

# VRAS

## KINDRED MUSTER

*for Darklands: Second Edition*

*v2.07*



*Three-Claw*



*last updated 1st January 2024*

**MIERCE**  
MINIATURES



## version 2.07

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



# VRAS MUSTERING

version 2.07

## 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.

host's realm cost  
50%+

artefact limit  
0 to 10%

contingent limit  
0% to 33.333r%

Realm	Compulsory Commands	Host Commands	Realm Commands				
THREE-CLAW HOST	<table><tr><td>Three-Claw General 1</td><td>Three-Claw Command 1</td></tr></table>	Three-Claw General 1	Three-Claw Command 1	<table><tr><td>Three-Claw Command 0-1+</td><td>Allied Contingent 0-1</td></tr></table>	Three-Claw Command 0-1+	Allied Contingent 0-1	
Three-Claw General 1	Three-Claw Command 1						
Three-Claw Command 0-1+	Allied Contingent 0-1						

## VRAS 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>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>without General's Command, at least one command</div>	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>any number of other commands</div>	<div>Sworn Units</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchiefs</div> <div>&lt; 0-1</div>	<div>Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>allied contingent</div>	<div>Allied Commander's Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Allied Commander's Pledged Unit</div> <div>&lt; 0-1</div> <div>Bind Units</div>		<div>Allied Commander's Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Allied Commander's Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>

COMPANIONS	<table><tr><td>Sorcerer &lt; 0-1</td><td>Host Champion &lt; 0-1</td><td>Host Banner Bearer &lt; 0-1</td><td>Host Herald &lt; 0-1</td></tr></table>	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
Sorcerer < 0-1	Host Champion < 0-1	Host Banner Bearer < 0-1	Host Herald < 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 <b>sworn unit</b>.</p>		Commander	Sworn Unit	1	1	Bind Units		<table><tr><td>Pledged Unit</td></tr><tr><td>&lt; 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 <b>pledged units</b>.</p>		Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Influenced Warchief</td><td>Petitioned Unit</td></tr><tr><td>&lt; 0-1</td><td>&lt; 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 <b>petitioned units</b>.</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 <b>optioned sworn unit</b>.</p>	Commander	Optioned Sworn Unit	1	1	Bind Units		<table><tr><td>Optioned Pledged Unit</td></tr><tr><td>&lt; 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 <b>optioned pledged units</b> 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>&lt; 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 <b>optioned petitioned unit</b> 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 <b>restricted sworn unit</b>.</p>	Commander	Restricted Sworn Unit	1	1	<table><tr><td>Restricted Pledged Unit</td></tr><tr><td>&lt; 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 <b>restricted pledged units</b>.</p>	Restricted Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Restricted Petitioned Unit</td></tr><tr><td>&lt; 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 <b>restricted petitioned units</b>.</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																						
companion warchiefs are indicated with 'CW'		<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>&lt; 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 <b>noble path</b>, 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>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If the realm is noted above the unit name, the commander must be of that realm in order to muster that unit in his command.</p>		Realm Unit	< 0-1+	Bind Units									
Noble																						
CW 0-1																						
Unit																						
< 0-1+																						
Bind Units																						
Realm Unit																						
< 0-1+																						
Bind Units																						

MINIATURE AVAILABILITY	<table><tr><td>Unit n n-n</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						

# VRAS UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander		Sworn Box		Pledge Box			Petition Box			
<div>Three-Claw <b>BLUNT-CLAW</b></div> <div>90</div> <div>as rider of Back-Cracker</div>		<div>War-Vras</div> <div>0-1</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>		<div>Spear-Vras</div> <div>0-1</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>						
		<div>Razh-Vras</div> <div>0-1</div>								
				<div>War-Vras</div> <div>170-1+</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>			<div>Spear-Vras</div> <div>110-1+</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>		<div>Razh-Swarm</div> <div>100-1+</div>	
				<div>Razh-Vras</div> <div>120-1+</div>						
							<div>Razh-Vras</div> <div>120-1+</div>			
							<div>Vile-Vras</div> <div>420-1</div>			
							<div>Rend-Vras</div> <div>260-1+</div> <div>Dog-Razh+, Razh-Swarm+, Filth-Vras+</div>			
							<div>Filth-Vras</div> <div>210-1</div> <div>Razh-Swarm</div>			
							<div>War-Brock</div> <div>360-1+</div>			
							<div>Kill-Thing</div> <div>620-1</div> <div>Razh-Swarm</div>			
							<div>Mole-Thing</div> <div>290-1</div>			
							<div>Sell-Sword</div> <div>&lt;0-1</div>			

