Plate Armour		6	43						0	Worn			
WARRIO	OR RULES	Rules												
Razh-	Master	A Razh-Master within Razh-Master may forc Bite-Bite: the Goade	e the Goaded uni	t to perform	the following	goad effect:					·	em. In addition	n to the goad effects listed	in the <i>Goad action</i> , the
					VR	S-TCW-13	75 - Pus-Bel	lly						

					W		-VR -vrass	AS							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubio	quity		nds	Unit Size	Cos	
												2 ass	5+/10+/15 Base Size		
Vras	Three-Claw	Vras	Infa	ntry	Va	ssal	Trai	ned	Com	nmon		2	40mm	14	1
WAR-	VRAS	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	er
	esist (corruption); Strength mbers	6	4	2	3	8	2	4	(	6	6	3	17	19	,
Abil		Bind+ (Spear-Vras, Re			arger; Discipi										
			3 1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5			1 2 3 4 5 6	W-V 1
2 3 4 5 6	W-V 11	1 2 3 4 5 6		W-V 12	1 2 3 4 5	6		W-V 13	1 2 3 4 5	6		W-V 14	1 2 3 4 5 6		W-V 1
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
War-0	Glaive	1 2 3 4	8	46	1.5 "				1	1	Borne				
Gla	iive	1 2 3	16	54	1.5 "				2	2	Borne				
Gnawii Bi	ng Bite	1	8	46	0″				1	0	Natural	Corruption I	Damage		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Rusted			7	31						0	Worn				
Claw-	Shield ield		8	39						1	Borne	Parry			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Battered Pla	ate Light Armour		12	44						0	Worn	Replace (Ru	isted Plate)		1
UNIT O	PTIONS	Unit Option Rules													Cost
	nief Champion	One War-Vras become	s the mustered	champion, w	rho gains +1	attack die on	his primary co	ombat weapo	n						4
Kin-Callei		One War-Vras become	s the mustered	banner bean	er										3
Doom-Ca	<b>aller</b> Herald	One War-Vras become	s the mustered	herald											3
Drilled V	Var-Vras	The War-Vras unit bed	omes Drilled (co	st shown is	per warrior),	gaining +10-	SKILL, +5 FO	RTITUDE and	+5 AUTHOR	RITY					3

				\$	SPE	EAR	-VI	RAS	5						
Kindred	Realm	Kin	C	lass	Priv	ilege	Ac	uity	Uh	iquity		nds	Unit Size	C	ost
							710	,	-			2	5+/20+/30 Base Size	٠.	
Vras	Three-Claw	Vras	Inf	antry	Va	ssal	W	/ild	Co	mmon	М	lass 1	30mm		7
SPEAR	-VRAS	Pace	S	kill	Mi	ght	Const	itution	Wo	unds	Fort	itude	Authority	Ten	ıper
	sist (corruption); Strength mbers	5	3	33	3	80	1	.4		3	5	58	11	1	1
Abil	ities	Bind+ (Rend-Vras, Filth-	Vras); Shiela	fwall											
1 2 3 Spear-Vras 1	1 2 3 Spear-Vras 2	1 2 3 Spear-Vras 3	1 2 3	Spear-Vras 4	1 2 3	Spear-Vras 5	1 2 3	Spear-Vras 6	1 2 3	Spear-Vras 7	1 2 3	Spear-Vras 8	1 2 3 Spear-Vras 9	1 2 3 S	pear-Vras 10
1 2 3 Spear-Vras 11	1 2 3 Spear-Vras 12	1 2 3 Spear-Vras 13	1 2 3 5	Spear-Vras 14	1 2 3 S	pear-Vras 15	1 2 3 S	pear-Vras 16	1 2 3	Spear-Vras 17	1 2 3 5	Spear-Vras 18	1 2 3 Spear-Vras 19	1 2 3 S	pear-Vras 20
1 2 3 Spear-Vras 21	1 2 3 Spear-Vras 22	1 2 3 Spear-Vras 23	1 2 3 5	Spear-Vras 24	1 2 3 S	pear-Vras 25	1 2 3 S	pear-Vras 26	1 2 3	Spear-Vras 27	1 2 3 5	Spear-Vras 28	1 2 3 Spear-Vras 29	1 2 3 S	pear-Vras 20
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage	* Hands	Class	Weapon R	ules		
		1 2 3	8	38	1.5 "				1	1	Borne				
	Spear Spear Gnawing Bite Bite		6	36	0″				1	0	Natural	Corruption [	Damage		
ARM			Armour+	C+A						Hands	Class	Armour Ru	les		
1 Rustee			6	20						0	Worn				
Light A	Shield		8	28						1	Borne	Parry			
Shi ARMOUR			Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
	ate Light Armour		12	34						0	Worn	Replace (Ru			1
	PTIONS	Unit Option Rules	12									11071100 (111			Cost
Spear-Ch		One Spear-Vras becomes	s the muster	ed champion,	who gains +.	1 attack die o	n his primary	combat wear	oon						3
Kin-Caller		One Spear-Vras becomes													2
Doom-C	aller Herald	One Spear-Vras become:	s the muster	ed herald											2
Trained S	pear-Vras	The Spear-Vras unit beco	omes Trained	d (cost shown i	s per warrior	), gaining +5	FORTITUDE &	and +5 AUTH	ORITY and	the Disciplined	ability				2
Drilled S	pear-Vras	The Spear-Vras unit beco	omes Drilled	(cost shown is	per warrior),	gaining +10	SKILL, +5 FC	RTITUDE and	+5 AUTHO	ORITY and the L	Disciplined at	bility			3
					VRS-TO	CW-2650 -	No-Claw's	Burrow							

						BC	)W-	VR Vrass	AS							
Kindred	Realm		Kin	CI	ass	Driv	vilege	Ac	uity	Uhi	quity		nds	Unit Size		st
Milarca	Realin		Kiii	-			riicge	AC	uity	00.	quity		2	5+/10+/20		
Vras	Three-Claw		Vras		antry oport	Va	assal	W	ʻild	Con	nmon		lass 1	Base Size 30mm	8	3
BOW-	-VRAS		Pace	SI	kill	Mi	ight	Const	itution	Wo	unds	Fort	itude	Authority	Ten	per
	esist (corruption); Strength ımbers		5	3	30	2	29	1	.3		3	5	53	11	1	0
Abi	lities	Skirm	nisher													
2 3 Bow-Vras 1	1 2 3 Bow-Vras 2	1 2 3	Bow-Vras 3	1 2 3	Bow-Vras 4	1 2 3	Bow-Vras 5	1 2 3	Bow-Vras 6	1 2 3	Bow-Vras 7	1 2 3	Bow-Vras 8	1 2 3 Bow-Vras 9	1 2 3	Bow-Vras 10
2 3 Bow-Vras 11	1 2 3 Bow-Vras 12	1 2 3	Bow-Vras 13	1 2 3	Bow-Vras 14	1 2 3	Bow-Vras 15	1 2 3	Bow-Vras 16	1 2 3	Bow-Vras 17	1 2 3	Bow-Vras 18	1 2 3 Bow-Vras 19	1 2 3	Bow-Vras 20
COMBAT	WEAPON	-	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
	ub lub	1 2 3	3	7	36	0.5 "				1	1	Borne				
	ng Bite	1		6	35	0″				1	0	Natural				
SHOT V	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		
	-Bow ow	1		8	37	0"	6"	24"	48"	1	2	Borne	Volley Shoot			
SHOT WEAP	ON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules		Cost
Corrupted 1	Vras-Bow Bow	1		8	37	0"	6"	24"	48"	1	2	Borne	Replace (Vra Damage	s-Bow); Volley Shoot; Con	ruption	1
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	les		
	d Plate Armour			6	19						0	Worn				
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	les		Cost
Battered Pl	late Light Armour		11	24						0	Worn	Replace (Ru	sted Plate)		1	
UNIT C	PTIONS	Unit	Option Rules													Cost
Bow-Ch	<b>ief</b> Champion	One I	Bow-Vras becomes i	the mustered	d champion, w	ho gains +1	shoot die on	his primary si	hot weapon							3
Trained	Bow-Vras	The E	Bow-Vras unit becon	nes Trained (	cost shown is	per warrior)	), gaining +5 F	ORTITUDE and	d +5 AUTHORI	ΠΥ						1
Drilled L	Bow-Vras	The E	Bow-Vras unit becon	nes Drilled (c	ost shown is p	er warrior),	gaining +10 S	KILL, +5 FOR	TITUDE and +	-5 AUTHORITY	,					2

