

BRYTHONIAID

KINDRED MUSTER

v1.25



Ceredigion



Gwaelod



Gwynedd



Powys



last updated 28th September 2018

**MIERCE
MINIATURES**



BRYTHONIAID MUSTER

version 1.25

	Realm	Au	Ub	GOLD EACH	equipment	eqp gd each	TOT GD EACH	qty	UNIT GOLD	unit options	option gold	TOT UNIT GOLD	St	Orders
GENERAL:														
UNIT 1:														
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UNIT 3:														
UNIT 4:														
UNIT 5:														
COMMANDER:														
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HOST GOLD _____

SWYNION DRAIG

Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost		
1 Fiery Wings Focus	1 2								Invoker Mark: Marked unit may only be the Invoker. Immediate Effect: The Invoker makes a <i>Sorcerous Move</i> (which is also a <i>Shift Move</i>) to any point within 3D10". The Invoker, if he is engaged with or beset by an enemy unit, will not suffer <i>Reflex Attack reactions</i> as a result of <i>Moving</i> out of or through any enemy unit's attack range. The Invoker does not reduce his remaining tolerance as a result of <i>Shift Moving</i> .	3+ +strength	6		
2 Fire of Gwaelod Sight	1 2 3 4 5 6 7 8	45	51	0"	0"	30"	40"		No Lethal Range; Fire Damage	6+	14		
3 Blazing Inferno Sight	1 2 3 4 5 6	56	72	0"	0"	12"	18"	1 D10	No Lethal Range; Fire Damage; Ignores Armour	16+	27		
4 Ignite Focus	1 2 3 4 5 6 7 8	25	26	Continuous Effect: Each Marked warrior's combat weapons cause fire damage for the rest of the battle. Rules: Once per Mark								1+ +strength	12
5 Enflame Focus	1 2 3								Marked Draig: Marked unit may only be a friendly unit of the Kin Ceffyldraig, Dyndraig, Cawdraig, Grymdraig or Draig. Continuous Effect: The Marked unit becomes an Enflamed unit and each Enflamed warrior gains the Immune (Fire, Hellfire) and Fearless traits until the end of its next activation. Additionally, all of their combat weapons gain the Fire Damage rule. Any enemy unit that <i>Attacks</i> an Enflamed unit suffers D10 fire damage per Enflamed warrior before they perform any strikes, distributed randomly amongst the enemy unit's warriors. Riders are not Enflamed but are not affected by their mount being Enflamed. Rules: Once per Mark	3+ +strength	28		
6 The Fire Within Focus	1 2								Marked Draig: Marked unit may only be a friendly unit of the Kin Ceffyldraig, Dyndraig, Cawdraig, Grymdraig or Draig. Continuous Effect: Marked unit's Fire of Gwaelod or Fire of Eryri shot weapon doubles its attack dice and increases its Weapon+ value by 1D10 per invoked die until the end of its next activation. Rules: Once per Mark	4+ +strength	24		
7 Dragonspear Sight	1 2 3 4 5	55	63	0"	0"	24"	32"	1 D10	No Lethal Range; Piercing; Fire Damage	8+	22		
8 Flames of Gwaelod Focus	1 2 3 4	50	66	Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Flames of Gwaelod effect terrain or any other type of effect terrain. 5" Flames of Gwaelod Template: place the centre of the 5" Flames of Gwaelod Template upon the Marked point, which remains there until the end of the Invoker's activation. The Flames of Gwaelod causes fire damage to any terrain it is placed over. Immediate Effect: Each warrior within the Flames of Gwaelod when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Rules: Fire Damage; Ignores Armour								16+	32
9 Wall of Fire Focus	1 2 3	50	62	Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within any other type of effect terrain. 8" Wall of Fire Template: place the centre of the 8" Wall of Fire area effect template upon the Marked point, which remains there until the end of the next battle hour. The Wall of Fire counts as impassable terrain (except for warriors with the Immune (Fire) trait) and is 1.5" high, and so has a block strength of 2. The Wall of Fire <i>Displaces</i> all warriors when they are placed unless they have the Immune (Fire) trait. The Wall of Fire causes fire damage to any terrain it is placed over. Immediate Effect: Each enemy warrior within the Wall of Fire when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Rules: Fire Damage; Ignores Armour								12+	18
10 Incinerate Focus	1 2 3			Immediate Effect: the Marked unit becomes an Incinerated unit and suffers D10 wounds per invoked die per warrior, distributed to each Different Mark's wounded warrior first. After any damage has been applied, the Incinerated unit gains D10 fire continuous effect tokens and must immediately perform a <i>Panic reaction</i> . If the Incinerated unit is already shaken, it must perform a <i>Flee reaction</i> .								8+ +strength	26

TEYRN

TAIRN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Warlord	Noble	Veteran	Uncommon	Strength 1	Base Size 30mm	67				
TEYRN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Shieldwall; Compel (Teulu)</i>			5	72	42	37	94	85	16				
<div style="display: flex; justify-content: space-between; font-size: x-small;"> 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 </div>													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Cleddyf <small>Sword</small>	1 2 3 4 5 6 7	9	51	0.5"				1	Borne	Parry		
		1 2 3 4 5 6	18	60	0.5"			1D10	2	Borne	Foot only		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost	
1	Gwaywffon <small>Spear</small>	1 2 3 4 5 6 7	9	51	1.5"	9	60		1	Borne	Replacement (Cleddyf); Compel (Rherelwr); Impact Strike (when mounted); Mounted Charge+	-5	
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Bwa <small>Bow</small>	1 2 3	12	54	0"	12"	48"	72"	2	Borne	Additional	12	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules		
1	Arfwisg <small>Helmet; Corselet</small>		11	48					0	Worn			
2	Tarian <small>Shield</small>		10	58					1	Borne	Parry		
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost	
1	Arfwisg Trwm <small>Corselet</small>		21	68					0	Worn	Replacement (Arfwisg Trwm)	4	
MOUNT OPTIONS		Mount Option Rules									Mount+	C+A	Cost
Ceffyldraig <small>Horse</small>		<i>May ride a Ceffyldraig; Rider gains the Flanker, Compel (Teulu Marchog, Marchog) only ability</i>									7	65	127
MOUNT ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost	
3	Barding <small>Barding</small>		6	64					0	Worn	Additional; Excludes (Heavy Barding)	2	
3	Heavy Barding <small>Barding</small>		14	72					0	Worn	Additional; Excludes (Barding)	6	