# VRAS COMMANDERS

Any number of commanders may be mustered in your host

Commander		Sworn Box		Pledge Box			Petition Box		
Three-Claw VRAS-LORD		<div>War-Vras</div> <div>0-1</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>	<div>Spear-Vras</div> <div>0-1</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>	<div>War-Vras</div> <div>170-1+</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>	<div>Spear-Vras</div> <div>110-1+</div> <div>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</div>	<div>Razh-Swarm</div> <div>100-1+</div>	<div>Runt-Vras</div> <div>110-1+</div>	<div>Bow-Vras</div> <div>110-1+</div>	<div>Sneak-Vras</div> <div>120-1</div>
85							<div>Razh-Vras</div> <div>120-1+</div>	<div>Dog-Razh</div> <div>70-1+</div> <div>Razh-Swarm</div>	<div>Rend-Vras</div> <div>260-1+</div> <div>Dog-Razh+, Razh-Swarm+, Filth-Vras+</div>
							<div>Filth-Vras</div> <div>210-1</div> <div>Razh-Swarm</div>	<div>Vras-Fiend</div> <div>270-1</div> <div>Dog-Razh+, Razh-Swarm+</div>	<div>Goz-Horror</div> <div>390-1</div>
	with Vras-Bow			<div>Bow-Vras</div> <div>110-1+</div>	<div>Sneak-Vras</div> <div>120-1+</div>		<div>Hunter-Kaerell</div> <div>220-1</div>	<div>War-Brock</div> <div>360-1+</div>	<div>Kill-Thing</div> <div>620-1</div> <div>Razh-Swarm+, Dog-Razh+</div>
	as rider of Rend-Razh, Goz-Horror or Rend-Terror	<div>Razh-Vras</div> <div>0-1</div>		<div>Razh-Vras</div> <div>120-1+</div>			<div>Vile-Vras</div> <div>420-1</div>	<div>Razh-Horror</div> <div>490-1</div>	
	as rider of Razh-Horror War Tower	<div>Razh-Horror War Tower</div> <div>1</div>		<div>Razh-Horror War Tower</div> <div>340-1</div>			<div>Mole-Thing</div> <div>290-1</div>		<div>Sell-Sword</div> <div>&lt;0-1</div>

Three-Claw <b>VRAS-CHIEF</b>		<b>Spear-Vras</b> <b>0-1</b> <small>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</small>		<b>Spear-Vras</b> 11 <b>0-1+</b> <small>Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+</small>		<b>Runt-Vras</b> 11 <b>0-1+</b>		<b>Razh-Swarm</b> 10 <b>0-1+</b>		<b>War-Vras</b> 17 <b>0-1</b> <small>Razh-Swarm+, Spear- Vras+, Rend-Vras+, Filth- Vras+</small>		<b>Bow-Vras</b> 11 <b>0-1+</b>		<b>Sneak-Vras</b> 12 <b>0-1</b>	
74	<i>as Sneak-Vras</i>	<b>Sneak-Vras</b> <b>1</b>		<b>Sneak-Vras</b> 12 <b>0-1+</b>						<b>Rend-Vras</b> 26 <b>0-1</b> <small>Dog-Razh+, Razh- Swarm+, Filth-Vras+</small>		<b>Razh-Vras</b> 12 <b>0-1+</b>		<b>Dog-Razh</b> 7 <b>0-1+</b> <small>Razh-Swarm</small>	
	<i>with Vras-Bow</i>	<b>Bow-Vras</b> <b>0-1</b>		<b>Bow-Vras</b> 11 <b>0-1+</b>		<b>Sneak-Vras</b> 12 <b>0-1+</b>				<b>Hunter-Kaerell</b> 22 <b>0-1</b>		<b>Vras-Fiend</b> 27 <b>0-1</b> <small>Dog-Razh+, Razh- Swarm+</small>		<b>Filth-Vras</b> 21 <b>0-1</b> <small>Razh-Swarm</small>	
	<i>as rider of Rend-Razh, Goz-Horror or Rend-Terror</i>	<b>Razh-Vras</b> <b>0-1</b>		<b>Razh-Vras</b> 12 <b>0-1+</b>						<b>Vile-Vras</b> 42 <b>0-1</b>		<b>Filth-Vras</b> 21 <b>0-1</b> <small>Razh-Swarm</small>		<b>Mole-Thing</b> 29 <b>0-1</b>	
	<i>as rider of Razh-Horror War Tower</i>	<b>Razh-Horror War Tower</b> <b>1</b>		<b>Razh-Horror War Tower</b> 34 <b>0-1</b>						<b>Goz-Horror</b> 39 <b>0-1</b>		<b>Razh-Horror</b> 49 <b>0-1</b>		<b>Sell-Sword</b> < <b>0-1</b>	