						SNI	EAK	-V	RAS	5						
Kindred	Realm		Kin		Class	Priv	vilege	Δα	cuity	Ubi	quity	Ha	ands	Unit Size	Co	ıst
Milarca	Keum		Kill	`	J1433		riicge		Juicy	051	quity		2	5+/10+/20		-
Vras	Three-Claw		Vras	In	fantry	Va	assal	l v	Vild	Unco	mmon	, P	lass 1	Base Size 30mm	g	)
SNEAK	-VDAC		Pace		skill	M	ight	Const	itution	Wo	unds	Earl	titude	Authority	Tom	mor
			Pace	3	KIII	IMI	giit	COIIS	itution	WO	ulius	FOI	lituue	Authority	Tem	ipei
	sist (corruption); Strength mbers		5		44	:	27	1	l1		3	. !	55	12	1	2
Abil	ities	Scou	t; Skirmisher													
1 2 3 Sneak-Vras 1	1 2 3 Sneak-Vras 2	1 2	3 Sneak-Vras 3	1 2 3	Sneak-Vras 4	1 2 3	Sneak-Vras 5	1 2 3	Sneak-Vras 6	1 2 3	Sneak-Vras 7	1 2 3	Sneak-Vras 8	1 2 3 Sneak-Vras 9	1 2 3 Sn	neak-Vras 10
1 2 3 Sneak-Vras 11	1 2 3 Sneak-Vras 12	1 2	3 Sneak-Vras 13	1 2 3	Sneak-Vras 14	1 2 3 5	Sneak-Vras 15	1 2 3 5	Sneak-Vras 16	1 2 3 S	Sneak-Vras 17	1 2 3	Sneak-Vras 18	1 2 3 Sneak-Vras 19	1 2 3 Sn	neak-Vras 20
COMBAT	WEAPON		Attack Dice	Weapon-	+ M+W	Att Rge	Charge+	M+W+Ch	ı	Damage*	Hands	Class	Weapon R	ules		
1 Dag		1 2	3 4	5	32	0 "				1	2	Borne	Corruption I	Damage		
2 Gnawii		1		6	33	0″				1	0	Natural	Corruption I	Damage		
SHOT W	/EAPON		Shoot Dice	Weapon	+ M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
Dag		1 2	3	5	32	0"	3"	12"	18"	1	2	Borne	Quick Shot;	Move and Shoot; Corruption	on Damage	
ARM	OUR			Armour-	+ C+A						Hands	Class	Armour Ru	iles		
1 Rusted				7	18						0	Worn				
ARMOUR	OPTIONS			Armour-	+ C+A						Hands	Class	Armour Ru	ıles		Cost
1 Battered Pla	ate Light Armour			14	25						0	Worn	Replace (Ru	isted Plate)		1
UNIT O	PTIONS	Unit	Option Rules													Cost
Sneak-Ch	ief Champion	One	Sneak-Vras become.	s the muste	ered champion,	who gains +	-1 shoot die or	n his primary	shot weapon							3
						VRS-T	CW-2780 - C	One-Claw'	s Burrow							

									I	RI	JNT-			RAS										
Kindred		R	Realm			Kin		Class		F	Privilege		A	cuity		Ubio	quity		Hands		Unit Size		Co	st
									+					•					Mass 2		5+/25+/40 Base Size			
Vras		Thr	ree-Claw			Vras		Infantry			Vassal			Wild		Com	nmon		1		30mm		4	ŀ
RUNT	-VF	RA	S		-	Pace		Skill			Might	C	ons	titution		Wot	unds	F	ortitude	A	uthority		Tem	per
Insensate; Loathsome; R in Nu	esist (c mbers		ption); Strength			5		25			27			14			3		58		11		1	0
Abi	ities			Wo	rthle	255																		
1 2 3 Runt-Vras 1	1 2	3	Runt-Vras 2	1 2	3	Runt-Vras 3	1 2 3	Runt-Vras	4 1	2 3	Runt-Vras 5	1	2 3	Runt-Vras 6	1	2 3	Runt-Vras 7	1 2 3	Runt-Vras 8	1 2	3 Runt-Vras 9	1 2	3 R	Runt-Vras 10
1 2 3 Runt-Vras 11					Runt-Vras 13	1 2 3	Runt-Vras 1	4 1	2 3	Runt-Vras 15	1	2 3	Runt-Vras 16	1	2 3	Runt-Vras 17	1 2 3	Runt-Vras 18	1 2	3 Runt-Vras 19	1 2	3 F	Runt-Vras 20	
1 2 3 Runt-Vras 21	1 2	3	Runt-Vras 22	1 2	3	Runt-Vras 23	1 2 3	Runt-Vras 2	4 1	2 3	Runt-Vras 25	1	2 3	Runt-Vras 26	1	2 3	Runt-Vras 27	1 2 3	Runt-Vras 28	1 2	3 Runt-Vras 29	1 2	3 F	Runt-Vras 20
1 2 3 Runt-Vras 31	1 2	3	Runt-Vras 32	1 2	3	Runt-Vras 33	1 2 3	Runt-Vras 3	4 1	2 3	Runt-Vras 35	1	2 3	Runt-Vras 36	1	2 3	Runt-Vras 37	1 2 3	Runt-Vras 38	1 2	3 Runt-Vras 39	1 2	3 F	Runt-Vras 30
COMBAT	WE	ΑF	PON		At	tack Dice	Weap	on+ M+W	1	Att R	ge Charge+	M	+W+C	th	Da	mage*	Hands	Cla	ss Weapon R	ules				
1 Runt-		ear	•	1 2			8	35		1.5	"					1	1	Borr	ne					
ARM	Spear ARMOUR Armour+							our+ C+A	Т								Hands	Cla	ss Armour Ru	les				
1	Runt-Shield Shield						22									1	Bori	ne Parry						
UNIT OPTIONS Unit Option Rules																	Cost							
Runt-Ch	ief a	hamp	pion	One	e Rui	ınt-Vras becomes t	he mu	stered champion,	who	gains	+1 attack die on	his	primar	y combat weapo	n									3
											VRS-TCW	/-2x	oox - i	?										