BRY-GWY-0101 - Geraint Nerthol; BRY-GWY-0111 - Urien, Teyrn of Môn; BRY-GWY-0112 - Urien, Teyrn of Môn on Horse

UCHELWR

I-KHEL-or

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Warchief	Noble	Veteran	Common	Strength 1	Base Size 30mm	39				
UCHELWR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Shieldwall; Influence (Teulu)</i>			5	69	36	32	85	82	15				
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													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Cleddyf Sword	1 2 3 4 5	8	44	0.5"				1	Borne	Parry		
		1 2 3 4	16	52	0.5"			1D10	2	Borne	Foot only		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost	
1	Gwaywffon Spear	1 2 3 4 5	8	44	1.5"	8	52		1	Borne	Replacement (Cleddyf); Compel (Rherelwr); Impact Strike (when mounted); Mounted Charge+	-1	
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Bwa Bow	1 2	12	48	0"	12"	48"	72"	2	Borne	Additional	6	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules		
1	Arfwisg Corselet		10	42					0	Worn			
ARMOUR OPTIONS			Armour+	C+A	with all options			Wound-	Hands	Class	Armour Rules	Cost	
1	Arfwisg Trwm Corselet		20	52					0	Worn	Replacement (Arfwisg)	3	
2	Tarian Shield		10	52	+Arfwisg Trwm	62			1	Borne	Additional; Parry	4	
WARRIOR OPTIONS		Warrior Option Rules											
Draigiedydd		May bear the Host's Banner if the general is a different warrior											
Prifhelwr		The Uchelwr gains the Scout, Skirmisher and Compel (Helwr) only abilities											
Penasgellwr		The Uchelwr gains the Flanker ability											
MOUNT OPTIONS		Mount Option Rules											
Horse		May ride a Horse; Rider gains the Flanker, Compel (Marchog) only and Influence (Teulu Marchog) only abilities											
MOUNT ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost	
3	Barding Barding		6	48					0	Worn	Additional	2	

BRY-GWY-0101 - Geraint Nerthol; BRY-GWY-0111 - Urien, Teyrn of Môn; BRY-GWY-0112 - Urien, Teyrn of Môn on Horse; BRY-GWY-1111 - Carys; BRY-GWY-1131 - Hywel Hir

ABAD

A-bad

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Warchief	Noble	Fanatical	Uncommon	Strength 1	Base Size 30mm	70		
ABAD			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Hate (non-Man); Fearless Augurer; Channeller; Compel (Mynach Du); Shieldwall</i>			5	60	39	34	96	77	78		
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Brysgyll Mace	1 2 3 4 5	14	53	0.5"				1	Borne	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Arfwisg Corselet		13	47					0	Worn	
2	Tarian Shield		10	57					1	Borne	Parry
ARTEFACTS		Artefact Rules									
1	Croes Duw Pendant	Under His divine protection Cross of God: This ancient artefact gives the Abad 3 channel dice and has a channel range of 10". Divine Retribution: An Abad may Channel enemy invocations as retribution.									
WARRIOR RULES		Rules									
Be Not Afraid		He will Protect: Any unit that an Abad leads is Fearless whilst he remains its leader.									
Only In His Image		Beneath God: Warriors that are not of the Abad's Kin may not be included in an Abad's command, and nor may he Join any unit or be part of any command whose Kin is not the Abad's.									
Blessed of God		Pray: Before the Abad performs an Inspire action, choose one of the following prayers. If the Abad's Inspire action is successful, each Inspired unit of the Kin "Man" is affected by that chosen prayer until the end of its next activation. An Inspired unit cannot be affected by a prayer if it is already affected by that prayer. Ward of God: each Inspired unit gains the Earther ability, gaining 1 earth die per warrior within the Inspired unit with an earth range of 1". Divine Faith: each Inspired unit gains the Stubborn and Headstrong traits. Blessed Blades: each Inspired unit increases their SKILL by 2D10, to a maximum of 99.									

BRY-GWY-1151 - Caedoc; BRY-GWY-1156 - Nerys

BARD

BARD

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Warchief	Noble Individual	Veteran	Uncommon	Strength 1	Base Size 30mm	31		
BARD			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Augurer; Host Herald</i>			5	44	31	25	92	20	33		
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Cleddyf Sword	1 2	9	40	0.5"				1	Borne	Parry
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Arfwisg Corselet		5	30					0	Worn	
WARRIOR RULES		Rules									
Hearten		Inspiration: A Bard inspires all those around him to greater deeds. Any friendly unit within 5" of a Bard may use his FORTITUDE, rather than their leader's FORTITUDE, for any FORTITUDE TEST they are required to take.									

