

BYZANTII

KINDRED MUSTER

V1.21



last updated 1st October 2018

MIERCE
MINIATURES



BYZANTII MUSTER

version 1.21

	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:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
COMMANDER:														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
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COMMANDER:														
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COMMANDER:														
UNIT 1:														
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UNIT 3:														
UNIT 4:														
UNIT 5:														

HOST GOLD _____

MAGUS INCANTAMENTA

Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost
1 Demonfire Sight	1 2 3 4 5 6 7 8	40	45	0"	6"	25"	40"		Hellfire Damage	5+	9
2 Hellfire Sight	1 2 3 4 5 6	50	59	0"	6"	25"	40"		Hellfire Damage; Ignores Armour	9+	9
3 Demonic Possession Focus	1 2								<p>Marked Man or Demiman: Marked warriors may only be friendly warriors of the Kin "Man" or "Demiman" that is not the Invoker himself.</p> <p>Immediate Effect: Marked unit may perform one <i>action</i> immediately (disregarding its vigour state for requirements purposes), which is performed <i>involuntarily</i>, but never any <i>linked</i> actions afterward, although <i>reactions</i> occur as normal. This interrupts the Magus' activation. Once this <i>action</i> is completed, the Marked unit suffers 2D10 invoke damage, distributed randomly amongst the Marked warriors of the Kin "Man" or "Demiman", and the Magus continues with his <i>activation</i>. A unit cannot be affected by Demonic Possession more than once per hour.</p> <p>Rules: Once per Mark; Entire Mark</p>	3+ +strength	16
4 Doom Focus	1 2								<p>Marked Living: The Marked warriors may only be Living warriors that are not Fearless within the Marked unit.</p> <p>Continuous Effect: The Marked unit gains the Fearful trait until the end of their next activation. If the Marked unit is already Fearful, it must immediately perform a <i>Panic reaction</i>.</p> <p>Rules: Once per Mark; Majority Mark</p>	1+ +strength	18
5 Nourish Focus	1 2 3								<p>Marked unit: Marked warrior may be any one warrior within total focus range (friend or enemy).</p> <p>Immediate Effect: The Marked warrior must take a TEMPER TEST (called a NOURISH TEST). If the NOURISH TEST is failed, the Marked warrior suffers D10 damage per invoked die. This damage instantly increases the Invoker's CONSTITUTION by the same amount. This cannot increase the Invoker's CONSTITUTION beyond its base value. If the NOURISH TEST is passed, nothing happens.</p>	9+	20
6 Dread Focus	1 2								<p>Immediate Effect: The Marked unit must perform a <i>Panic reaction</i>.</p> <p>Panic Modifier: Before the Marked unit performs their <i>Panic reaction</i>, the Invoker may apply a positive panic modifier to the Marked unit's PANIC ROLL (thus making it more difficult for them to pass their PANIC TEST) by increasing the price of the invocation. The panic modifier is equal to the augmented price - i.e., the amount the invocation's price is increased by.</p> <p>Rules: Majority Mark</p>	2+ +strength	22
7 Quicken Focus	1 2 3								<p>Marked Legionarii: Three friendly Legionarius warriors within one Marked unit become Marked warriors.</p> <p>Immediate Effect: One Marked warrior per invoked die instantly <i>Quickens</i> into a Demilegionarius warrior. Replace the Marked warrior with a Demilegionarius warrior, which <i>Displaces</i> any warrior around him and <i>permanently Binds+</i> to the Marked unit. Once each Quickened Demilegionarius warrior is placed, any enemy unit they are engaged with or beset by must perform a <i>Panic reaction</i>. If the Marked warrior is a wounded warrior, the Quickened Demilegionarius warrior reduces his CONSTITUTION by the amount the wounded warrior's CONSTITUTION was reduced by.</p>	4+ +strength	24
8 Conflagration Focus	1 2 3 4	50	66						<p>Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Conflagration effect terrain or any other type of effect terrain.</p> <p>5" Conflagration Template: place the centre of the 5" Conflagration Template upon the Marked point, which remains there until the end of the Invoker's activation. The Conflagration causes hellfire damage to any terrain it is placed over.</p> <p>Immediate Effect: Each warrior within the Conflagration when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker.</p> <p>Rules: Hellfire Damage; Ignores Armour</p>	16+	32
9 Summon Demon Focus	1								<p>Initial Prices: The initial price for Summoning a warrior is as follows: Fiend, 10+</p> <p>Marked Point: Select a point upon the battlefield - now called the summoning point - which must be within total focus range.</p> <p>Immediate Effect: The Invoker may <i>Summon</i> one Fiend (called the Summoned Fiend), placing the exact centre of this Summoned warrior's base on the creating point; any other warriors that would lie under this base will be <i>Displaced</i>. The Summoned warrior may immediately <i>Bind+</i> to a friendly unit containing warriors of the same profile as the Summoned warrior within 6". If the Invoker's player does not have an appropriate miniature to represent the Summoned warrior, that warrior cannot be <i>Summoned</i>.</p> <p>Summoned Warrior: The Summoned warrior has 2D10 points of CONSTITUTION on its profile when it is placed. After rolling for the Summoned warrior's CONSTITUTION, the Invoker may increase its CONSTITUTION immediately by deducting the amount he increases it by from his own CONSTITUTION, as long as this does not kill him. The Summoned warrior's attack dice are arranged as appropriate by the Invoker's player depending on its CONSTITUTION. A Summoned warrior is lively and resolute when it is first placed, and in loose form. The Summoned warrior's weapons are those of a standard warrior of its type and optional weapons and armour may not be chosen. The Summoned warrior counts as a friendly unit (and thus part of the Invoker's general's host) and is placed within the Invoker's command. The Summoned warrior, if killed, costs half the gold of a warrior of the same profile when mustered for the purposes of calculating the Butcher's Bill. A Summoned warrior, if it is dead, does not count as a dead warrior when performing a RAVAGED TEST. The Invoker cannot control the Summoned warrior of another player.</p> <p>Failed Summoning: if the Invoker fails to perform the Summon Demon <i>Invoke action</i> successfully, a Fiend of Dis is still summoned as above, except that the Summoned Demon is awarded all of the Magus' remaining CONSTITUTION and so kills the Magus in the act of being summoned. Remove the Magus Infernum from play and place a Fiend of Dis as per the Summoned Demon rule above, except that it is placed in the general's command.</p>	10+	37
10 Hell Pit Focus	1 2	50	68						<p>Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Hell Pit effect terrain or any other type of effect terrain.</p> <p>4" Hell Pit Template: place the centre of the 4" Hell Pit Template upon the Marked point, which remains there permanently. The Hell Pit causes hellfire damage to any terrain it is placed over.</p> <p>Immediate Effect: Each warrior within the Hell Pit when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker.</p> <p>Continuous Effect: Each warrior that <i>Moves</i> within the Hell Pit immediately suffers D10 hellfire damage, called hell pit damage, applied before he <i>Moves</i>. If a 9 is rolled for hell pit damage, the warrior suffering the hell pit damage falls into the hell pit, never to be seen again - he is dead.</p> <p>Rules: Hellfire Damage; Ignores Armour</p>	18+	40