						G/		VR/	AS							
Kindred	Realm		Kin	Cli	ass	Priv	ilege	Acı	uity	Ubio	uity	Ha	ands	Unit Size	Co	st
									-				•	5+/5+/10 Base Size		
Vras	Three-Claw		Vras	Infa	entry	Va	ssal	W	/ild	Uncor	mmon	M	lass 1	30mm	5	5
GAS-V	/RAS		Pace	Sk	cill	Mi	ght	Const	itution	Wot	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathsome; Res. in Num			5	3	2	2	28	1	.4	3	3	(	62	11	1	1
Abilit	ties															
1 2 3 Gas-Vras 1 1	2 3 Gas-Vras 2	1 2 3	Gas-Vras 3	1 2 3	Gas-Vras 4	1 2 3	Gas-Vras 5	1 2 3	Gas-Vras 6	1 2 3	Gas-Vras 7	1 2 3	Gas-Vras 8	1 2 3 Gas-Vras 9	1 2 3	Gas-Vras 10
COMBAT \	WEAPON	-	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Dage Dage		1 2 3	3	5	33	0 "				1	1	Borne	Corruption I	Damage		
SHOT W	EAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
Blight-		1 2		5	32	0"	0"	12"	18"	1	2	Borne		nbat Shot Weapon; No Leth ck Shot; Corruption Damag		ots (3);
UNIT OF	TIONS	Unit	Option Rules											·		Cost
Gas-Chie	<b>f</b> Champion	One (	Gas-Vras becomes t	the mustered	champion, wh	no gains +1 a	attack die on	his primary sl	hot weapon							3

					RE	ND.		RAS							
Kindred	Realm	Kin	Cla	ass	Priv	lege	Acı	iity	Ubio	uity		nds	Unit Size	Co	st
												2 ass	1+/3+/5 Base Size		
Vras	Three-Claw	Rend-Vras	Monstrou	s Infantry	Vas	ssal	W	ild	Uncor	mmon		4	60mm	5	2
REND-	-VRAS	Pace	Sk	cill	Mi	ght	Consti	tution	Wot	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathsom (corru		6	3	2	5	4	4	8	1	2	6	52	26	3	2
Abili	ities	Bind (Filth-Vras); Bound	d (War-Vras, Sp	pear-Vras); B	ulk Charger; .	Strength in N	umbers								
1 2 3 4 5 6 7 8 9 10	11 12 Rend-Vras 1	1 2 3 4 5 6 7 8 9 1	0 11 12 R	Rend-Vras 2	1 2 3 4 5	6 7 8 9 10	11 12 R	Rend-Vras 3	1 2 3 4 5	6 7 8 9 10	11 12	Rend-Vras 4	1 2 3 4 5 6 7 8 9 10	11 12 R	end-Vras 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
1 Rending												je			
2 Nasty	/ Bite	1 2	10	64	0.5 "				2	0	Natural	Corruption D	amage		
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles		Cost
1 War-Gla	nive Glaive	1 2 3 4 5	18	72	2"				2	2	Borne		ws); Mighty Strike; Grab; ( cious Damage	Corruption	3
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Rusted			6	54						0	Worn				
UNIT O	PTIONS	Unit Option Rules			*										Cost
Rend-Vras-	Chief Champion	One Rend-Vras become	s the mustered	d champion, v	vho gains +1	attack die on	his primary o	combat weap	on						7
WARRIO	R RULES	Rules													
Frot	hers	Mentalists: Rend-Vras	perform Attack	k Result react	tions as if they	were frenzie	ıd.								
					VRS-TO	CW-3710 -	Gnaw-Mav	v's Den							

					FIL		-VF	RAS							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	juity	На	nds	Unit Size	Co	st
Vras	Three-Claw	Filth-Vras	Monstrous	s Infantry	Va	ssal	w	ild	Uncor	mmon	М	ass 3	1+/2+/3 Base Size 50mm	2	3
FILTH	-VRAS	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	me; Fearsome; Resist uption)	6	3	1	4	4	3	8	8	3	6	<b>54</b>	21	2	5
Abii	Abilities Bound (War-Vras, Spear-Vras, Rend-Vras); Bulk Charger; Strength in Numbers														
1 2 3 4 5 6 7 8	3 4 5 6 7 8 Filth-Vras 1 1 2 3 4 5 6 7 8 Filth-Vras 2 1 2 3 4 5 6 7 8														Filth-Vras 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	J Claws	1 2 3 4 5 6	10	54	0.5 "				1	2	Natural	Corruption I	Damage		
	ng Bite	1	8	52	0 "				1	0	Natural	Corruption I	Damage		
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
1	<b>Ith</b> oray	1 2	7	51			8"		1	0	Natural		ot Weapon; No Lethal Rang Corruption Damage	e; Spray; 8" F	Filth Spray
UNIT O	PTIONS	Unit Option Rules													Cost
Filth-Vras-	Chief Champion	One Filth-Vras become	s the mustered	champion, w	vho gains +1 .	shoot die on	his primary st	ot weapon							5
					VRS-1	CW-3440	- Boil-Back	's Den							

				1	VR/		FIE	ND						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	iitv	Ubiq	uitv		nds	Unit Size	Cost
Vras	Three-Claw	Vras-Fiend	Monstrous Solit		Vas		Wi		Uncor		М	2 ass 4	Base Size 60mm	59
VRAS-	FIEND	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Loathson (corru		8	3!	5	5	6	4	4	1	2	6	57	27	32
Abili		Bind (Dog-Razh, Razh-S	warm); Bulk Cl	harger									'	
Wound	l Track	1 2 3 4 5 6 7 8 9 1	0 11 12											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Doub		1 2 3 4 5 6 7	15	71	2″				2	2	Borne	Parry		
2 Tran	nple	1	6	62	0"				1	0	Natural	Sightless Str	ike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les	
1 Rusted			8	52						0	Natural			
					VRS	S-TCW-380	0 - Scar-Sc	ath						

					BLI		T-C	NE						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acı	iity	Ubio	uity		nds	Unit Size	Cost
Vras	Three-Claw	Blight-Thing	Monstrous	s Infantry	Ве	ast	Mine	dless	Uncor	nmon		ass	1+/3+/5 Base Size	24
		3 3				• -		<b>-</b>				3	50mm	
BLIGH	T-ONE	Pace	Sk	āll	Mi	ght	Const	tution	Wot	ınds	Fort	itude	Authority	Temper
Insensate; Loathsome; Re Regenerate		6	3	2	4	2	5	4	9	€	8	32	9	21
Abil	ities	Bulk Charger												
1 2 3 4 5 6 7 8 9	Blight-One 1	1 2 3 4 5 6 7 8 9	В	light-One 2	1 2 3 4 5	6 7 8 9	Е	light-One 3	1 2 3 4 5	6 7 8 9	ı	Blight-One 4	1 2 3 4 5 6 7 8 9	Blight-One 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Thum		1 2 3 4 5 6 7	11	53	1"				1	0	Natural	Corruption I	Damage	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Blighte	d Flesh		5	59						0	Natural			
						VRS-TCW	/-3250 - ?							