BRY-GWY-1191 - Ffion Ferddig

PRIFDYNDRAIG

priv-DUN-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																													
							2	1																																														
Brythoniaid	Gwaelod	Dyndraig	Warchief	Noble	Wild	Uncommon	Strength	Base Size	152																																													
							6	80mm																																														
PRIFDYNDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																													
<i>Tough; Insensate; Resistant (Fire); Terrifying; Bulk Charger; Compel (Dyndraig); Influence (Cawdraig); Roarer</i>			6	48	62	55	83	82	40																																													
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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																										
1	War Cleaver <i>Great Cleaver</i>		1 2 3 4 5 6 7	18	80	1"			1D10	2	Borne																																											
2	Crushing Bite <i>Bite</i>		1 2	8	70	0"			1D10	0	Natural	Switch (Fire of Gwaelod)																																										
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																									
1	Cleaver <i>Cleaver</i>		1 2 3 4 5 6 7 8	9	71	0.5"				1	Borne	Replacement (War Cleaver)	-20																																									
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																									
2	Fire of Gwaelod <i>Breath</i>		1 2	5	67			4"		0	Natural	Spray; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																										
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																									
1	Scaled Skin <i>Skin</i>			4	59					0	Natural																																											
2	Battered Armour <i>Light Armour</i>			9	68					0	Worn																																											
ARMOUR OPTIONS				Armour+	C+A	<i>with all options</i>				Wound-	Hands	Class	Armour Rules	Cost																																								
2	Beaten Armour <i>Heavy Armour</i>			17	76					0	Worn	Replacement (Battered Armour)	4																																									
3	Tariandraig <i>Shield</i>			15	83	<i>+Beaten Armour</i>	91			1	Borne	Parry; Additional	10																																									

BRY-GWD-1601 - Angedern

DEWINDRAIG

dow-IN-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																											
							2	1																																												
Brythoniaid	Gwaelod	Dyndraig	Warchief	Noble	Wild	Rare	Strength	Base Size	187																																											
							4	60mm																																												
DEWINDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																											
<i>Hardy; Insensate; Immune (Fire); Resistant (Hellfire); Fearsome; Bulk Charger; Roarer; Sorcerer (3)</i>			6	32	52	53	76	48	77																																											
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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																								
1	War Cleaver <i>Great Cleaver</i>		1 2 3 4 5 6	9	61	1"				1	Borne																																									
2	Dragon Staff <i>Sorcerous Staff</i>		1 2	6	58	1"				0	Natural	Dragon Staff Artefact																																								
3	Crushing Bite <i>Bite</i>		1 2	8	60	0"				1D10	0	Natural	Switch (Fire of Gwaelod)																																							
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																							
3	Fire of Gwaelod <i>Breath</i>		1 2	5	57			4"		0	Natural	Spray; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																								
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																							
1	Scaled Skin <i>Skin</i>			4	57					0	Natural																																									
2	Battered Armour <i>Light Armour</i>			7	64					0	Worn																																									
ARTEFACTS			Artefact Rules																																																	
1	Dragon Staff <i>Sorcerous Staff</i>		<p>The Honoured Dead: If the Dewindraig's host contains any unit (other than himself) of the Gwaelod realm, the Dragon Staff acts as a host banner in all respects for any unit in the Dewindraig's host of the Kin Dyndraig, Cawdraig or Grymdraig, and the Dewindraig gains the "Host Banner Bearer" ability.</p> <p>Born of Fire: While he bears the Dragon Staff, the Dewindraig may reduce the initial price of any invocation whose intended Marks are Draig Marks by D10, to a minimum of 1. Perform this roll after the initial price is declared.</p>																																																	

BRY-GWD-1660 - Galon Garreg

PRIFDYNWOCOR

priv-dun-WOK-or

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																			
							2	1																																				
Brythoniaid	Powys	Dydwocor	Warchief	Noble	Wild	Uncommon	Strength	Base Size	110																																			
							3	50mm																																				
PRIFDYNWOCOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																			
<i>Insensate; Loathsome; Resistant (Corruption); Fearsome; Bulk Charger; Compel (Dydwocor); Influence (Cocowocor); Roarer; Shrieker</i>			7	51	52	45	71	70	25																																			
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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																
1	Stone Blade <i>Great Cleaver</i>		1 2 3 4 5 6	16	68	2"			1D10	2	Borne																																	
2	Crushing Beak <i>Bite</i>		1 2	21	73	0.5"			1D10	0	Natural	Quick Strike; Piercing																																
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																															
1	Tough Hide <i>Skin</i>			4	49					0	Natural																																	
2	Improvised Armour <i>Light Armour</i>			6	55					0	Worn																																	
ARMOUR OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost																														
2	Battered Armour <i>Light Armour</i>			11	60					0	Worn	Replacement (Improvised Armour)	2																															

BRY-POW-1501 - Mag ap Mag

PRIFCAWRDRAIG

priv-COW-er-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																			
							2	1																																																																																				
Brythoniaid	Gwaelod	Cawdraig	Warchief <i>Monstrous Cavalry</i>	Noble	Wild	Rare	Strength	Base Size	338																																																																																			
							10	100mm																																																																																				
CAWRDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																			
<i>Gigantic; Insensate; Resistant (Fire); Tough; Terrifying; Bulk Charger; Roarer; Compel (Cawdraig)</i>			8	46	73	93	87	81	54																																																																																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																
1	War Cleaver <i>Cleaver</i>		1 2 3 4 5 6 7 8	17	90	1"			1 D10	2	Borne																																																																																	
2	Crushing Bite <i>Bite</i>		1	7	80	0"			1 D10	0	Natural	Switch (Fire of Gwaelod)																																																																																
3	Raking Claws <i>Claws</i>		1 2 3 4	14	87	1"				0	Natural																																																																																	
4	Tail Strike <i>Tail</i>		1 2 3 4	14	87	2"				0	Natural	Blind Strike; Sightless Strike																																																																																
5	Trample <i>Trample</i>		1 2 3 4 5	7	80	0"				0	Natural	Sightless Strike																																																																																
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																															
2	Fire of Gwaelod <i>Breath</i>		1 2 3	6	79			4"			0	Natural	Spray Weapon; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																																																															
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																																																															
1	Scaled Skin <i>Skin</i>			10	103						0	Natural																																																																																
2	Battered Armour <i>Light Armour</i>			11	114						0	Worn																																																																																
ARMOUR OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost																																																																														
2	Beaten Armour <i>Heavy Armour</i>			18	121						0	Worn	Replacement (Battered Armour)	5																																																																														