Three-Claw  
**KILL-VRAS**

70

as rider of Rend-Razh, Goz-Horror or Rend-Terror

as rider of Razh-Horror War Tower

War-Vras

0-1

Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+

Spear-Vras

0-1

Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+

War-Vras

17

0-1+

Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+

Spear-Vras

11

0-1+

Dog-Razh, Razh-Swarm+, Spear-Vras+, Rend-Vras+, Filth-Vras+

Razh-Swarm

10

0-1+

Razh-Vras

0-1

Razh-Horror War Tower

1

Razh-Vras

12

0-1+

Razh-Horror War Tower

34

0-1

Rend-Vras

26

0-1

Dog-Razh+, Razh-Swarm+, Filth-Vras+

Vras-Fiend

27

0-1

Dog-Razh+, Razh-Swarm+

Kill-Thing

62

0-1

Dog-Razh+, Razh-Swarm+

Vile-Vras

42

0-1

War-Brock

36

0-1

Goz-Horror

39

0-1

Razh-Horror

49

0-1

Three-Claw  
**RAZH-MASTER**

65

Dog-Razh+, Razh-Swarm+

Dog-Razh

0-1

Razh-Swarm

Razh-Swarm

0-1

Dog-Razh

7

0-1+

Razh-Swarm

Razh-Swarm

10

0-1+

Kill-Thing

62

0-1

Dog-Razh+, Razh-Swarm+

Goz-Horror

39

0-1

Rend-Terror

36

0-1

Razh-Horror

49

0-1

Mole-Thing

29

0-1

Three-Claw  
**BLIGHT-VRAS**

32

Razh-Swarm

Blight-One

1

Blight-One

9

0-1+

Gas-Vras

11

0-1+

Razh-Swarm

10

0-1+

Blight-Thing

30

0-1

**VRAS 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 Vras generals or commanders

**ALIX OF CARN BRAN**

79

Beast unit

any Kindred  
**Beast Unit**  
Sell-Sword

1

any Kindred  
**Beast Unit**  
Sell-Sword

<

0-1

**Goad-Drune**  
Sell-Sword

17

0-1

Ysian Beast unit

**Ogre**  
Sell-Sword

12

0-1+

**VRAS ALLIES**

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

**Khthones**

any realm

**Ysians**

any realm

**ALLIED COMMANDER**

**Allied Sworn Unit**

1

Bind Units

**Allied Pledged Unit**

0-1+

Bind Units

**Allied Petitioned Unit**

0-1+

Bind Units

### Vras Invocation List

***BLUNT-KLOR***

**VRS-TCW-0302 - Blunt-Claw**

***SKUL BRAY-ker***

**VRS-TCW-8585 - Skull-Breaker**



***VRASS-lord***

**VRASS-cheef**

**VRS-TCW-0302 - Blunt-Claw; VRS-TCW-1300 - Grey-Fur**

**KILL-vras**

**VRS-TCW-1320 - Black-Fang**

**BLYT-vrass**

VRAS-CALLER													
VRAS-kall-ar													
Kindred	Realm	Kin	Class	Privilege		Acuity	Ubiquity		Hands	Unit Size		Cost	
									2	1			
									Mass	Base Size			
Vras	Three-Claw	Vras	Warchief	Noble	Drilled	Common	1	30mm		18			
VRAS-CALLER		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Insensate; Loathsome; Resist (corruption); Strength in Numbers		5	46	35	28	4	67	22	16				
Abilities		Host Banner Bearer; Disciplined											
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	Man-Butcher Cleaver	1 2 3	11	46	0.5"				2	1	Borne		
3	Gnawing Bite Bite	1	3	38	0"				1	0	Natural	Corruption Damage	
ARMOUR			Armour+	C+A					Hands	Class	Armour Rules		
1	Rusted Plate Light Armour		7	35					0	Worn			
WARRIOR RULES		Rules											
Vras-Banner Vras, Called to War		War Banner: the Vras-Banner is a <b>host banner</b> and a Vras-Caller's host banner range is 18". Additionally, the Vras-Caller's mass is added to any friendly Strength in Numbers calculation within host banner range.											
VRS-TCW-1330 - ?													

**VRAS-kall-ər**

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost	
							2	1	Base Size			
							Mass	30mm				
Vras	Three-Claw	Vras	Warchief	Noble	Drilled	Common	1				18	
VRAS-CALLER		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper			
Insensate; Loathsome; Resist (corruption); Strength in Numbers		5	46	35	28	4	67	22	16			
Abilities		Host Banner Bearer; Disciplined										
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	Man-Butcher Cleaver	1 2 3	11	46	0.5"				2	1	Borne	
3	Gnawing Bite Bite	1	3	38	0"				1	0	Natural	Corruption Damage
ARMOUR			Armour+	C+A					Hands	Class	Armour Rules	
1	Rusted Plate Light Armour		7	35					0	Worn		
WARRIOR RULES		Rules										
Vras-Banner Vras, Called to War		War Banner: the Vras-Banner is a <b>host banner</b> and a Vras-Caller's host banner range is 18". Additionally, the Vras-Caller's mass is added to any friendly Strength in Numbers calculation within host banner range.										
VRS-TCW-1330 - ?												