				HU	NT		-KA	ER	ELL						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubic	uity	Ha	ands	Unit Size 1+/3+/5	Cos	st
Vras	Three-Claw	Kaerell	Monstrous	Infantry	Va	ssal	W	/ild	Uncor	nmon	M	lass	Base Size	28	8
HUNTER-	-KAERELL	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	50mm Authority	Tem	
Insensate,	; Fearsome	6	4:	3	4	4	3	2	8	3	(	58	22	20	6
Abil	lities	Forester; Scout	·						•						
1 2 3 4 5 6 7 8	Kaerell 1	1 2 3 4 5 6 7 8		Kaerell 2	1 2 3 4 5	6 7 8		Kaerell 3	1 2 3 4 5	6 7 8		Kaerell 4	1 2 3 4 5 6 7 8		Kaerell 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	gers	1 2 3 4 5 6	6	50	0.5 "				1	2	Borne	Quick Strike	2		
	ng Bite	1	7	51	0 "				1	0	Natural				
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
1	II-Bow	1 2 3	9	53	0"	6"	42"	56"	1	2	Borne	Volley Shoo	ot; Move and Shoot		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	Armour Armour		6	38						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Hunter-Kaere	ell-Chief Champion	One Hunter-Kaerell bed	omes the must	ered champi	on, who gains	s +1 shoot di	e on his prim	ary shot wear	oon						5
						VRS-TO	CW-? - ?								

						RA	ZH:	-VR	AS							
Kindred	Realm	K	(in	CI	ass	Driv	ilege	Acu	itv	Ubiq	wity		ınds	Unit Size	Cos	+
Rinarca	Realin						ilege	Acu	,	Obiq	uicy		2	5+/5+/10		`
Vras	Three-Claw	Vı	ras	Cav	alry	Va	ssal	Wi	d	Uncor	nmon	-	ass 3	Base Size 60x35mm	18	3
D 4 T 1 1	\/D 4 C															
	-VRAS	Pa	ace	Sk	cill	Mi	ght	Consti	tution	Wor	ınas	Fort	itude	Authority	Tem	per
	esist (corruption); Strength ımbers	Į.	5	4	3	3	4	3	2	4	ı	6	55	12	24	
REND	-RAZH	9	9	3	2	2	8	_			•		-	-	-	
Abi	lities	Flanker; Bu	ulk Charger (R	Rend-Razh)												
1 2 3 4 RSV 1	1 2 3 4 RSV 2	1 2 3 4	RSV 3	1 2 3 4	RSV 4	1 2 3 4	RSV 5	1 2 3 4	RSV 6	1 2 3 4	RSV 7	1 2 3 4	RSV 8	1 2 3 4 RSV 9	1 2 3 4	RSV 10
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
													<u> </u>			
	ear Dear	1 2 3		8	42	1.5 "	8	50		1	1	Borne	Mounted In	npact Strike; Mounted Charg	ge+	
MOUNT COM	BAT WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1				12	40	0"				2	0	Natural	Corruption	Damage		
	Claws	1 2		5	33	0"				1	0	Natural				
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
	d Plate Armour			6	38						0	Worn				
<sub>2</sub> Claw-	Shield			8	46						1	Borne	Parry			
	OUR OPTIONS			Armour+	with n	nount					Hands	Class	Armour Re	ules		Cost
3 Battered	Plate Barding			4	on Rend-Razh	50					0	Worn	Add			1
UNIT C	PTIONS	on Rules													Cost	
Spear-Cl	hief Champion	One Razh-l	Vras becomes	the mustered	d champion, w	ho gains +1	attack die on	his primary co	ombat weap	on						5
Kin-Calle	<b>F</b> Banner Bearer	One Razh-l	Vras becomes	the mustered	d banner beare	er										4
Doom-C	Caller Herald	One Razh-V	Vras becomes	the mustered	d herald											4
	Razh-Vras	The Razh-V	Vras unit beco	mes Drilled (d	cost shown is	per warrior),	gaining +5 F	ORTITUDE an	d +5 AUTHO	DRITY and the	Disciplined a	ability				2
Veteran	Razh-Vras	The Razh-V	Vras unit beco	mes Veteran	cost shown is	per warrior	), gaining +1	O SKILL, +5 FC	ORTITUDE ai	nd +5 AUTHO	RITY and the	e Disciplined	ability			3
								/-4200 - ?								

				R	AZŀ	H-C	HA CHA-ri-ot	RIC	TC						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	iity	Ubio	uity		nds	Unit Size	Co	ost
			Cha	riot						-		0 ass	1+/2+/3 Base Size		_
Vras	Three-Claw	Chariot	Carriage	e Engine		ssal	Wi		Uncor	mmon		5	90x50mm	3	5
					<u>SPEA</u>	R-VE	RAS C	REW	<u>/</u>						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	iity	Ubic	quity		nds 2	Crew Size	Base	Size
Vras	Three-Claw	Vras	Infa		Va	ssal	W	ild	Com	ımon	М	ass	Driver +	30	mm
		Pace	Chario			ght	Consti			ınds	_	1 itude	Authority		nper
SPEAR-VE	RAS CREW	5	3			30	1			3		8	11		1
Crew Trait	s & Abilities	Camouflaged (snow); I	rost Blood; Ins	ensate; Stre	ngth in Numb	ers; Flanker;	Bind Permane	ently (Gore C	hariot); Engin	e Crew					
2 3 Driver 1	./1 1 2 3 Crev	w 1/2 1 2 3	Crew 1/3 1 2	3	Driver 2/1 1	2 3	Crew 2/2	1 2 3	Crew 2	/3 1 2 3	Drive	er 3/1 1 2 3	Crew 3/2 1 2	3	Crew 3,
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ear	1 2 3	8	38	1.5 "	8	46		1	1	Borne	Mounted Im	pact Strike; Mounted Char	ge+	
	ear IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	d Plate		6	20						0	Worn				
	Armour Shield											Down			
Sh	ield		8	28						1	Borne	Parry			
En	Chariot gine		11	39						0	Engine				
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru			Cost
	ate Light Armour	# " O # D I	12	45						0	Worn	Replace (Ru	isted Plate)		1
	PTIONS nief Champion	One Spear-Vras becom	ac the muctore	d champion	who gains ±	1 attack die o	on hic primary	combat wear	non						Cost 3
	llel Cnampion L'Banner Bearer	One Spear-Vras becom				I attack tile t	in his phinary	сотрас жеар	pori						2
	aller Herald	One Spear-Vras becom			<i>31C1</i>										2
Doon-C	anci neraiu	One Spear vias become	es the mastere	a riciala	DΛ	7 <b>U</b> _C	HARI	ОТ							
									1		На	nds			
Kindred	Realm	Kin	Cla		Priv	ilege	Acu	iity	Ubic	luity		0	Engine Size	Base	Size
Vras	Three-Claw	Chariot	Cha Carriage		En	gine	Mino	lless	Uncor	mmon	$\overline{}$	ass 4	1	90x5	50mm
RAZH-C	HARIOT	0	(	)	4	<b>18</b>	4	7	8	3	(	0	0	!	5
	its & Abilities	Immune (Soul, Petrifica				eze, Venom);	Tough; Bulk	Charger; Mov							
2 3 4 5 6 7 8		1	Chariot 1 1 2	3 4 5 6 7	8					iot 2 1 2 3	4 5 6 7 8			Raz	zh-Chariot
	1BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	g Wheels	1 2 3 4	9	57	0.5 "	9	66		1	0	Natural	Impact Stril	ke; Charge+		
	WEAPON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Yoke Sp	<b>ikes</b> Spikes	1 2 3 4 5	9	<i>57</i>	1"	9	66		2	0	Natural	Add; Impac	t Strike; Charge+; Vicious I	Damage	9
CHARIOT	ARMOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	J Furs		8	55						0	Natural				
	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	iles		Cost
	<b>ields</b> Shields		8	63						0	Worn	Add			1
Razh-Pla	ates Barding		5	60	+Shields	68				0	Worn	Add			1
			R	END-	-RAZ	H DR	AUGI	HT A	NIM <i>A</i>	\L					
	Realm	Kin	Cla			ilege	Acu			quity		nds 0	Draught Animal Size	Base	e Size
Kindred	Thurs Claus	Rend-Razh	Bei		Be	east	Wi	ild	Com	imon	М	ass	1	110x	60mm
<b>Kindred</b> Vras	Three-Claw	I .		ght Animal		28				)		3 <b>0</b>	0		D
Vras		9	3									-	-		
Vras <b>REND</b>	-RAZH	9  Draught Animal: Insen.	Sate: Loathsom			enath in Num	ber: Bulk Chai	raer							
Vras <b>REND</b> <i>Draught Animal</i>		Draught Animal; Insen	sate; Loathsom	e; Resist (co	rruption); Str			rger	Damage*	Hands	Class	Weapon R	ules		
Vras  REND  Draught Animal  DRAUGHT ANIMAL  Kill-	-RAZH Traits & Abilities COMBAT WEAPON -Bite	Draught Animal; Insens	weapon+	e; Resist (co	Att Rge	Charge+		rger	Damage*	Hands 0	Class Natural	Weapon R Corruption I			
Vras  REND  Draught Animal  DRAUGHT ANIMAL  Kill  B	-RAZH Traits & Abilities COMBAT WEAPON	Draught Animal; Insen	sate; Loathsom	e; Resist (co	rruption); Str			rger	Damage* 2	Hands 0		Weapon R Corruption I			