BRY-GWD-18xx - ?

TEULU

TAY-li

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	5+/10+/20			
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Infantry <i>Hearthguard</i>	High Born Vassal	Elite	Uncommon	Strength 1	Base Size 30mm	17		
TEULU			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Shieldwall</i>			5	62	32	13	88	26	13		
1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 1	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 6	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 11	1 2 3 4 5 6 7 8 9 10 11 12 13	Teulu 16	
1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 2	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 7	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 12	1 2 3 4 5 6 7 8 9 10 11 12 13	Teulu 17	
1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 3	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 8	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 13	1 2 3 4 5 6 7 8 9 10 11 12 13	Teulu 18	
1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 4	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 9	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 14	1 2 3 4 5 6 7 8 9 10 11 12 13	Teulu 19	
1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 5	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 10	1 2 3 4 5 6 7 8 9 10 11 12 13		Teulu 15	1 2 3 4 5 6 7 8 9 10 11 12 13	Teulu 20	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Cleddyf <i>Sword</i>	1 2 3	8	40	0.5"				1	Borne	Parry
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Arfwisg Trwm <i>Helmet; Corselet</i>		12	25					0	Worn	
2	Tarian <i>Shield</i>		7	32					1	Borne	Parry
UNIT OPTIONS		Unit Option Rules									Cost
Penteulu		One Teulu becomes the mustered champion, who gains +1 attack dice (Cleddyf)									4
Bannerman		One Teulu becomes the mustered banner bearer									3
Herald		One Teulu becomes the mustered herald									3

BRY-GWY-2000 - Urien's Guard

RHYFELWR

hfe-VEL-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Infantry	Vassal	Trained	Mainstay	Strength 1	Base Size 30mm	11			
RHYFELWR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Shieldwall; Flanker; Skirmisher</i>			5	36	30	10	78	12	10			
1 2 3 4 5 6 7 8 9 10		Rhyfelwr 1	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 6	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 11	1 2 3 4 5 6 7 8 9 10	Rhyfelwr 16		
1 2 3 4 5 6 7 8 9 10		Rhyfelwr 2	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 7	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 12	1 2 3 4 5 6 7 8 9 10	Rhyfelwr 17		
1 2 3 4 5 6 7 8 9 10		Rhyfelwr 3	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 8	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 13	1 2 3 4 5 6 7 8 9 10	Rhyfelwr 18		
1 2 3 4 5 6 7 8 9 10		Rhyfelwr 4	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 9	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 14	1 2 3 4 5 6 7 8 9 10	Rhyfelwr 19		
1 2 3 4 5 6 7 8 9 10		Rhyfelwr 5	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 10	1 2 3 4 5 6 7 8 9 10		Rhyfelwr 15	1 2 3 4 5 6 7 8 9 10	Rhyfelwr 20		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Cleddyf <i>Sword</i>	1 2 3	8	38	0.5"				1	Borne	Parry; Switch (Dagger)	
2	Dagr <i>Dagger</i>	1	4	34	0"				1	Borne	Switch (Sword)	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Bwa <i>Bow</i>	1	6	36	0"	9"	30"	39"		2	Borne	Volley Shoot
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Arfwisg <i>Corselet</i>		8	18					0	Worn		
2	Tarian <i>Shield</i>		7	25					1	Borne	Parry	
UNIT OPTIONS		Unit Option Rules									Cost	
Penrhyfelwr		One Rhyfelwr becomes the mustered champion, who gains +1 attack dice (Sword) or +1 shoot dice (Bow); decide before the battle begins									3	
Bannerman		One Rhyfelwr becomes the mustered banner bearer									2	
Herald		One Rhyfelwr becomes the mustered herald									2	
Drilled Rhyfelwr		The Rhyfelwr Unit becomes Drilled rather than Trained (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY									3	
Veteran Rhyfelwr		The Rhyfelwr Unit becomes Veteran rather than Trained (cost shown is per warrior), gaining +20 SKILL, +10 FORTITUDE and +10 AUTHORITY									6	