CENTURION																																					
SEN-tyur-i-on																																					
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																												
							2	1																													
Byzantii	Legio II Var	Man	Warlord	Noble	Veteran	Uncommon	Strength	Base Size	62																												
							1	30mm																													
CENTURION			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																												
<i>Shieldwall; Compel (Legionarius, Veteran Legionarius)</i>			5	74	42	38	88	86	16																												
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																										
1	Spatha <i>Sword</i>	1 2 3 4 5 6 7	9	51	0.5"				1	Borne	Parry; Switch (Pugio)																										
2	Pugio <i>Dagger</i>	1 2 3 4 5 6 7	4	46	0"				1	Borne	Switch (Spatha)																										
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																									
1	Contus <i>Lance</i>	1 2 3 4 5 6 7	9	51	2.5"	9	60		1	Borne	<i>Additional; Mounted only; Switch (Spatha); Impact Strike; Mounted Charge+</i>	6																									
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound-	Hands	Class	Armour Rules	Cost																									
1	Lorica Segmentata <i>Heavy Armour</i>		16	54					0	Worn																											
2	Scutum <i>Shield</i>		13	67					1	Borne	Foot only; Parry																										
ARMOUR OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound-	Hands	Class	Armour Rules	Cost																									
2	Parma <i>Shield</i>		8	62					1	Borne	Replacement (Scutum); Parry	-2																									
WARRIOR RULES		Rules																																			
Centuria		Centuria: If a Centuria is mustered as the host's general or as a commander, Veteran Legionarius and Legionarius units may <i>Bind+</i> to any other Veteran Legionarius or Legionarius units when positioned on the battlefield.																																			
WARRIOR OPTIONS		Warrior Option Rules																																			
Praetorianus Centurion		<i>The Centuria gains the Compel (Praetorianus) ability, becoming Elite in the process. Additionally, the Centuria rule also applies to Praetorianus Contubernia.</i>																																			
MOUNT OPTIONS		Mount Option Rules																																			
Horse		<i>May ride a Horse; Rider becomes a Flanker</i>																																			
MOUNT ARMOUR OPTIONS		Armour+		C+A				Wound-	Hands	Class	Armour Rules	Cost																									
3	Equus Squamata <i>Barding</i>	8		62					0	Worn	<i>Additional; Excludes (Heavy Barding)</i>	5																									
3	Equus Segmentata <i>Heavy Barding</i>	16		70					0	Worn	<i>Additional; Excludes (Barding)</i>	10																									

BYZ-VAR-0100 - Equitus Durio

DEMIURION																																														
DEM-i-YUR-i-on																																														
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																					
							2	1																																						
Byzantii Infernii	Legio II Var Dis	Demihuman	Warlord	Noble	Wild	Uncommon	Strength	Base Size	101																																					
							2	40mm																																						
DEMIURION			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																					
<i>Insensate; Loathsome; Fearless; Fearsome Bulk Charger; Compel (Demilegionarius)</i>			5	73	56	47	82	84	22																																					
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																			
1	Spatha <i>Sword</i>	1 2 3 4 5	10	66	0.5"				1	Borne	Parry																																			
2	Securis <i>Axe</i>	1 2 3 4	14	70	0.5"			1D10	1	Borne	Hook; Hellfire Damage																																			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																		
1	Fuscina <i>Trident</i>	1 2 3 4 5	11	67	2"	11	78		1	Borne	<i>Additional; Mounted Only; Impact Strike; Mounted Charge+</i>	7																																		
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound-	Hands	Class	Armour Rules	Cost																																		
1	Hamata Remnant <i>Corselet</i>		9	56					0	Worn																																				
ARMOUR OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound-	Hands	Class	Armour Rules	Cost																																		
1	Segmentata Remnant <i>Light Armour</i>		14	61	<i>with all options</i>				0	Worn	Replacement (Hamata Remnant)	3																																		
2	Scutum Remnant <i>Shield</i>		9	65	+Segmentata	70			1	Borne	<i>Additional; Shieldwall; Parry</i>	6																																		
WARRIOR RULES		Rules																																												
Demicenturia		Demicenturia: If a Demiurion is mustered as the host's general or as a commander, Demilegionarius units may <i>Bind+</i> to any other Demilegionarius units when positioned on the battlefield.																																												
MOUNT OPTIONS		Mount Option Rules																																												
Behema		<i>May ride a Behema</i>																																												
		Mount+		C+A				Wound-	Hands	Class	Armour Rules	Cost																																		
		19		75								288																																		

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

MAGUS INFERNUM PRIMUS																																									
MAY-guss IN-fer-num PRY-muss																																									
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																
							2	1																																	
Byzantii Infernii	Legio II Var Dis	Man	Warlord	Noble	Elite	Uncommon	Strength	Base Size	120																																
							1	30mm																																	
MAGUS INFERNUM PRIMUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																
<i>Insensate; Fearless Sorcerer (5); Compel (Sacerdos Infernum) only</i>			5	43	33	42	75	51	92																																
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																														
1	Securis <i>Axe</i>	1 2 3 4	9	42	0.5"				1	Borne	Hellfire Damage																														
2	Sceptre of Infernus <i>Sorcerous Staff</i>	1 2	9	42	1"				1	Borne	Sceptre of Infernus artefact; Hellfire Damage																														
ARMOUR		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound-	Hands	Class	Armour Rules																														
1	Lorica Segmentata <i>Heavy Armour</i>		16	58					0	Worn																															
2	Demonhelm <i>Helmet</i>		5	63					0	Worn	Fearsome																														
ARTEFACTS		Artefact Rules																																							
Sceptre of Infernus <i>Of Hell</i>		Born of Fire: While he bears the Sceptre of Infernus, the Magus Infernum Primus has the <i>Immune (Fire, Hellfire)</i> Trait. Conflagrator: While he bears the Sceptre of Infernus, the Magus Infernum Primus may reduce the initial price of any invocation that causes hellfire damage by D10, to a minimum of 1.																																							