					VI		VRAS	AS							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit Size	Co	st
											_	2 ass	1+/2+/3 Base Size		
Vras	Three-Claw	Vile-Vras	Monstrou	s Cavalry	Va	ssal	Fer	al	Ra	ire		6	80mm	4	5
VILE-	-VRAS	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	me; Fearsome; Resist uption)	8	3	3	5	2	5	2	1	8	8	3	42	6	6
Abi	lities	Bulk Charger; Flanker;	Strength in Nur	nbers											
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18	Vil	e-Vras 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18		Vile-Vr	as 2 1 2 3	4 5 6 7 8	9 10 11 12 13	3 14 15 16 17 18		Vile-Vras 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	g Claws	1 2 3 4 5 6 7	12	64	1"				1	2	Natural	Mighty Strik	ke; Corruption Damage		
	y Bite	1 2	15	67	0 "				2	0	Natural	Corruption	Damage		
	mple mple	1 2 3	5	57	0"				1	0	Natural	Sightless St	trike		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	d Plate Armour		6	58						0	Worn				
UNIT C	PTIONS	Unit Option Rules													Cost
Vile-Vras-	Chief Champion	One Vile-Vras becomes	the mustered o	champion, w	ho gains +1 a	ttack die on	his primary con	mbat weapor	n						8
						VRS-TCV	V-5xxx - ?								

					RE		-RA	ZH							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uitv		nds	Unit Size	Cost	
											1	-	1		
Vras	Three-Claw	Rend-Razh	Bea		Re	east	\ \w	ild	Com	mon	Ma	ass	Base Size	5	
VIUS	THICC CIUW	rend rezir	Moi	unt		2030		iiu	Com			3	60x35mm		
REND-	REND-RAZH Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	nsate; Loathsome; Resist (corruption); Strength in Numbers; Mount or Draught Animal only														
Abil	ities	Bulk Charger													
Wound	l Track	1 2 3 4 5													
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Kill-		1 2 3	12	40	0"				2	0	Natural	Corruption I	Damage		
	Claws ws	1 2	5	33	0"				1	0	Natural				
						VRS-TCV	V-7xxx - ?								

				R	AZ		SW A	ARI	4						
Kindred	Realm	Kin	Clas	ss	Priv	ilege	Acı	uity	Ubiq	uitv		nds	Unit Size	Cost	
								•		,	_	0	1+/2+/5		
Vras	Vras   Three-Claw   Razh   Beast   Beast   Wild   Common   Mass   Base Size     3   60mm														
Vius	3 BUMIN														
RAZH-S	RAZH-SWARM Pace Skill Might Constitution Wounds Fortitude Authority Temper														
Insensate; Resist (corr	ruption); Small; Fearless	6	27	7	2	2	8	3	1	2	3	86	10	27	
Abi	lities	Bound (War-Vras, Spear	-Vras, Rend-Vra	as, Filth-Vras	, Vras-Fiend,	Kill-Thing);	Scuttler								
1 2 3 4 5 6 7 8 9 10	11 12 Rend-Vras 1	1 2 3 4 5 6 7 8 9 10	11 12 Re	end-Vras 2	1 2 3 4 5	6 7 8 9 10	11 12 F	Rend-Vras 3	1 2 3 4 5	6 7 8 9 10	11 12	Rend-Vras 4	1 2 3 4 5 6 7 8 9 10	11 12 Rend-Vras 5	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1		1 2 3 4 5 6	6	28	0 "				1	0	Natural	Blind Strike; Damage	Sightless Strike; Ignores A	rmour; Corruption	
	Gnaw-Bite 1 2 3 4 5 6 6 28 0 " 1 0 Natural Blind Strike; Sightless Strike; Ignores Armour; Corruption Damage														

						DC	)G-	RAZ RAZH	ZH						
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	uity	Ha	nds	Unit Size	Cost
									-				0	5+/5+/10	
Vras	Three-Claw		Dog-Razh	Bea	st	Be	ast	w	ild	Com	imon	Mi	ass	Base Size	4
													1	40x25mm	
DOG-	DOG-RAZH Pace Skill Might Constitution Wounds Fortitude Authority Temper														
Insensate; Resist (	(corruption); Small		8	3	6	2	4	8	3	2	2	3	3	7	12
Abili	ities	Bour	nd (War-Vras, Spear-	-Vras, Rend-Vi	as, Filth-Vras	s, Vras-Fiend,	, Kill-Thing)								
1 2 Dog-Razh 1	1 2 Dog-Razh 2	1 2	Dog-Razh 3	1 2	Dog-Razh 4	1 2	Dog-Razh 5	1 2	Dog-Razh 6	1 2	Dog-Razh 7	1 2	Dog-Razh 8	1 2 Dog-Razh 9	1 2 Dog-Razh 10
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles	
1 Nasty		1 2	3	6	30	0 "				1	0	Natural	Corruption D	amage; Pierce	
						VRS-TO	CW-7000 -	Dead-Claw	's Nest						