BRY-GWY-2200 - Warriors of Dyngonwy

SAETHWR

SYTH-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Infantry <i>Support</i>	Vassal	Trained	Common	Strength 1	Base Size 30mm	12			
SAETHWR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Flanker; Skirmisher</i>			5	35	32	11	75	12	10			
1 2 3 4 5 6 7 8 9 10 11		Saethwr 1	1 2 3 4 5 6 7 8 9 10 11		Saethwr 6	1 2 3 4 5 6 7 8 9 10 11		Saethwr 11	1 2 3 4 5 6 7 8 9 10 11	Saethwr 16		
1 2 3 4 5 6 7 8 9 10 11		Saethwr 2	1 2 3 4 5 6 7 8 9 10 11		Saethwr 7	1 2 3 4 5 6 7 8 9 10 11		Saethwr 12	1 2 3 4 5 6 7 8 9 10 11	Saethwr 17		
1 2 3 4 5 6 7 8 9 10 11		Saethwr 3	1 2 3 4 5 6 7 8 9 10 11		Saethwr 8	1 2 3 4 5 6 7 8 9 10 11		Saethwr 13	1 2 3 4 5 6 7 8 9 10 11	Saethwr 18		
1 2 3 4 5 6 7 8 9 10 11		Saethwr 4	1 2 3 4 5 6 7 8 9 10 11		Saethwr 9	1 2 3 4 5 6 7 8 9 10 11		Saethwr 14	1 2 3 4 5 6 7 8 9 10 11	Saethwr 19		
1 2 3 4 5 6 7 8 9 10 11		Saethwr 5	1 2 3 4 5 6 7 8 9 10 11		Saethwr 10	1 2 3 4 5 6 7 8 9 10 11		Saethwr 15	1 2 3 4 5 6 7 8 9 10 11	Saethwr 20		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Dagrau <i>Daggers</i>	1 2 3 4	5	37	0"				2	Borne		
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Bwa <i>Bow</i>	1	9	41	0"	12"	39"	60"		2	Borne	Volley Shoot
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Crys Lledr <i>Leather Corselet</i>		6	17					0	Worn		
UNIT OPTIONS		Unit Option Rules									Cost	
Pensaethwr		One Saethwr becomes the mustered champion, who gains +1 shoot die (Bow)									3	
Drilled Saethwr		The Saethwr Unit becomes Drilled rather than Trained (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY									3	

BRY-GWY-2400 - Archers of Dyngonwy

HELWR

HEL-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/10				
Brythoniaid	Ceredigion, Gwynedd, Powys	Man	Infantry	Vassal	Veteran	Uncommon	Strength 1	Base Size 30mm	18			
HELWR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Camouflaged (all terrain)</i> <i>Scout; Forester; Flanker; Skirmisher</i>			5	53	34	13	75	19	12			
1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 1	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 4	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 7	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 10	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 10			
1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 2	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 5	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 8	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 9	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 10			
1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 3	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 6	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 9	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 10	1 2 3 4 5 6 7 8 9 10 11 12 13	Helwr 10			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Dagr Dagger	1 2 3	4	38	0"				1	Borne		
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Bwa Bow	1 2	9	43	0"	12"	39"	60"		2	Borne	Quick Shot
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Crys Lledr Leather Corselet		7	20					0	Worn		
UNIT OPTIONS		Unit Option Rules									Cost	
Penhelwr		One Helwr becomes the mustered champion, who gains +1 shoot die (Bow)									5	

BRY-GWY-2530 - Scouts of Dyngonwy

DYNDRAIG

DUN-drays

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																					
							2	1+/3+/5																																						
Brythoniaid	Gwaelod	Dyndraig	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	61																																					
							4	60mm																																						
DYNDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																					
<i>Hardy; Insensate; Resistant (Fire); Fearsome</i>			6	28	54	46	74	26	27																																					
<i>Bulk Charger; Roarer</i>																																														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	D 1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	D 2
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	D 3
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																		
1	War Cleaver Cleaver		1 2 3 4 5 6	8	62	1"				1	Borne																																			
			1 2 3 4 5	16	70	1"			1D10	2	Borne																																			
2	Crushing Bite Bite		1	9	63	0"				0	Natural	Switch (Fire of Gwaelod)																																		
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																	
2	Fire of Gwaelod Breath		1	5	59			4"			0	Natural	Spray Weapon; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																	
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																	
1	Scaled Skin Skin			4	50						0	Natural																																		
2	Battered Armour Light Armour			8	58						0	Worn																																		
ARMOUR OPTIONS				Armour+	C+A	with all options				Wound-	Hands	Class	Armour Rules							Cost																										
2	Beaten Armour Heavy Armour			16	66						0	Worn	Replacement (Battered Armour)							2																										
3	Tarian Shield			11	69	+ Beaten Armour		77			1	Borne	Additional; Parry; Shieldwall							4																										
UNIT OPTIONS			Unit Option Rules										Cost																																	
Pendyndraig			One Dyndraig becomes the mustered champion, who gains +1 attack dice (War Cleaver)										16																																	
Tândyndraig			One Dyndraig becomes the mustered banner bearer										12																																	

BRY-GWD-3710 - Fireborn of Gwaelod

DYNWOCOR

DUN-wok-or

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																											
							2	3+/5+/10																												
Brythoniaid	Powys	Dynwocor	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	48																											
							3	50mm																												
DYNWOCOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																											
<i>Insensate; Loathsome; Resistant (Corruption); Fearsome</i>			7	35	43	33	62	22	22																											
<i>Bind+ (Cocwocor, Dynwocor Hunter); Bulk Charger; Shrieker</i>																																				
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	Dynwocor 6			
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	Dynwocor 7			
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	Dynwocor 8			
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	Dynwocor 9			
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	Dynwocor 10			
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																								
1	Stone Blade Great Cleaver		1 2 3 4	11	54	1"				1D10	2	Borne																								
2	Crushing Beak Bite		1	18	61	0.5"					0	Natural	Piercing; Quick Strike																							
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																							
1	Tough Hide Skin			3	36						0	Natural																								
2	Improvised Armour Light Armour			3	39						0	Worn																								
ARMOUR OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Rules							Cost																
2	Battered Armour Light Armour			8	44						0	Worn	Replacement (Improvised Armour)							1																
UNIT OPTIONS			Unit Option Rules										Cost																							
Pendynwocor			One Dynwocor becomes the mustered champion, who gains +1 attack die (Stone Blade)										13																							
Balchdynwocor			One Dynwocor becomes the mustered banner bearer										10																							
Sgrechdynwocor			One Dynwocor becomes the mustered herald										10																							