BYZ-VAR-0160 - Malus of Antioch

OPTION

OP-tee-on

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																				
							2	1																					
Byzantii	Legio II Var	Man	Warchief	Noble	Drilled	Common	Strength	Base Size	43																				
							1	30mm																					
OPTION			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																				
<i>Shieldwall; Compel (Legionarius, Veteran Legionarius)</i>			5	64	35	30	78	74	14																				
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																		
1	Spatha <small>Sword</small>	1 2 3 4 5	9	44	0.5"				1	Borne	Switch (Pugio or Hastile); Parry																		
2	Pugio <small>Dagger</small>	1 2 3 4 5	4	39	0"				1	Borne	Switch (Spatha or Hastile)																		
3	Hastile <small>Staff</small>	1 2 3 4 5	6	41	1"				1	Borne	Hastile; Switch (Spatha or Pugio)																		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																	
1	Contus <small>Lance</small>	1 2 3 4 5	9	44	2.5"	9	53		1	Borne	Additional; Mounted only; Switch (Spatha); Impact Strike; Mounted Charge+	4																	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																		
1	Lorica Segmentata <small>Heavy Armour</small>		14	44					0	Worn																			
2	Scutum <small>Shield</small>		13	57					1	Borne	Foot only; Parry																		
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost																	
2	Parma <small>Shield</small>		8	52					1	Borne	Replacement (Scutum); Parry	-1																	
WARRIOR RULES		Rules																											
Hastile		Disciplinarian: The presence of an Option (that still bears a Hastile) within a unit modifies any AUTHORITY TEST that unit is required to make by -D10.																											
Centuria		Centuria: If an Option is mustered as the host's general or as a commander, Veteran Legionarius and Legionarius units may <i>Bind+</i> to any other Veteran Legionarius or Legionarius units when positioned on the battlefield.																											
WARRIOR OPTIONS		Warrior Option Rules																											
Veteran Option		<i>The Option becomes Veteran rather than Drilled, thus increasing his AUTHORITY by 5</i>																											
Praetorianus Option		<i>The Option gains the Compel (Praetorianus) ability, becoming Elite in the process. Additionally, the Centuria rule also applies to Praetorianus Contubernia.</i>																											
MOUNT OPTIONS		Mount Option Rules																											
Horse		<i>May ride a Horse; Rider becomes a Flanker</i>																											
MOUNT ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost																	
3	Equus Squamata <small>Barding</small>		8	52					0	Worn	Additional; Excludes (Heavy Barding)	2																	
3	Equus Segmentata <small>Heavy Barding</small>		16	60					0	Worn	Additional; Excludes (Barding)	5																	

BYZ-VAR-1100 - Quintus Crito

AUXILIA OPTION

OX-ill-i-a OP-tee-on

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																				
							2	1																					
Byzantii	Legio II Var	Man	Warchief	Noble	Drilled	Common	Strength	Base Size	38																				
							1	30mm																					
OPTION			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																				
<i>Shieldwall; Compel (Auxiliaris, Veteran Auxiliaris)</i>			5	61	33	30	73	72	14																				
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																		
1	Spatha <small>Sword</small>	1 2 3 4 5	8	41	0.5"				1	Borne	Parry; Switch (Pugio or Hastile)																		
2	Pugio <small>Dagger</small>	1 2 3 4 5	4	37	0"				1	Borne	Switch (Spatha or Hastile)																		
3	Hastile <small>Staff</small>	1 2 3 4 5	6	39	1"				1	Borne	Hastile; Switch (Spatha or Pugio)																		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																	
1	Contus <small>Lance</small>	1 2 3 4 5	9	42	2.5"	9	51		1	Borne	Additional; Mounted only; Switch (Spatha); Impact Strike; Mounted Charge+; Compel (Auxilia Equitatus)	4																	
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost																
1	Arcus <small>Bow</small>	1 2	8	41	0"	6"	30"	60"		2	Natural	Additional; Compel (Auxilia Sagittarius)	4																
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																		
1	Lorica Hamata <small>Corselet</small>		11	41					0	Worn																			
2	Parma <small>Shield</small>		9	50					1	Borne	Parry																		
WARRIOR RULES		Rules																											
Hastile		Disciplinarian: The presence of an Auxilia Option (that still bears a Hastile) within a unit modifies any AUTHORITY TEST that unit is required to make by -D10.																											
Centuria		Centuria: If an Auxilia Option is mustered as the host's general or as a commander, Auxiliaris units (including Auxilia Sagittarius units) may <i>Bind+</i> to any other Auxiliaris Contubernia (or Auxilia Sagittarius unit) when positioned on the battlefield.																											
WARRIOR OPTIONS		Warrior Option Rules																											
Veteran Option		<i>The Auxilia Option becomes Veteran rather than Drilled, thus increasing his AUTHORITY by 5</i>																											
Ballistarius Option		<i>If an Auxilia Option is mustered as a commander and his command contains any Ballistarius units, the Auxilia Option may act as War Engine Crew</i>																											
Bestiarius Option		<i>The Auxilia Option gains the Compel (Auxilia Bestiarius) ability</i>																											
MOUNT OPTIONS		Mount Option Rules																											
Horse		<i>May ride a Horse; Rider becomes a Flanker</i>																											
MOUNT ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost																	
3	Equus Squamata <small>Barding</small>		8	49					0	Worn	Additional; Excludes (Heavy Barding)	2																	
3	Equus Segmentata <small>Heavy Barding</small>		16	57					0	Worn	Additional; Excludes (Barding)	5																	

BYZ-VAR-1200 - Gaius Galerius; BYZ-VAR-1203 - Sagitta Galerius; BYZ-VAR-1103 - Sagitta Quintus Crito

GLADIATOR

GLA-dee-AY-tor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Byzantii	Legio II Var	Man	Warchief	Noble	Elite	Uncommon	Strength 1	Base Size 30mm	48			
GLADIATOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Host Champion; Fearless; Compel (Legionarius, Auxiliarius)</i>			5	72	38	33	85	78	16			
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												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Falcata Sword	1 2 3 4 5	9	47	0.5 "				1	Borne	Parry; Switch (Sica)	
2	Sica Dagger	1 2 3 4 5	4	42	0 "				1	Borne	Switch (Falcata)	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Ocreae Greaves		9	42					0	Worn		
2	Parma Shield		8	50					1	Borne	Parry; Switch (Falcata or Sica)	
MOUNT OPTIONS		Mount Option Rules							Mount+	C+A	Cost	
Leónis		<i>May ride a Leónis</i>							11	61	106	
MOUNT ARMOUR OPTIONS		Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
3	Equus Squamata <i>Barding</i>	8	58					0	0	Worn	Additional; Excludes (Heavy Barding)	3
3	Equus Segmentata <i>Heavy Barding</i>	16	66					0	0	Worn	Additional; Excludes (Barding)	6

BYZ-VAR-1120 - Spartakus

SIGNIFER

SIG-ni-far

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
								1				
Byzantii	Legio II Var	Man	Warchief	Noble	Veteran	Common	2	Base Size 30mm	43			
SIGNIFER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Host Banner Bearer; Shieldwall</i>			5	52	36	31	92	67	13			
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												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3 4	9	45	0.5 "				1	Borne	Parry	
2	Pugio Dagger	1 2	4	40	0 "				1	Borne	Switch (Spatha)	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Lorica Hamata Corselet		10	41					0	Worn		
2	Parma Shield		8	49					1	Borne		
ARMOUR OPTIONS		Armour+	C+A	<i>with all options</i>				Wound-	Hands	Class	Armour Rules	Cost
1	Lorica Segmentata <i>Heavy Armour</i>	14	53					0	0	Worn	Replacement (Lorica Hamata)	1
3	Fiend Helm <i>Helmet</i>	8	57		+ Lorica Segmentata	61		0	0	Worn	Additional; Fearsome	2
WARRIOR RULES		Rules										
Signum		The Host's Century: Only one Signifer may be mustered in a Byzantii host per Centurion or Demiurion present, and only if a Centurion, Demiurion, Option or Demioption is the host's general. They Look to Me: The Signifer's host banner range is triple the Signifer's command range.										