					KIL		<b>THI</b>	NG							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	ıitv	Ubiq	uitv		nds	Unit Size	Co	est
idilaica	Realin	Kill				ilege	Acc	,	ODIQ	uicy	_	2	1		
Vras	Three-Claw	Kill-Thing	Monstroi Soli		Vas	ssal	Fe	ral	Ra	ire		<b>ass</b> 14	Base Size 120mm	27	72
KILL-T	HING	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	ıper
igantic; Insensate; Loaths Terrif		7	3	1	9	1	8	8	6	3	4	17	62	8	2
Abili	ties	Bind (Dog-Razh, Razh-S	warm); Bulk C	harger; Roar	er										
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	5 56 57 58 59 60	61 62 63		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
<b>Raking</b>		1 2 3 4 5 6 7 8 9 1 11 12 13 14 15 16 17	20	111	2 "				2	2	Borne	Mighty Strike; Grab; Vicious Damage			
Brutal Bit		1 2 3 4	27	118	0″				2	0	Natural				
Sto: Tram		1 2 3 4 5 6	9	100	0"				1	0	Natural	Stomp; Sigh	ntless Strike		
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Kill-Hea	nd Helmet	1 2 3 4	18	109	0 "	36	145		3	0	Worn		tal Bite); Impact Mighty Strii ierce; Vicious Damage	ke;	24
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Skull-F			8	96						0	Natural				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Kill-Hea	nd Helmet		12	100						0	Worn	Replace (Sk weapon)	ull-Plates); Muster with (Kill-	-Head	1
					VR	S-TCW-890	00 - Flint-Fa	ang							

				G	OZ		ORRO ho-rər	R							
Kindred Re	alm	Kin	Cla	ss	Priv	ilege	Acuity	Ubio	uity		nds	Unit Size	Co	st	
Vras Three	e-Claw	Goz-Horror	Monstrou Ardent Mou		Ве	ast	Wild	Ra	are	М	ass 11	Base Size	14	4	
GOZ-HORRO	R	Pace	Sk	ill	Mig	ght	Constitution	Wou	ınds	Fort	itude	Authority	Tem	per	
Gigantic; Insensate; Loathsome; Resist Stubborn; Terrifying	t (corruption);	7	22	2	7	6	83	4	2	E	51	39	6	2	
Abilities		Bulk Charger													
Wound Track		1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 36 37 38 39	40 41 42							
COMBAT WEAPO	ON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules			
<sub>1</sub> Stabbing Bite		1 2 3 4 5 6 7 8	24	100	0.5"			2	0	Natural	Corruption I	ption Damage; Pierce; Vicious Damage			
Raking Claws	;	1 2 3 4 5	18	94	0 "			1	0	Natural					
2 Spiked Tail		1 2 3	11	87	0.5"			1	0	Natural	Blind Strike				
3 Trample		1 2 3 4 5	8	84	0 "			1	0	Natural	Sightless St	rike			
COMBAT WEAPON OP	TIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules		Cost	
1 Kill-Head Helmet		1 2 3 4	16	92	0.5"	32	124	2	0	Worn	Add; Impac	t Mighty Strike; Charge+; I	Pierce	30	
ARMOUR			Armour+	C+A					Hands	Class	Armour Ru	iles			
Tough Hide			5	88					0	Natural					
ARMOUR OPTION	IS		Armour+	C+A	with o	option			Hands	Class	Armour Ru	ıles		Cost	
Kill-Head Helmet			7	90					0	Worn	Add; Muste	r with (Kill-Head weapon)		1	
Back-Plates Light Arm	nour		15	103	+Kill-Head	110			0	Worn	Add			2	
					VRS-	TCW-8585	- Back-Cracker								

				R	AZI		IOR hor-or	RO	R						
Kindred	Realm	Kin	Cla	ee	Driv	ilege	Acu	itv	Ubiq	wity		nds	Unit Size	Co	et
Rinarca	realiii	- Killi				nege	Acc		ODIQ	uicy		0	1		
Vras	Three-Claw	Razh-Horror	Monstrou Solit		Ве	east	Wi	ld	Ra	ire		<b>ass</b> 15	Base Size 120mm	23	3
RAZH-H	ORROR	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Gigantic; Insensate; Loath. Terri	some; Resist (corruption); fying	8	2	4	8	8	10	)3	6	8	5	55	49	7	8
Abili	ities	Bulk Charger													
Wound	Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 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 R	ules		
1 Nasty		1 2 3 4 5 6 7 8 9 10	18	106	0.5"				2	0	Natural	Corruption	Corruption Damage; Pierce; Vicious Damage		
Raking		1 2 3 4 5	20	108	0 "				1	0	Natural				
Thrashi		1 2 3	13	101	0.5"				1	0	Natural	Blind Strike			
Tran		1 2 3 4 5 6	9	97	0 "				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
Tough			6	109						0	Natural				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
Back-Plate	S Light Armour		15	124						0	Worn	Add			3
						VRS-TCV	/-8xxx - ?								

				R	EN		TER TE-rər	RO	R					
Kindred	Realm	Kin	Cla	iss	Privi	lege	Acu	ity	Ubiq	uity	На	nds	Unit Size	Cost
Vras	Three-Claw	Rend-Terror	Monstro	us Beast unt; Solitary	Ве	ast	Fe	ral	Ra	re	Ma	ass 5	Base Size 80mm	75
REND-														Temper
	ne; Resist (corruption); rifying	9	3	6	1	5	3	2	0	5	4	36	51	
Abi	ilities	Bulk Charger												
Woun	d Track	1 2 3 4 5 6 7 8 9 1	11 12 13 14 15	16 17 18 19 20										
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	y Bite	1 2 3 4 5 6 7 8 9	12	73	0.5"				2	0	Natural	Corruption I	Damage; Pierce; Vicious Da	ımage
	g Claws	1 2 3 4	14	75	0.5 "				1	0	Natural			
	mple	1 2 3 4	6	67	0 "				1	0	Natural	Sightless St	rike	
				V	RS-TCW-8	296 - Blac	k-Fang on F	Rend-Terro	r					

				R	I TG	HI	-TH	ITN	G						
							thing	1717	<u> </u>						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size	Co	st
Vras	Three-Claw	Blight-Thing	Monstrou	us Beast	Be	ast	w	ild	Ra	re	М	ass	Base Size 80mm	6	8
BLIGHT	-THING	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Gigantic; Insensate; Loaths Fearless; Regene		6	2	6	6	2	5	7	2	2	7	7	30	4	5
Abili	ties	Bulk Charger													
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Thum		1 2 3 4 5 6 7 8 9 10	11	73	1"				2	2	Natural	Grab; Might	y Strike; Corruption Dama	ge	
4 Tran		1 2 3 4	6	68	0 "				1	0	Natural	Sightless Str	rike		
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R			Cost
1 Thump	<b>ing</b> Club	1 2 3 4 5 6 7 8	18	80	1"				2	1	Worn	Replace (Th (Shield); Co	numpings); Mighty Strike; N rruption Damage	fuster with	-4
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Blighted			8	65			-			0	Natural			-	
ARMOUR	OPTIONS		Armour+	C+A				·		Hands	Class	Armour Ru	iles		Cost
Blockings	Helmet; Shield		18	101						1	Worn	Add			2
						VRS-TCV	V-8450 - ?								