BRY-POW-3210 - Gungonn's Brood

CAWRDRAIG

COW-er-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																											
							2	1+/1+/3																																																																												
Brythoniaid	Gwaelod	Cawdraig	Monstrous Cavalry	Vassal	Wild	Uncommon	Strength	Base Size	171																																																																											
							10	100mm																																																																												
CAWRDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																											
<i>Gigantic; Insensate; Resistant (Fire); Tough; Terrifying; Bulk Charger; Roarer</i>			8	28	57	84	76	46	51																																																																											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	Cawdraig Warrior I
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	Cawdraig Warrior II
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	Cawdraig Warrior III
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																								
1	War Cleaver <small>Cleaver</small>		1 2 3 4 5 6	17	74	1"			1 D10	2	Borne																																																																									
2	Crushing Bite <small>Bite</small>		1	9	66	0"			1 D10	0	Natural	Switch (Fire of Gwaelod)																																																																								
3	Raking Claws <small>Claws</small>		1 2 3	12	69	1"				0	Natural																																																																									
4	Tail Strike <small>Tail</small>		1 2 3	12	69	2"				0	Natural	Blind Strike; Sightless Strike																																																																								
5	Trample <small>Trample</small>		1 2 3 4 5	6	63	0"				0	Natural	Sightless Strike																																																																								
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																							
2	Fire of Gwaelod <small>Breath</small>		1 2	6	63			4"			0	Natural	Spray Weapon; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																																																							
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																																																							
1	Scaled Skin <small>Skin</small>			8	92						0	Natural																																																																								
2	Battered Armour <small>Light Armour</small>			11	103						0	Worn																																																																								
ARMOUR OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Rules						Cost																																																																	
2	Beaten Armour Heavy Armour			18	110						0	Worn	Replacement (Battered Armour)						3																																																																	
UNIT OPTIONS			Unit Option Rules														Cost																																																																			
Pencawdraig			One Cawdraig becomes the mustered champion, who gains +1 Attack Dice (War Cleaver)														40																																																																			
Tancawdraig			One Cawdraig becomes the mustered banner bearer														34																																																																			

BRY-GWD-5705 - Cawdreigiâu of Gwaelod

HORSE

(CEFFYL - KEF-ə)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																				
							0	1																					
Brythoniaid	Ceredigion, Gwynedd, Powys	Horse	Beast <i>Beast Mount Mount Only</i>	Beast	Wild	Common	Strength 3	Base Size 50mm	13																				
HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																				
<i>Insensate Bulk Charger</i>			9	18	34	19	39	14	19																				
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td> </tr> </table>											1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																		
1	Trampling Hooves <i>Trample</i>		1 2	6	40	1 "			0	Natural	Sightless Strike																		

BRY-GWY-0112 - Urien, Teyrn of Môn on Horse

CEFFYLDRAIG

(KEF-ə DRAYG)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																			
							0	1																																																																				
Brythoniaid	Gwaelod	Ceffyldraig	Beast <i>Ardent Mount Mount Only</i>	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	124																																																																			
CEFFYLDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																			
<i>Insensate; Resistant (Fire); Tough; Fearsome Bulk Charger; Roarer</i>			8	21	62	66	62	29	39																																																																			
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td> </tr> </table>											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
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																	
1	Crushing Bite <i>Bite</i>		1 2 3 4	18	80	0.5 "		1 D10	0	Natural	Piercing; Switch (Fire of Gwaelod)																																																																	
1	Raking Claws <i>Claws</i>		1 2 3 4	12	74	0.5 "			0	Natural																																																																		
2	Tail Strike <i>Claws</i>		1 2	12	74	1 "			0	Natural	Blind Strike																																																																	
3	Trample <i>Trample</i>		1 2 3 4	6	68	0 "			0	Natural	Sightless Strike																																																																	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																
1	Fire of Eryri <i>Breath</i>		1 2	5	67		4 "			0	Natural	Spray Weapon; 4" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																																																
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																	
1	Scaled Skin <i>Skin</i>			8	74					0	Natural																																																																	

BRY-GWY-0102 - Geraint Nerthol, Teyrn of Cedweli on Ceffyldraig

TARWDRAIG

Ta-ROO-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							2	1																																																																																											
Brythoniaid	Gwaelod	Tarwdraig	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	Strength	Base Size	389																																																																																										
							10	100mm																																																																																											
TARWDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																										
<i>Gigantic; Insensate; Resistant (Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer</i>			7	21	83	98	66	45	62																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																							
1	Crushing Jaws <i>Bite</i>		1 2 3 4 5 6 7 8 9 10	24	107	1"			2D10	0	Natural	Piercing																																																																																							
2	Horn Butt <i>Horns</i>		1 2 3	16	99	0"	32	131		0	Natural	Mighty Strike; Impact Strike																																																																																							
3	Raking Claws <i>Claws</i>		1 2 3	18	101	1"				2	Natural	Mighty Strike; Grab																																																																																							
4	Trample <i>Trample</i>		1 2 3 4 5	8	91	0"				0	Natural	Sightless Strike																																																																																							
ARMOUR				Armour+	C+A			Wound-	Hands	Class	Armour Rules																																																																																								
1	Scaled Skin <i>Skin</i>			17	115				0	0	Natural																																																																																								