BYZ-VAR-1135 - Agathae

MAGUS INFERNUM

MAY-guss IN-fer-num

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Byzantii Infernii	Legio II Var Dis	Man	Warchief	Noble	Drilled	Uncommon	Strength 1	Base Size 30mm	96		
MAGUS INFERNUM			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Fearless Sorcerer (3); Compel (Sacerdos Infernum)</i>			5	32	28	37	68	36	83		
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Securis Axe	1 2 3	9	37	0.5 "				1	Borne	Hellfire Damage
2	Staff of Infernus Sorcerous Staff	1	8	36	1 "				1	Borne	Staff of Infernus artefact; Hellfire Damage
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Lorica Hamata Corselet		10	47					0	Worn	
2	Demonhelm Helmet		4	51					0	Worn	Fearsome
ARTEFACTS		Artefact Rules									
1	Staff of Infernus <i>From Hell</i>	Born of Fire: While he bears the Staff of Infernus, the Magus Infernum has the <i>Immune (Fire, Hellfire)</i> Trait.									

BYZ-VAR-1160 - Velchior

DEMIOPTION

DEM-i-OP-tee-on

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Byzantii Infernii	Legio II Var Dis	Demihuman	Warchief	Noble	Wild	Common	Strength 2	Base Size 40mm	70			
DEMIOPTION			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Loathsome; Fearless; Fearsome; Bulk Charger; Compel (Demilegionarius)</i>			5	60	47	38	77	73	20			
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												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1	Spatha <i>Sword</i>	1 2 3 4	9	56	0.5"				1	Borne	Parry	
2	Securis <i>Axe</i>	1 2 3	13	60	0.5"			1D10	1	Borne	Hook; Hellfire Damage	
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1	Fuscina <i>Trident</i>	1 2 3 4 5	10	57	2"	10	67		1	Borne	Additional; Mounted Only; Impact Strike; Mounted Charge+	19
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost
1	Hamata Remnant <i>Corselet</i>		8	46					0	Worn		
ARMOUR OPTIONS			Armour+	C+A	with all options			Wound-	Hands	Class	Armour Rules	Cost
1	Segmentata Remnant <i>Light Armour</i>		12	50					0	Worn	Replacement (Hamata Remnant)	2
2	Scutum Remnant <i>Shield</i>		8	54	+Segmentata	66			1	Borne	Additional; Parry; Shieldwall	5
WARRIOR RULES		Rules										
Demicienturia		Demicienturia: If a Demioption is mustered as the host's general or as a commander, Demilegionarius Incaendia may <i>Bind+</i> to any other Demilegionarius Incaendia when positioned on the battlefield.										
MOUNT OPTIONS		Mount Option Rules										
Behema		<i>May ride a Behema</i>							Mount+	C+A	Cost	
									19	65	287	

BYZ-VAR-0402 - Erebius; BYZ-VAR-1402 - Nervor

DEMIMAGUS

DEM-i-MAY-guss

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Byzantii Infernii	Legio II Var Dis	Demihuman	Warchief	Noble	Wild	Uncommon	Strength 2	Base Size 40mm	132			
DEMIMAGUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Immune (Fire, Hellfire); Insensate; Loathsome; Fearless; Fearsome; Bulk Charger; Sorcerer (3)</i>			5	41	42	46	73	46	87			
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												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1	Securis <i>Axe</i>	1 2 3 4	12	54	0.5"			1D10	1	Borne	Hook; Hellfire Damage	
2	Staff of Infernus <i>Sorcerous Staff</i>	1 2 3	9	51	1"				1	Borne	Staff of Infernus artefact; Hellfire Damage	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Hellfire <i>Fire</i>	1 2	63	63	0"	0"	30"	40"		1	Borne	Combat Shot Weapon; No Lethal Range; Move and Shoot; Hellfire Damage
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Hamata Remnant <i>Corselet</i>		8	54						0	Worn	
ARTEFACTS		Artefact Rules										
1	Staff of Infernus <i>From Hell</i>	1 2 3 4 5 6 7 8 9	<p>A Fiery Hell: at the beginning of each of the Demimagus' activations, roll a D10, called the Hellfire Roll. The result of the Hellfire Roll is the amount of Hellfire invoke dice the Staff of Infernus contains for that activation. The Demimagus may use any or all of the Hellfire invoke dice he currently possesses as invoke dice for any invocation that causes hellfire damage, in addition to those allowed by the invocation. Declare the amount of Hellfire invoke dice converted to invoke dice before the total price of the invocation is calculated, and mark off Hellfire invoke dice as it is used. If there is any Hellfire invoke dice remaining at the end of the Demimagus' activation, it dissipates and is reduced to zero.</p>									

BYZ-VAR-1460 - Vulcanus

DROMEDUS SECUNDUS

DROM-e-duss SE-kun-dus

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
Byzantii	Legio II Var	Dromedus	Warchief	Noble	Wild	Uncommon	Strength 3	Base Size 50mm	83				
DROMEDUS SECUNDUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Insensate; Loathsome; Resistant (Corruption); Stubborn; Strength in Numbers; Fearsome; Bulk Charger; Compel (Dromedus)</i>			7	45	58	45	65	65	24				
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	Cost	
1	Cleaver <i>Cleaver</i>	1 2 3 4 5 6 7	13	71	0.5"				1	Borne	Switch (Pilum)		
1	Pilum <i>Javelin</i>	1 2 3 4 5 6 7	7	65	1.5"				1	Borne	Switch (Cleaver)		
2	Nasty Bite <i>Bite</i>	1 2	12	70	0"				0	Borne	Switch (Sputare)		
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Hands	Class	Shot Weapon Rules	
1	Pilum <i>Javelin</i>	1 2 3	7	65	0"	6"	15"	20"		1	Borne	Shots (2); Move and Shoot	
2	Sputare <i>Spit</i>	1 2	15	73	0"	3"	9"	15"		0	Natural	Corrosion Damage; Combat Shot Weapon; Switch (Nasty Bite)	
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Battered Armour <i>Light Armour</i>		3	48						0	Worn		
ARMOUR OPTIONS			Armour+	C+A	with some options	with all options			Wound-	Hands	Class	Armour Rules	Cost
1	Beaten Armour <i>Light Armour</i>		8	53						0	Worn	Replacement (Battered Armour)	2
1	Galea <i>Helmet</i>		4	52	+ Beaten Armour	57				0	Worn	Additional	2
2	Scutum <i>Shield</i>		13	61	+ Beaten Armour	66	+ Galea & Beaten Armr	70		1	Borne	Additional; Parry	6