					MO		TH]	ING	j					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 0	Unit Size 1+/2+/3	Cost
Vras	Three-Claw	Mole-Thing	Monstro	ıs Beast	Ве	east	Wil	d	Uncor	mmon	М	<b>ass</b> 6	Base Size 80mm	72
MOLE-	THING	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	Resist (corruption); Tough; ; Unseeing	7	2	3	5	8	62	2	1	9	4	12	29	45
Abil	lities	Bulk Charger; Burrowe	r; Bound (War-V	ras, Spear-	Vras, Rend-Vr	as)								
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19	Mole	-Thing 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19		Mole-Thir	ng 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19	Mole-Thing 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	ng Bite	1 2 3 4 5 6 7 8	18	76	0.5"				2	0	Natural	Corruption	Damage; Pierce	
	Claws	1 2 3 4	14	72	0 "				1	0	Natural	Grab		
	nple mple	1 2 3 4 5	6	64	0 "				1	0	Natural	Sightless St	rike	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ıles	
	h Hide		5	67						0	Natural			
WARRIO	R RULES	Rules												
	neller th comes doom		ning unit may be forms the <i>Emer</i>	Bound to o	one unit of Wa nd subsequen	r-Vras, Spear t <i>Ambush act</i>	-Vras or Rend-	und unit. Im	mediately after	er a Mole-Thi	ng <i>Emerges</i> i	from undergra	d unit formed may be given ound the rest of the Bound or RGE TEST.	
						VRS-TCV	/-8246 - ?							

				1	WA		BRC	CK								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	iity	Ubio	uity	<del></del>	nds	Unit Size	Co	st	
								-			_	2 ass	1+/2+/3 Base Size		_	
Vras	Three-Claw	War-Brock	Monstrou	ıs Beast	Va	ssal	Wi	ild	Uncor	mmon	-	7	80mm	5	8	
WAR-I	BROCK	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per	
Insensate; Resist (corru	uption); Tough; Terrifying	7	2	5	5	9	6	3	2	2	6	2	36	4	6	
Abi	lities	Bulk Charger														
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22 War-B	rock 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	7 18 19 20 21 22		War-Bro	ck 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22	٧	/ar-Brock 3	
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Cla	g Claws	1 2 3 4 5 6 7 8 9 10	14	73	1"				1	2	Natural	Grab; Corru	rab; Corruption Damage			
	ng Bite	1 2	12	71	0 "				1	0	Natural	Pierce				
	mple mple	1 2 3 4	6	65	0 "				1	0	Natural	Sightless Str	rike			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost	
Brock-Cl	<b>ub</b> Great Club	1 2 3 4 5 6 7	22	<i>8</i> 1	2 "				2	2	Borne	Replace (Sla Corruption L	ashing Claws); Grab; Mighty Damage; Vicious Damage	Strike;	5	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	h Hide kin		4	67						0	Natural					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost	
Gutplate	Light Armour		7	70						0	Worn	Add			1	
UNIT O	PTIONS	Unit Option Rules													Cost	
War-Brock-	-Chief Champion	One War-Brock becomes	the mustered	champion,	who gains +1	attack die oi	n his primary o	combat weap	on						11	