**DOOM vras**

## RAZH-MAS-ter

**VRS-TCW-1375 - Pus-Belly**

***WOR-vrass***

**VRS-TCW-2800 - Wrong-Fang's Burrow**

***SPEER-vrass***

### VRS-TCW-2650 - No-Claw's Burrow



***BOH-vrass***

**VRS-TCW-2750 - ?**

**SNEEK-vras**

### VRS-TCW-2780 - One-Claw's Burrow

### ***RUNT-vrass***

**VRS-TCW-2xxx - ?**

**RUNT-vrass**

**VRS-TCW-2xxx - ?**

**REND-vrass**

## VRS-TCW-3710 - Gnaw-Maw's Den

**FILTH-vrass****VRS-TCW-3440 - Boil-Back's Den****VRAS FEEND**

**VRS-TCW-3800 - Scar-Scath**

***BLYT WON***

**VRS-TCW-3250 - ?**

***KY-rel***

**VRS-TCW-? - ?**

RAZH-VRAS																																																	
RAZH-VRAS																																																	
Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost																															
Vras		Three-Claw		Vras		Cavalry		Vassal		Wild		Uncommon		2		5+/5+/10		18																															
RAZH-VRAS		Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper																																	
Insensate; Loathsome; Resist (corruption); Strength in Numbers		5		43		34		32		4		65		12		24																																	
REND-RAZH		9		32		28		-		-		-		-		-																																	
Abilities				Flanker; Bulk Charger (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				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules																											
1 Spear				1		2		3		8		42		1.5"		8		50		1		1		Borne		Mounted Impact Strike; Mounted Charge+																							
MOUNT COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules																											
1 Gnaw-Bite				1		2		3		12		40		0"						2		0		Natural		Corruption Damage																							
2 Raking Claws				1		2				5		33		0"						1		0		Natural																									
ARMOUR						Armour+		C+A													Hands		Class		Armour Rules																								
1 Rusted Plate						6		38													0		Worn																										
2 Claw-Shield						8		46													1		Borne		Parry																								
MOUNT ARMOUR OPTIONS						Armour+		with mount													Hands		Class		Armour Rules											Cost													
3 Battered Plate Barding						4		on Rend-Razh		50													0		Worn		Add											1											
UNIT OPTIONS				Unit Option Rules																													Cost																
Spear-Chief Champion				One Razh-Vras becomes the mustered champion, who gains +1 attack die on his primary combat weapon																													5																
Kin-Caller Banner Bearer				One Razh-Vras becomes the mustered banner bearer																													4																
Doom-Caller Herald				One Razh-Vras becomes the mustered herald																													4																
Drilled Razh-Vras				The Razh-Vras unit becomes Drilled (cost shown is per warrior), gaining +5 FORTITUDE and +5 AUTHORITY and the Disciplined ability																													2																
Veteran Razh-Vras				The Razh-Vras unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY and the Disciplined ability																													3																
VRS-TCW-4200 - ?																																																	



***RAZH-CHA-ri-ot***

## SPEAR-VRAS CREW

length in Numbers; Flanker; Bind Permanently (Gore Chariot); Engine Crew

# RAZH-CHARIOT

## REND-RAZH DRAUGHT ANIMAL

**VRS-TCW-5xxx - ?**

**VYL VRAS**

**VRS-TCW-5xxx - ?**

***mownt-RAZH***

**VRS-TCW-7xxx - ?**

**razh-SWORM**

**VRS-TCW-7600 - Fang-Throng**

***DOG-RAZH***

**VRS-TCW-7000 - Dead-Claw's Nest**

### KIL-thing

**VRS-TCW-8900 - Flint-Fang**

**GOHZ** ho-rər

**VRS-TCW-8585 - Back-Cracker**

***RAZH hor-or***

VRS-TCW-8xxx - ?

**REND TE-rər**

**VRS-TCW-8296 - Black-Fang on Rend-Terror**

***BLYT thing***

**VRS-TCW-8450 - ?**

### MOHL thing

**VRS-TCW-8246 - ?**



**WAR BROKE**

**VRS-TCW-8150 - ?**

**RAZH hor-or WAR TOW-er**

**VRS-TCW-9xxx - ?**