BYZ-VAR-1505 - Djuuzu

DEMILEGIONARIUS

DE-mi LEE-jon-AR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	3+/5+/8				
Byzantii Infernii	Legio II Var Dis	Demihuman	Infantry	Vassal	Wild	Common	Strength 2	Base Size 40mm	42			
DEMILEGIONARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Loathsome; Fearless; Fearsome; Bind (Ignilegionarius); Bulk Charger</i>			5	48	39	28	73	18	18			
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	Demilegionarius 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	Demilegionarius 5				
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	Demilegionarius 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	Demilegionarius 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	Demilegionarius 3						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	Demilegionarius 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	Demilegionarius 4						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	Demilegionarius 8				
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3 4	9	48	0.5"				1	Borne	Quick Strike; Parry	
2	Securis Axe	1 2	11	50	0.5"			1 D10	1	Borne	Quick Strike; Hook; Hellfire Damage	
ARMOUR		Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Hamata Remnant Corselet	8	36						0	Worn		
ARMOUR OPTIONS		Armour+	C+A	with all options				Wound-	Hands	Class	Armour Rules	Cost
1	Segmentata Remnant Light Armour	12	40						0	Worn	Replacement (Hamata Remnant)	1
2	Scutum Remnant Shield	9	45	+ Segmentata	57				1	Borne	Additional; Parry	3
UNIT OPTIONS		Unit Option Rules									Cost	
Demidecanus		One Demilegionarius becomes the mustered champion, who gains +1 attack dice (Securis)									10	
BYZ-VAR-2920 - In III Judas												

IGNILEGIONARIUS

IG-ni LEE-jon-AR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1+/3+/5				
Byzantii Infernii	Legio II Var Dis	Demihuman	Infantry	Vassal	Wild	Uncommon	Strength 2	Base Size 40mm	40			
IGNILEGIONARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Loathsome; Fearless; Fearsome; Bound (Demilegionarius); Bulk Charger</i>			5	38	32	26	65	17	16			
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	Ignilegionarius 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	Ignilegionarius 3				
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	Ignilegionarius 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	Ignilegionarius 4				
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	Ignilegionarius 3											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Hellfists Fist	1 2 3 4 5 6	16	48	0.5"				2	Natural	Quick Strike; Hellfire Damage	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Hellfire Fire	1 2	48	48	0"	0"	30"	40"		2	Natural	Combat Shot Weapon; No Lethal Range; Move and Shoot; Hellfire Damage
ARMOUR		Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Hamata Remnant Corselet	8	34						0	Worn		
UNIT OPTIONS		Unit Option Rules									Cost	
Ignidecanus		One Ignilegionarius becomes the mustered champion, who gains +1 shoot die (Hellfire)									11	
BYZ-VAR-2990 - In IV Herod												

LEGIONARIUS

LEE-jan-ə-ree-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/8/8				
Byzantii	Legio II Var	Man	Infantry	Vassal	Drilled	Common	Strength	Base Size	14			
							1	30mm				
LEGIONARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Shieldwall</i>			5	45	27	13	79	16	11			
1 2 3 4 5 6 7 8 9 10 11 12 13	Legionarius I 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius III 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius V 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius VII		
1 2 3 4 5 6 7 8 9 10 11 12 13	Legionarius II 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius IV 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius VI 1 2 3 4 5 6 7 8 9 10 11 12 13			Legionarius VIII		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3	8	35	0.5"				1	Borne	Switch (Pilum or Pugio); Parry	
1	Pilum Javelin	1 2 3	7	34	1"				1	Borne	Switch (Spatha or Pugio)	
1	Pugio Dagger	1 2 3	4	31	0"				1	Borne	Switch (Spatha or Pilum)	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Pilum Javelin	1	7	34	0"	3"	9"	15"		1	Borne	Shots (2); Move and Shoot; Volley Shoot
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Lorica Segmentata Heavy Armour		14	27						0	Worn	
2	Scutum Shield		13	40						1	Borne	Parry
UNIT OPTIONS		<i>Unit Option Rules</i>									Cost	
Decanus Legionarius		One Legionarius becomes the mustered champion, who gains +1 attack dice (Spatha)									4	

BYZ-VAR-2200 - Con I Modius

VETERAN LEGIONARIUS

VET-ə-rən LEE-jan-ə-ree-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/8/8				
Byzantii	Legio II Var	Man	Infantry	Vassal	Veteran	Common	Strength	Base Size	17			
							1	30mm				
VETERAN LEGIONARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Shieldwall</i>			5	55	28	14	84	20	12			
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Vet Leg I 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg III 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg V 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg VII		
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Vet Leg II 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg IV 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg VI 1 2 3 4 5 6 7 8 9 10 11 12 13 14			Vet Leg VIII		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3	8	36	0.5"				1	Borne	Switch (Pilum or Pugio); Parry	
1	Pilum Javelin	1 2 3	7	35	1"				1	Borne	Switch (Spatha or Pugio)	
1	Pugio Dagger	1 2 3	4	32	0"				1	Borne	Switch (Spatha or Pilum)	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Pilum Javelin	1	7	35	0"	3"	9"	15"		1	Borne	Shots (2); Move and Shoot; Volley Shoot
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Lorica Segmentata Heavy Armour		14	28						0	Worn	
2	Scutum Shield		13	41						1	Borne	Parry
UNIT OPTIONS		<i>Unit Option Rules</i>									Cost	
Decanus Legionarius		One Veteran Legionarius becomes the mustered champion, who gains +1 attack dice (Spatha)									4	

BYZ-VAR-2200 - Con I Modius

AUXILIARIUS

OX-ill-i-AR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/8/8				
Byzantii	Legio II Var	Man	Infantry	Vassal	Drilled	Common	Strength	Base Size	11			
							1	30mm				
AUXILIARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Shieldwall</i>			5	44	27	12	72	15	11			
1 2 3 4 5 6 7 8 9 10 11 12	Auxiliarius I 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius III 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius V 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius VII		
1 2 3 4 5 6 7 8 9 10 11 12	Auxiliarius II 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius IV 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius VI 1 2 3 4 5 6 7 8 9 10 11 12			Auxiliarius VIII		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3	8	35	0.5"				1	Borne	Switch (Hasta or Pugio); Parry	
1	Hasta Spear	1 2 3	8	35	1.5"				1	Borne	Switch (Spatha or Pugio)	
1	Pugio Dagger	1 2 3	4	31	0"				1	Borne	Switch (Spatha or Hasta)	
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Lorica Hamata Corselet		10	22						0	Worn	
2	Parma Shield		8	30						1	Borne	Parry
UNIT OPTIONS		<i>Unit Option Rules</i>									Cost	
Decanus Auxiliarius		One Auxiliarius becomes the mustered champion, who gains +1 attack die (Spatha)									3	
Veteran Auxiliarius		The Auxiliarius unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY									3	