		R/	۱ZH	- <b>H</b> (	OR	RO	R W	AR	C	W	ER								
Kindred	Realm	lm Kin		Class		Privilege		Acuity		Ubiquity		<b>nds</b> 0	Unit Size		st				
Vras	Vras Three-Claw War Tower		War Engine Carriage Engine		Vassal		Wild		Rare		Mass 20		Base Size	- 32	29				
			Carriage		SDFA	R-VI	RAS C	RFW	Ī			20	120mm						
Kindrod	Poster.	Kin	CI-	Class							Hands		Crow Size	Page	Cino				
Kindred Realm			Infantry		_		Acuity		Ubiquity		2 Mass		Crew Size Base Size  Driver +						
Vras Three-Claw		Spear-Vras	War Engine Crew		Vassal		Wild		Common		1		10	30mm					
SPEAR-VRAS CREW		Pace	Skill		Might		Constitution		Wounds		Fortitude		Authority	Temper					
		5		33		30		14		3		8	11	. 11					
Crew Traits & Abilities  1 2 3 Driver 1 2 3			Crew 1 1 2 3 4 5 6				ermanently (Razh-Horror Wa 2   1   2   3		Crew 3 1 2 3				Crew 4 1 2 3 Crew		Crew 5				
1 2 3	Crew 6		Clew 1 1	Crew 7		CIEW 2	1 2 3	Crew 8		:W 3   1   2   3		Crew 9			Crew 10				
CREW COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules							
<sub>1</sub> Sp	ear	1 2 3	8	38	1.5 "				1	1	Borne								
	ng Bite	1	6	36	0"				1	0	Natural	Corruption I	Damage						
Bite SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class				Cost				
1 Vras-Bow Bow		1	8	38	0"	6"	24"	48"	1	2	Borne	Add; Volley	Shoot; Corruption Damag	e	1				
	RMOUR		Armour+	C+A						Hands	Class	Armour Ru	iles						
	d Plate Armour		6	20						0	Worn								
2 Claw-Shield			8	28						1	Borne	Parry							
Shield War Tower			15	43						0	Engine								
Carriage Engine  CREW ARMOUR OPTIONS			Armour+	C+A	with	option				Hands	Class	Armour Ru	ules		Cost				
4 Battered Plate Light Armour			12	49						0	Worn	Replace (Ru			10				
5 Hung Shields Shields			9	52	+Light Armour	58				0	Engine	Add; Purchased with (all other Hung Shields armour options)			10				
UNIT OPTIONS Spear-Chief Champion		Unit Option Rules  One Spear-Vras becomes the mustered champion, who gains +1 attack die on his primary combat weapon												Cost 3					
Kin-Caller Banner Bearer						a dituck the t	ii iiis piiiiai y c	отрас меар	<i>,</i>						2				
Doom-Caller Herald		One Spear-Vras become	es the mustered	d herald	One Spear-Vras becomes the mustered banner bearer  2  One Spear-Vras becomes the mustered herald  2														
Trained Spear-Vras Drilled Spear-Vras		The Spear-Vras crew becomes Trained (cost shown is per engine), gaining +5 FORTITUDE and +5 AUTHORITY and the Disciplined ability  10																	
	•											hility			10				
	•	The Spear-Vras crew be	comes Drilled (	(cost shown i	is per engine)	, gaining +10	SKILL, +5 FO	RTITUDE an	d +5 AUTHOR	ITY and the		bility							
Drilled S	pear-Vras	The Spear-Vras crew be	comes Drilled (	cost shown i	owe	R CA	RRIA	GE E	NGII	NE	Disciplined at	bility		_	10 20				
	•		comes Drilled (	AR T	owe	, gaining +10	SKILL, +5 FO	GE E	d +5 AUTHOR	NE	Disciplined ab	nds 0	Engine Size	Base	10 20				
Drilled S	pear-Vras	The Spear-Vras crew be	comes Drilled (	AR To	owe	R CA	RRIA	GE E	NGII	NE uity	Disciplined ab	nds	Engine Size	Base 120	10 20				
Kindred  Vras  WAR T	Realm Three-Claw	Kin War Tower	Cla War E Carriage	AR To	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	VE uity	Ha	nds 0 ass	_		10 20 Size				
Kindred  Vras  WAR T  Engine Train	Realm Three-Claw  TOWER ts & Abilities	Kin  War Tower  O  Immune (Soul, Petrifica	Cla War E Carriage	AR To	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	VE uity	Ha	nds 0 ass	1	120	10 20 Size				
North   Nort	Realm Three-Claw	Kin  War Tower  O  Immune (Soul, Petrifica	Cla War E Carriage	AR To	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	VE uity	Ha	nds 0 ass	1 <b>0</b>	120	10 20 Size				
North   Nort	Realm  Three-Claw  FOWER  ts & Abilities  111121314151617181920  ARMOUR  / Frame	Kin  War Tower  O  Immune (Soul, Petrifica	Cla War E Carriage (tion, Fume); R	AR To	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	NE uity	Ha Ma	nds 0 ass 8	1 <b>0</b>	120	10 20 Size				
Note	Realm  Three-Claw  FOWER  ts & Abilities  11 12 13 14 15 16 17 18 19 20  ARMOUR	Kin  War Tower  O  Immune (Soul, Petrifica	Cla War E Carriage ( tion, Fume); R	AR Tons  ass ingine a Engine b esistant (Dea	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	VE nuity nmon 4	Ha Ha Class	nds 0 ass 8	1 <b>0</b>	120	10 20 Size				
Note	Realm  Three-Claw  TOWER  ts & Abilities   11 12 13 14 15 16 17 18 19 26  ARMOUR / Frame ruction	Kin  War Tower  O  Immune (Soul, Petrifica	Cla War E Carriage  tion, Fume); R	AR To	OWE Priv	R CA ilege gine	RRIA Acu Mind	GE E ity less	d +5 AUTHOR  NGII  Ubiq  Uncor	NE uity mmon  Hands 0	Ha  Ma  Class  Natural	nds 0 ass 8 0	1 0 siles	120	10 20 Size mm				
Kindred  Vras  WAR T  Engine Train  1 2 3 4 5 6 7 8 9 10  ENGINE  1 Rickety  ENGINE ARMO 2 Hung Shi  ENGINE	Realm Three-Claw  TOWER  ts & Abilities  111121314151617181926  ARMOUR  OUR OPTIONS  ields Shields  OPTIONS	Kin  War Tower  O  Immune (Soul, Petrifica) 21 22 23 24  Engine Option Rules	Cla War E Carriage Ca	AR Tonss Ingine Engine C+A 73 C+A 82	OWE  Priv  End	R CA  R CA  ilege  gine  0	RRIA Acu Mind Tough; Flamm	GE E ity less 7 nable; Hang	d +5 AUTHOR  NGII  Ubiq  Uncor	nuity and the luity numon 4  Hands 0 Hands	Ha  Ha  Ma  Class  Natural  Class  Engine	Armour Ru  Armour Ru  Armour Ru  Armour Ru  Armour Ru  Add; Purcha	1 0 siles	120	10 20 Size mm  S War Tower  Cost 1 Cost				
Kindred  Vras  WAR T  Engine Train  1 2 3 4 5 6 7 8 9 10  ENGINE  1 Rickety  ENGINE ARMO 2 Hung Shi  ENGINE	Realm Three-Claw  TOWER  ts & Abilities  1112   3   14   15   16   17   18   19   26  ARMOUR  OUR OPTIONS  ields Shields	Kin War Tower  O Immune (Soul, Petrifica) 21   22   23   24	Cla War E Carriage  Ction, Fume); R  Armour+  16  Armour+  9	AR Tonss Ingine Engine C+A 73 C+A 82	OWE  Priv  End  Atth, Cold, Fred  or is not alreader.	R CA R CA ilege gine 0 eze, Venom),	RRIA Acu Mind 57 Tough; Flamm	GE E ity less 7 nable; Hang	d +5 AUTHOR  Ubiq  Uncor  2:	Try and the NE nuity norm on 4  Hands 0 Hands 0	Ha  Ha  Ma  Class  Natural  Class  Engine	Armour Ru  Armour Ru  Armour Ru  Armour Ru  Armour Ru  Add; Purcha	1 0 siles	120	10 20 Size mm 5 War Tower				
Kindred  Vras  WAR T  Engine Train  1 2 3 4 5 6 7 8 9 10  ENGINE  Rickety Const  ENGINE ARM  2 Hung Shi ENGINE Vras-Banner	Realm Three-Claw  TOWER ts & Abilities 11   12   13   14   15   16   17   18   19   20  ARMOUR / Frame ruction OUR OPTIONS fields Shields OPTIONS THost Banner Bearer	Kin  War Tower  O  Immune (Soul, Petrifica) 21 22 23 24  Engine Option Rules  May bear the Host's Bai	Cla War E Carriage Ction, Fume); R  Armour+ 16 Armour+ 9	AR Tonss Ingine Engine Desistant (Dea C+A 73 C+A 82 Banner Beare	OWE Priv Engles Priv Engles Frie  Online Frie Frie  Online Frie  Onlin	R CA ilege gine  O  dy purchasec  ROR	RRIA Acu Mind 5. Tough; Flamm	GE E ity less 7 nable; Hang	Uncor  2. on!	Try and the NE uity mmon  Hands  O Hands  O gains the Hos	Ha Ha Mi Class Natural Class Engine	nds 0 ass 8 0 Armour Ru Armour Rti Armour Rti armour opti	1  O  siles  ules ased with (all other Hung Soons)	120	Size mm  Cost 1 Cost 7				
Kindred  Vras  WAR T  Engine Train  1 2 3 4 5 6 7 8 9 10  ENGINE  1 Rickety  ENGINE ARMO 2 Hung Shi  ENGINE	Realm Three-Claw  TOWER  ts & Abilities  111121314151617181926  ARMOUR  OUR OPTIONS  ields Shields  OPTIONS	Kin  War Tower  O  Immune (Soul, Petrifica) 21 22 23 24  Engine Option Rules	Cla War E Carriage Cition, Fume); R  Armour+ 16 Armour+ 9 Cla	AR Tonss Ingine Engine C+A 73 C+A 82 Banner Beare ZH-I	OWE Priv Engles Priv Engles Frie  Online Frie Frie  Online Frie  Onlin	R CA R CA ilege gine 0 eze, Venom),	RRIA Acu Mind 57 Tough; Flamm	GE E ity less 7 nable; Hang	d +5 AUTHOR  Ubiq  Uncor  2:	Try and the NE uity mmon  Hands  O Hands  O gains the Hos	Ha Ha Ma Class Natural Class Engine Ha Ha	Armour Ru  Armour Ru  Armour Ru  Armour Ru  Armour Ru  armour opti	1 0 siles	120	10 20 Size mm  S War Tower  Cost 1 Cost				
Kindred  Vras  WAR T  Engine Train  1 2 3 4 5 6 7 8 9 10  ENGINE  Rickety Const  ENGINE ARM  2 Hung Shi ENGINE Vras-Banner	Realm Three-Claw  TOWER ts & Abilities 11   12   13   14   15   16   17   18   19   20  ARMOUR / Frame ruction OUR OPTIONS fields Shields OPTIONS THost Banner Bearer	Kin  War Tower  O  Immune (Soul, Petrifica) 21 22 23 24  Engine Option Rules  May bear the Host's Bai	Cla War E Carriage Ction, Fume); R  Armour+ 16 Armour+ 9	AR To	OWE  Priv  Ent  Atth, Cold, Free  Priv  Priv	R CA ilege gine  O  dy purchasec  ROR	RRIA Acu Mind 5. Tough; Flamm	GE E ity less 7 nable; Hang	Uncor  2. on!	Hands 0 Hands 0 Hands Unity Un	Ha Ha M: Class Natural Class Engine Ha Ha Ma	nds 0 ass 8 0 Armour Ru Armour Ry Add; Purcharmour opti	1 0 ules ules ules Draught Beast	120	Size mm  Cost 1 Cost 7 Size				
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