BRY-GWD-8665 - Glaun

GRYMDRAIG

GRUM-drayg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							2	1																																																																																											
Brythoniaid	Gwaelod	Grymdraig	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Rare	Strength	Base Size	468																																																																																										
							12	120mm																																																																																											
GRYMDRAIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																										
<i>Gigantic; Insensate; Resistant (Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer</i>			8	22	87	106	82	55	63																																																																																										
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																							
1	War Cleaver <i>Great Cleaver</i>		1 2 3 4 5 6 7 8 9 10	27	114	2"			1D10	2	Borne																																																																																								
2	Crushing Bite <i>Bite</i>		1 2 3	18	105	0"			1D10	0	Natural	Piercing; Switch (Fire of Gwaelod)																																																																																							
3	Raking Claws <i>Claws</i>		1 2 3 4	22	109	1"				0	Natural																																																																																								
4	Tail Strike <i>Tail</i>		1 2 3	18	105	2"				0	Natural	Blind Strike; Sightless Strike																																																																																							
5	Trample <i>Trample</i>		1 2 3 4 5 6	9	96	0"				0	Natural	Sightless Strike																																																																																							
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																																						
2	Fire of Gwaelod <i>Breath</i>		1 2 3	6	93			6"			0	Natural	Spray Weapon; 6" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																																																																						
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																							
1	Scaled Skin <i>Skin</i>			13	119					0	Natural																																																																																								
2	Battered Armour <i>Light Armour</i>			14	133					0	Worn																																																																																								

BRY-GWD-8765 - Scaeroc

DRAIGLLAI

DRAYG-chly

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																					
							0	1																																																																																						
Brythoniaid	Gwynedd Gwaelod	Draig	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Rare	Strength	Base Size	416																																																																																					
							10	100mm																																																																																						
DRAIGLLAI			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																				
<i>Gigantic; Insensate; Resistant (Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer; Soarer</i>			7	21	32	83	95	87	46	53																																																																																				
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																		
1	Crushing Jaws <i>Bite</i>		1 2 3 4 5 6 7 8 9 10	24	107	2"			1D10	0	Natural	Piercing; Switch (Fire of Eryri)																																																																																		
2	Raking Claws <i>Claws</i>		1 2 3 4 5	20	103	2"				2	Natural	Grab																																																																																		
3	Tail Strike <i>Tail</i>		1 2 3	16	99	2"				0	Natural	Blind Strike; Sightless Strike																																																																																		
4	Trample <i>Trample</i>		1 2 3 4 5	8	91	1"				0	Natural	Soar and Grab; Sightless Strike																																																																																		
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																																	
1	Fire of Eryri <i>Breath</i>		1 2 3	9	92			6"			0	Natural	Spray Weapon; 6" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)																																																																																	
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																		
1	Scaled Skin <i>Skin</i>			18	113					0	Natural																																																																																			

BRY-GWY-8515 - Parawn

DRAIGGOCH

DRAY-gokh

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							0	1					
Brythoniaid	Gwynedd Gwaelod	Draig	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Mythic + Rare	Strength 12	Base Size 120mm	1195				
DRAIGGOCH			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Gigantic; Insensate; Resistant (Fire); Tough; Fearless; Terrifying; Bulk Charger; Roarer; Soarer</i>			8	24	46	93	127	98	58	67			
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Crushing Jaws <i>Bite</i>		1 2 3 4 5 6 7 8 9 10 11 12	27	120	2"			2D10	0	Natural	Piercing; Switch (Fire of Eryri)	
2	Raking Claws <i>Claws</i>		1 2 3 4 5 6	22	115	2"				2	Natural	Grab; Mighty Strike	
3	Tail Strike <i>Tail</i>		1 2 3	18	111	2"				0	Natural	Blind Strike; Sightless Strike	
4	Trample <i>Trample</i>		1 2 3 4 5 6	9	102	1"				0	Natural	Soar and Grab; Sightless Strike	
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Fire of Eryri <i>Breath</i>		1 2 3 4	14	107			8"			0	Natural	Spray Weapon; 8" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Bite)
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Scaled Skin <i>Skin</i>			14	141					0	Natural		

BRY-GWY-8815 - Angrislaug

GWYFERN

GWI-vern

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							0	1				
Brythoniaid	Ceredigion	Gwyfern	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 12	Base Size 120mm	496			
GWYFERN			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Gigantic; Insensate; Tough; Fearless; Terrifying Bulk Charger; Roarer; Soarer</i>			6	18	23	83	115	83	49	64		
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Crushing Jaws <i>Bite</i>		1 2 3 4 5 6 7 8 9 10 11 12	24	107	1"			2D10	0	Natural	Piercing
2	Raking Claws <i>Claws</i>		1 2 3	18	101	1"				0	Natural	Soar and Grab
3	Tail Strike <i>Tail</i>		1 2 3	16	99	2"				0	Natural	Blind Strike; Sightless Strike
4	Trample <i>Trample</i>		1 2 3 4 5 6	8	91	0"				0	Natural	Sightless Strike
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Scaled Skin <i>Skin</i>			29	144					0	Natural	

BRY-CDG-8815 - Tyfaggahw

CAWRGWYFERN

cow-er-GWI-vern

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Brythoniaid	Ceredigion	Cawrgwyfern	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 10	Base Size 100mm	398			
CAWRGWYFERN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Gigantic; Insensate; Tough; Fearless; Terrifying Bulk Charger; Roarer</i>			7	23	82	86	76	39	51			
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Rock Club <i>Great Club</i>		1 2 3 4 5 6 7 8 9	32	114	2"			1D10	2	Borne	Mighty Strike; Grab
2	Crushing Bite <i>Bite</i>		1 2 3	18	100	1"			1D10	0	Natural	Piercing
3	Raking Claws <i>Claws</i>		1 2 3 4	18	100	1"				0	Natural	
4	Tail Strike <i>Tail</i>		1 2 3	16	98	2"				0	Natural	Blind Strike; Sightless Strike
5	Trample <i>Trample</i>		1 2 3 4 5	8	90	0"				0	Natural	Sightless Strike
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Scaled Skin <i>Skin</i>			26	112					0	Natural	