BYZ-VAR-2250 - Aux III Janus

AUXILIA SAGITTARIUS

OX-ill-i-a SA-ji-TAR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	5+/8/8						
Byzantii	Legio II Var	Man	Infantry <i>Support</i>	Vassal	Drilled	Common	Strength 1	Base Size 30mm	14					
AUXILIA SAGITTARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper					
			5	44	27	11	76	15	11					
1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag I			1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag III			1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag V		1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag VII		
1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag II			1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag IV			1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag VI		1 2 3 4 5 6 7 8 9 10 11	Auxilia Sag VIII		
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Spatha <small>Sword</small>		1 2 3	8	35	0.5"				1	Borne	Switch (Pilum or Pugio); Parry		
1	Pugio <small>Dagger</small>		1 2 3	4	31	0"				1	Borne	Switch (Spatha or Pilum)		
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
1	Arcus <small>Bow</small>		1	7	34	0"	6"	30"	60"		2	Borne	Volley Shoot	
SHOT WEAPON OPTIONS			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Malleoarcus <small>Fire Bow</small>		1	8	35	0"	6"	30"	60"		2	Natural	Replacement (Arcus); Volley Shoot; Fire Damage	1
ARMOUR			Armour+	C+A						Wound-	Hands	Class	Armour Rules	
1	Lorica Hamata <small>Corselet</small>			10	21						0	Worn		
2	Parma <small>Shield</small>			8	29						1	Borne	Parry	
UNIT OPTIONS			Unit Option Rules										Cost	
Decanus Auxiliarius			One Auxilia Sagittarius becomes the mustered champion, who gains +1 shoot die (Arcus)										5	
Veteran Sagittarius			The Auxilia Sagittarius unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY										3	
BYZ-VAR-2400 - Aux Sag V Bricius														

AUXILIA BESTIARIUS

OX-ill-i-a BES-tee-AR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1+/3+/5						
Byzantii	Legio II Var	Man	Infantry	Vassal	Drilled	Uncommon	Strength 1	Base Size 30mm	15					
AUXILIA BESTIARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper					
			5	46	28	12	88	16	11					
1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius I			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius II			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius IV					
1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius II			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius III			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius V					
1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius III			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius IV			1 2 3 4 5 6 7 8 9 10 11 12	Auxilia Bestiarius V					
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Spatha <small>Sword</small>		1 2	8	36	0.5"				1	Borne	Switch (Pugio); Parry		
2	Flagellum <small>Whip</small>		1 2	8	36	3"				1	Borne	Goad; Urgers		
1	Pugio <small>Dagger</small>		1 2 3	4	32	0"				1	Borne	Switch (Spatha)		
ARMOUR			Armour+	C+A						Wound-	Hands	Class	Armour Rules	
1	Lorica Hamata <small>Corselet</small>			10	22						0	Worn		
2	Parma <small>Shield</small>			8	30						1	Borne	Parry	
UNIT OPTIONS			Unit Option Rules										Cost	
Decanus Auxiliarius			One Auxilia Bestiarius becomes the mustered champion, who gains +1 attack dice (Spatha)										4	
WARRIOR RULES			Rules											
Beast Handlers			Trained Beasts: the Bind unit's SKILL is increased by +10 while the Auxilia Bestiarius unit is <i>Bound</i> to them.											
Urgers			Goaders: An Auxilia Bestiarius unit within a Bound unit may choose to Urge the Bind unit (now also called the Urged unit) by performing a <i>Goad action</i> upon them. In addition to the goad effects found within the Goad Effect Table, an Auxilia Bestiarius unit may subject the Urged unit to an additional goad effect called Vadot , as outlined below. Vadot! The Goaded unit - as well as the Goaded unit - may immediately perform a <i>Run action</i> called a Vadot Run action , the amount of RUN MOVE for this <i>action</i> determined by rolling 2D10, called a RUN ROLL. The Goaded unit remains in its current vigour state after its <i>Vadot Run action</i> is performed.											
BYZ-VAR-2550 - Tri IV Acteon														

DROMEDUS

DROM-a-duss

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1+/5+/8					
Byzantii	Legio II Var	Dromedus	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	53				
							3	50mm					
DROMEDUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Insensate; Loathsome; Resistant (Corruption); Stubborn; Strength in Numbers; Fearsome; Bound(Auxilia Bestiaris); Bind (Dromedon); Bulk Charger</i>			7	32	48	36	61	21	22				
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				Dromedus 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	Dromedus V					
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				Dromedus 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	Dromedus VI					
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				Dromedus III			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	Dromedus VII					
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				Dromedus IV			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	Dromedus VIII					
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Cleaver <small>Cleaver</small>		1 2 3 4 5	12	60	0.5"			1	Borne	Switch (Pilum)		
1	Pilum <small>Javelin</small>		1 2 3 4 5	7	55	1.5"			1	Borne	Switch (Cleaver)		
2	Nasty Bite <small>Bite</small>		1	10	58	0"			0	Borne	Switch (Sputare)		
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
1	Pilum <small>Javelin</small>		1 2	7	55	0"	6"	15"	20"	1	Borne	Shots (2); Move and Shoot	
2	Sputare <small>Spit</small>		1	9	57	0"	3"	9"	15"	0	Natural	Combat Shot Weapon; Corrosion Damage; Switch (Nasty Bite)	
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Battered Armour <small>Light Armour</small>		3	39						0	Worn		
2	Parma <small>Shield</small>		10	49						1	Borne	Parry	
ARMOUR OPTIONS			Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
1	Beaten Armour <small>Light Armour</small>		8	54						0	Worn	Replacement (Battered Armour)	1
UNIT OPTIONS			Unit Option Rules									Cost	
Dromedus Tertius			<i>One Dromedus becomes the mustered champion, who gains +1 Attack Dice (Cleaver)</i>									13	
Dromedus Quartus			<i>One Dromedus becomes the mustered banner bearer</i>									11	

BYZ-VAR-3200 - Vul IX Muya

HORSE

HORS

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																									
							0	1																																										
Byzantii	Legio II Var	Horse	Beast <i>Mount; Mount Only</i>	Beast	Wild	Common	Strength 3	Base Size 50mm	11																																									
HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																									
<i>Insensate Bulk Charger</i>			8	18	34	17	44	14	29																																									
<table border="1"> <thead> <tr> <th colspan="10">COMBAT WEAPON</th> <th>Attack Dice</th> <th>Weapon+</th> <th>M+W</th> <th>Att Rge</th> <th>Charge+</th> <th>M+W+Ch</th> <th>Wound+</th> <th>Hands</th> <th>Class</th> <th>Weapon Rules</th> </tr> </thead> <tbody> <tr> <td colspan="10">1 Trampling Hooves <i>Trample</i></td> <td>1 2</td> <td>6</td> <td>40</td> <td>1"</td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td>Natural</td> <td>Sightless Strike</td> </tr> </tbody> </table>										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
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																														
BYZ-VAR-0101 - Equitus Durio on Horse																																																		

SKORPION MINOR

SKOR-pi-on MY-nor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																																																																														
							0	1+2+3																																																																																																																																															
Byzantii	Legio II Var	Skorpion Minor	Beast	Beast	Wild	Uncommon	Strength 4	Base Size 60mm	87																																																																																																																																														
SKORPION MINOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																																																																														
<i>Insensate; Loathsome; Fearsome; Tough; Blind (Skorpion); Bound (Auxilia Bestiaris, Skorpion Major); Bulk Charger; Burrower</i>			7	32	53	32	42	20	26																																																																																																																																														
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COMBAT WEAPON										Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																																																																				
1 Crushing Pincers <i>Claws</i>										1 2 3 4 5 6 7	20	73	1"					0	Natural	Death Strike																																																																																																																																			
2 Mandible Bite <i>Bite</i>										1 2	15	68	0"					0	Natural																																																																																																																																				
3 Skorpion Sting <i>Tail</i>										1 2	20	73	1"			1D10	0	Natural	Venom Damage; Quick Strike; Immobile Strike																																																																																																																																				
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ARMOUR											Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																																																																				
1 Tough Chitin <i>Carapace</i>											25	57					0	Natural																																																																																																																																					
BYZ-VAR-7550 - Vul II Tykho																																																																																																																																																							

SKORPION MAJOR

SKOR-pi-on MAY-jor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																	
							0	1																																																																		
Byzantii	Legio II Var	Skorpion Major	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 12	Base Size 120mm	563																																																																	
SKORPION MAJOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																	
<i>Gigantic; Insensate; Loathsome; Tough; Fearless; Terrifying; Bind+ (Skorpion, Skorpion Minor); Bound (Auxilia Bestiarius); Bulk Charger; Burrower</i>			8	22	91	75	53	49	60																																																																	
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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																														
1	Crushing Pincers <i>Claws</i>		1 2 3 4 5 6 7 8 9 10 11 12 13 14	36	127	2"			1D10	0	Natural	Death Strike																																																														
2	Mandible Bite <i>Bite</i>		1 2 3	27	118	1"				0	Natural																																																															
3	Skorpion Sting <i>Tail</i>		1 2 3 4	36	127	2"			1D10	0	Natural	Quick Strike; Immobile Strike; Venom Damage																																																														
4	Trample <i>Trample</i>		1 2 3 4 5 6	9	100	0"				0	Natural	Sightless Strike																																																														
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																															
1	Tough Chitin <i>Carapace</i>			35	110					0	Natural																																																															

BYZ-VAR-8850 - Selkilias

DROMEDON

DROM-a-don

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																
							2	1+/2+/3																																																	
Byzantii	Legio II Var	Dromedon	Monstrous Beast	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	144																																																
DROMEDON			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																
<i>Insensate; Loathsome; Resistant (Corruption); Stubborn; Strength in Numbers; Terrifying; Bound (Auxilia Bestiarius, Dromedus); Bulk Charger</i>			7	22	62	58	64	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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																													
1	Cleaver <i>Great Cleaver</i>		1 2 3 4 5 6 7	18	80	1"			1D10	2	Borne																																														
2	Spiky Horns <i>Horns</i>		1 2	12	74	0.5"	12	86		0	Natural	Impact Strike																																													
3	Nasty Bite <i>Bite</i>		1 2	18	80	0.5"				0	Natural	Switch (Sputare)																																													
4	Trampling Hooves <i>Trample</i>		1 2 3 4	6	68	1.5"				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																																												
3	Sputare <i>Spit</i>		1 2	16	78	0"	3"	12"	20"		0	Natural	Combat Shot Weapon; Switch (Nasty Bite); Corrosion Damage																																												
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																														
1	Tough Hide <i>Skin</i>			4	62					0	Natural																																														
2	Battered Armour <i>Light Armour</i>			6	68					0	Worn																																														
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules			Cost																																											
2	Beaten Armour <i>Light Armour</i>			8	70					0	Worn	Replacement (Battered Armour)			1																																										
UNIT OPTIONS			Unit Option Rules									Cost																																													
Dromedon Primus			One Dromedon becomes the mustered champion, who gains +1 attack die (Cleaver)									18																																													

BYZ-VAR-8100 - Vul VII Iquid

HIPPOXUS

hi-POX-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																								
								1+/2+/3																																																									
Byzantii	Legio II Var	Hippoxus	Monstrous Beast	Beast	Wild	Uncommon	2	Base Size 80mm	173																																																								
HIPPOXUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																								
<i>Gigantic; Hardy; Insensate; Stubborn; Terrifying Bound (Auxilia Bestiarius); Bulk Charger; Roarer</i>			6	21	69	66	71	29	39																																																								
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	Club <i>Great Club</i>		1 2 3 4 5 6 7	22	91	2"			1D10	2	Borne	Mighty Strike																																																					
2	Crushing Bite <i>Bite</i>		1 2 3 4	20	89	1"			1D10	0	Natural	Piercing																																																					
3	Trample <i>Trample</i>		1 2 3 4	12	81	0"				0	Natural	Sightless Strike; Stomp																																																					
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules			Cost																																																		
1	Bell <i>Club</i>		1 2 3 4 5 6 7	22	91	2"			1D10	2	Borne	Replacement (Club); Mighty Strike			0																																																		
1	Flail Bell <i>Flail</i>		1 2 3 4 5 6 7	22	91	3"			1D10	2	Borne	Replacement (Club); Mighty Strike			4																																																		
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																						
1	Scavenged Armour <i>Light Armour</i>			6	72					0	Worn																																																						
UNIT OPTIONS			Unit Option Rules									Cost																																																					
Hippoxus Primus			One Hippoxus becomes the mustered champion, who gains +1 attack die (Club)									25																																																					
Hippoxus Tertius			One Hippoxus becomes the mustered herald, who must purchase a Bell or Flail Bell combat weapon									17																																																					
WARRIOR RULES			Rules																																																														
Ringin Bells			Bell Ringers: The sound of Hippoxii bells ringing across the battlefield bolsters the courage of the Byzantii host. Whilst any Hippoxus warrior bears a Bell or Flail Bell, he acts as a Host Herald in all respects.																																																														