BRY-CDG-8450 - Gahwn

COGWYFERN

koh-GWI-vern

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																
							0	1+/1+/3																																																																	
Brythoniaid	Ceredigion	Cogwyfern	Monstrous Beast	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	192																																																																
COGWYFERN			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																															
<i>Gigantic; Insensate; Tough; Stubborn; Terrifying; Bulk Charger; Roarer; Soarer</i>			6	18	26	63	72	72	30	40																																																															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	Cogwyfern 1	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	Cogwyfern 2	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	Cogwyfern 3	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																													
1	Crushing Jaws <small>Bite</small>			1 2 3 4 5 6 7 8	24	87	1"			1 D10	0	Natural	Piercing																																																												
2	Raking Claws <small>Claws</small>			1 2	14	77	1"				0	Natural	Soar and Grab																																																												
2	Tail Strike <small>Tail</small>			1 2	12	75	2"				0	Natural	Blind Strike; Sightless Strike																																																												
3	Trample <small>Trample</small>			1 2 3 4	6	69	0"				0	Natural	Sightless Strike																																																												
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																														
1	Scaled Skin <small>Skin</small>				18	90					0	Natural																																																													

BRY-CDG-8180 - Cogwyferniau of Ceredigion

WOCOR

WO-kor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																												
							0	1																																																																																													
Brythoniaid	Powys	Wocor	Monstrous Beast	Beast	Wild	Rare	Strength 12	Base Size 120mm	443																																																																																												
WOCOR			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																											
<i>Gigantic; Insensate; Loathsome; Resistant (Corruption); Fearless; Terrifying; Bulk Charger; Roarer; Shrieker; Soarer</i>			6	16	31	72	104	66	50	64																																																																																											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100		
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																									
1	Crushing Beak <small>Bite</small>			1 2 3 4 5 6 7 8 9 10 11 12	28	100	1"			2 D10	0	Natural	Piercing; Quick Strike																																																																																								
2	Raking Claws <small>Claws</small>			1 2 3	16	88	1"				2	Natural																																																																																									
3	Tail Strike <small>Tail</small>			1 2 3	14	86	2"				0	Natural	Blind Strike; Sightless Strike																																																																																								
4	Trample <small>Trample</small>			1 2 3 4 5 6	7	79	0"				0	Natural	Sightless Strike																																																																																								
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																										
1	Tough Hide <small>Skin</small>				11	115					0	Natural																																																																																									

BRY-POW-8815 - Gynroch ap Roch

COCWOCOR

kok-WO-kor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																						
							0	1+/2+/3																																																							
Brythoniaid	Powys	Cocwocor	Monstrous Beast	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	136																																																						
COCWOCOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																						
<i>Gigantic; Insensate; Loathsome; Resistant (Corruption); Fearless; Terrifying; Bound (Dywocor); Bulk Charger; Roarer; Shrieker</i>			7	20	56	62	68	29	38																																																						
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	Cocwocor 1	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	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	Cocwocor 2	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	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	Cocwocor 3	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																			
1	Stone Blade <small>Great Cleaver</small>			1 2 3 4 5 6 7	14	70	1"			1 D10	2	Borne																																																			
2	Crushing Beak <small>Bite</small>			1 2	24	80	1"			1 D10	0	Natural	Piercing; Quick Strike																																																		
3	Trample <small>Trample</small>			1 2 3 4	6	62	0"				0	Natural	Sightless Strike																																																		
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																				
1	Tough Hide <small>Skin</small>				7	69					0	Natural																																																			
2	Improvised Armour <small>Light Armour</small>				5	74					0	Worn																																																			
UNIT OPTIONS			Unit Option Rules									Cost																																																			
Pencocwocor			One Cocwocor becomes the mustered champion, who gains +1 attack dice (Stone Blade)									45																																																			

BRY-POW-8105 - Bronn's Brood

COCNEIDR

kok-NY-dar

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																
							0	1+/1+/3																																																	
Brythoniaid	Powys	Cocneidr	Monstrous Beast	Beast	Wild	Uncommon	Strength	Base Size	147																																																
							6	80mm																																																	
COCNEIDR			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																															
<i>Gigantic; Insensate; Loathsome; Resistant (Corruption); Fearless; Terrifying; Bulk Charger; Shrieker; Soarer</i>			6	18	22	61	56	63	29	38																																															
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	Cocneidr 1	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	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	Cocneidr 2	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	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	Cocneidr 3	
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																													
1	Crushing Beak <small>Bite</small>		1 2 3 4 5 6 7 8	24	85	1"			1 D10	0	Natural	Piercing; Quick Strike																																													
2	Whipping Tail <small>Tail</small>		1 2	12	73	2"				0	Natural	Blind Strike; Sightless Strike																																													
3	Trample <small>Trample</small>		1 2 3 4	6	67	0"				0	Natural	Sightless Strike																																													
SHOT WEAPON		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																												
1	Stone Breath <small>Breath</small>		1 2	4	65			6"			0	Natural	Spray Weapon; 6" Stone Breath Spray Template; Petrification Damage; Combat Shot Weapon; Switch (Bite)																																												
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules																																												
1	Scaly Hide <small>Skin</small>			8	64						0	Natural																																													

BRY-POW-8230 - Cocneidr of Cwm Du