BYZ-VAR-8110 - Vul I Gonyeka

TARASK

TA-rask

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
								1			
Byzantii	Legio II Var	Tarask	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	0	Base Size 100mm	384		
TARASK			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Gigantic; Insensate; Tough; Fearless; Terrifying; Bound (Auxilia Bestiarius); Bulk Charger; Roarer</i>			7	21	87	94	74	39	52		
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Horn Gore <i>Horn</i>	1 2 3 4 5	18	105	1"	36	141	2D10	0	Natural	Piercing; Mighty Strike; Impact Strike; Vicious Strike
1	Crushing Bite <i>Bite</i>	1 2 3 4 5	27	114	1"			1D10	0	Natural	Piercing
2	Raking Claws <i>Claws</i>	1 2	20	107	1"				0	Natural	
3	Trample <i>Trample</i>	1 2 3 4 5	9	96	0"				0	Natural	Sightless Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Scaled Skin <i>Skin</i>		12	106					0	Natural	
2	Bony Carapace <i>Carapace</i>		22	128					0	Natural	

BYZ-VAR-8515 - Ulmons

LEÓNIS

LEE-oh-niss

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
								1			
Byzantii	Legio II Var	Leónis	Monstrous Beast <i>Ardent Mount Solitary</i>	Beast	Feral	Uncommon	0	Base Size 80mm	102		
LEÓNIS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Terrifying Bound (Auxilia Bestiarius); Bulk Charger; Roarer</i>			9	31	64	57	34	36	39		
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											
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	18	82	0.5"			1D10	0	Natural	Piercing
1	Slashing Claws <i>Claws</i>	1 2 3 4	14	78	0.5"				0	Natural	
2	Trample <i>Trample</i>	1 2 3 4	6	70	0"				0	Natural	Sightless Strike

BYZ-VAR-8246 - Sia

BALLISTARIUS

BALL-is-TAR-ee-us

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	2 or 4				
Byzantii	Legio II Var	Man	Infantry <i>War Engine Crew</i>	Vassal	Drilled	Uncommon	Strength 1	Base Size 30mm	14			
BALLISTARIUS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Bind (Skorpio, Ballista, Onager)</i>			5	42	27	12	75	20	10			
1 2 3 4 5 6 7 8 9 10 11 12			Ballistarius I			Ballistarius II			Ballistarius III			
1 2 3 4 5 6 7 8 9 10 11 12			Ballistarius II			Ballistarius III			Ballistarius IV			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Spatha Sword	1 2 3	8	35	0.5"				1	Borne	Parry; Switch (Pugio)	
2	Pugio Dagger	1	4	31	0"				1	Borne	Switch (Spatha)	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Lorica Hamata Corselet		14	26					0	Worn		
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost
2	Scutum Shield		13	39					1	Borne	Additional; Parry	4
UNIT OPTIONS		Unit Option Rules										
Magister Ballistarius		One Ballistarius from the unit becomes the mustered champion, who adds +1 shoot die to the Shots per Crew total										5
Veteran Ballistarii		The Ballistarius unit becomes Veteran rather than Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY										3

BYZ-VAR-9450 - Tor I Italus

SKORPIO

SKOR-pi-oh

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							0	1+/3					
Byzantii	Legio II Var	Ballista	War Engine	Engine	Mindless	Common	Strength 4	Base Size 60mm	18				
SKORPIO			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Impenetrable; Flammable Bound Permanently (Ballistarius); Shots per Crew</i>			0	0	50	20	0	0	5				
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20													
ARMAMENT		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
1	Sagitta Bolt	1	10	60	0"	12"	60"	80"	1 D 10	0	Natural	Volley Shoot; Piercing	
ARMAMENT OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Malleolus Fire Bolt	1	10	60	0"	12"	60"	80"	1 D 10	0	Natural	Replacement (Sagitta); Fire Damage; Volley Shoot (2); Piercing	2
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Wooden Frame Construction		10	30						0	Natural		
ENGINE RULES		Rules											
Engine Crew		Ballistarii: A Skorpio may be crewed by up to two Ballistarii when mustered, but must be crewed by at least one Ballistarii to be operated.											

BYZ-VAR-9150 - Tor III Scarus

BALLISTA

BA-lis-ta

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							0	1					
Byzantii	Legio II Var	Ballista	War Engine	Engine	Mindless	Rare	Strength 6	Base Size 80mm	51				
BALLISTA			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Impenetrable; Flammable Bound Permanently (Ballistarius); Shots per Crew</i>			0	0	70	50	0	0	5				
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													
ARMAMENT		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
1	Murus Rock	1	0	70	0"	24"	120"	160"		0	Natural	Mighty Strike; Volley Shoot (2)	
ARMAMENT OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Sagitta Bolt	1	10	80	0"	24"	120"	160"	1 D 10	0	Natural	Replacement (Murus); Volley Shoot (2); Piercing	-3
2	Malleolus Fire Bolt	1	10	80	0"	24"	120"	160"	1 D 10	0	Natural	Replacement (Murus); Fire Damage; Volley Shoot (2); Piercing	2
3	Shot Lead Shot	1 2	0	70	0"	12"	60"	80"		0	Natural	Replacement (Murus); Volley Shoot (2)	-5
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Wooden Frame Construction		10	60						0	Natural		
ENGINE RULES		Rules											
Engine Crew		Ballistarii: A Ballista may be crewed by up to four Ballistarii when mustered, but must be crewed by at least one Ballistarii to be operated.											

BYZ-VAR-9450 - Tor I Italus

ONAGER

ON-a-ger

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																														
							0	1																															
Byzantii	Legio II Var	Ballista	War Engine	Engine	Mindless	Uncommon	Strength 4	Base Size 60mm	29																														
ONAGER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																														
<i>Impenetrable; Flammable Bound Permanently (Ballistarius); Shots per Crew</i>			0	0	50	30	0	0	5																														
<table border="1" style="width: 100%; border-collapse: collapse; font-size: 8px;"> <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> </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
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										
ARMAMENT		Shoot Dice	Weapon+	M+W	M+SW	Min Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																											
1	Murus <i>Rock</i>		10	60	30	12"	120"	160"		0	Natural	Mighty Strike; Throw Weapon; 2" Stone Shard Crush Template																											
ARMAMENT OPTIONS		Shoot Dice	Weapon+	M+W	M+SW	Min Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost																										
1	Flammis <i>Fire Pot</i>		0	50	25	12"	120"	160"		0	Natural	Replacement (Murus); Throw Weapon; 2" Fire Pot Crush Template; Fire Damage	3																										
2	Flammis Infernus <i>Hellfire Pot</i>		10	60	30	12"	120"	160"		0	Natural	Replacement (Murus); Throw Weapon; 2" Fire Pot Crush Template; Hellfire Damage	7																										
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules																											
1	Wooden Frame <i>Construction</i>		10	40						0	Natural																												
ENGINE RULES		Rules																																					
Engine Crew		Ballistarii: an Onager may be crewed by up to two Ballistarii when mustered, but must be crewed by at least one Ballistarii to be operated.																																					

BYZ-VAR-9400 - Tor V Markus