

ÉRAINN

KINDRED MUSTER

VI.18



Connacht



Uí Néill

last updated 1st October 2018

MIERCE
MINIATURES



ÉRAINN MUSTER

version 1.18

	Realm	Au	Ub	GOLD EACH	equipment	eqp gd each	TOT GD EACH	qty	UNIT GOLD	unit options	option gold	TOT UNIT GOLD	St	Orders
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HOST GOLD _____

GLAMOURS OF DANU

Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost
1 Life of the Land Focus	1 2 3								Living Marks: The Marked warriors within the Marked unit must be friendly warriors with the Living trait. Immediate Effect: The Marked unit's CONSTITUTION increases by 1D10 per invoked die, distributed amongst any or all of each Different Mark's wounded warrior as the player wishes. This cannot increase any wounded warrior's CONSTITUTION beyond its base CONSTITUTION value.	1+ +strength	9
3 Bough Lash Focus	1 2	50	57						Marked Terrain: Any wood terrain within total focus range becomes the Marked Wood . The Trees Move: The wood itself lashes out at one enemy unit (called the Lashed unit) within the Marked Wood itself or within 3" of the Marked Wood's edge, inflicting 2D10 strikes per invoked die upon the Lashed unit at a MIGHT equal to the Bough Lash's total power, distributing those strikes randomly.	7+	12
4 Gáe Bulga Sight	1 2 3 4	50	57	0"	6"	24"	42"	1 D10	Piercing	7+	13
6 Twisting Spines Focus	1 2	45	48						Marked Ground Units: Marked unit cannot be a Circling unit. Continuous Effect: Each Marked warrior becomes entangled , and immobile until the end of its next activation, after which it is no longer immobile but remains entangled (as it cannot Disentangle whilst immobile). Immediate Effect: The Twisting Spines have the wound modifier Wound+ 1D10 .	3+ +strength	21
2 Twisting Roots Focus	1 2 3 4 5 6	35	36						Marked Ground Units: Marked unit cannot be a Circling unit. Continuous Effect: Each Marked warrior becomes entangled .	1+ +strength	15
8 Heart of the Land Focus	1 2 3								Living Marks: The Marked warriors within the Marked unit must be friendly warriors with the Living trait. Immediate Effect: The Marked unit's CONSTITUTION increases by 2D10 per invoked die, distributed amongst any or all of each Different Mark's wounded warrior (that is within total focus range) as the player wishes. This cannot increase any wounded warrior's CONSTITUTION beyond its base CONSTITUTION value.	4+ +strength	18
7 Favoured of Danu Focus	1 2 3								Marked Man: Marked warriors may only be friendly warriors of the Kin "Man" (that is not the Invoker himself) within a Marked unit. Immediate Effect: One Marked warrior per invoked die instantly Warps into a Fir Danu warrior. Replace the Marked warrior with a Fir Danu warrior, which Displaces any warrior around him and permanently Binds+ to the Marked unit. Once each Fir Danu warrior is placed, any enemy unit they are engaged with or beset by must perform a Panic reaction .	4+ +strength	22
9 The Power of Danu Focus	1								Marked Beast: Marked unit may only be a friendly Fen Beast, Peat Beast, Bog Beast, Earth Beast, Yew Beast or Oak Beast unit. Immediate Effect: The Marked unit becomes lively if it is weary or alert and so may activate twice in the current hour. Rules: Once per Mark; Entire Mark	9+ +strength	24
10 Life Soil Focus	1 2								Marked Point: Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Life Soil effect terrain or any other type of effect terrain. 4" Life Soil Template: place the centre of the 4" Life Soil Template upon the Marked point, which remains there permanently. The Life Soil does not change any of the terrain aspects its template may lie upon, except that all corruption effect tokens are immediately removed from any terrain feature that is partly or completely within the Life Soil Template. Immediate Effect: All corruption effect tokens are immediately removed from any unit within the Life Soil Template. Continuous Effect: The CONSTITUTION of each Living warrior within the Life Soil Template increases by 1D10, distributed amongst any or all of each Different Mark's wounded warrior as the player wishes (as long as that wounded warrior lies within the Life Soil Template). This cannot increase any wounded warrior's CONSTITUTION beyond its base CONSTITUTION value.	16+	31
5 Animate Focus	1								Initial Prices: The initial price for Animating a warrior is as follows: Peat Beast, 8+; Fen Beast, 10+; Bog Beast, 13+; Oak Beast, 17+; Earth Beast, 21+ Marked Point: Select a point upon the battlefield - now called the creating point - which must be within total focus range and either within wood terrain or within shallow water terrain, depending upon the Animated warrior. Immediate Effect: The Invoker may Animate one Fen Beast or Oak Beast within a wood (called the Animated Fen Beast) or one Peat Beast or Bog Beast within shallow water (called the Animated Peat Beast or Animated Bog Beast) or one Earth Beast within Open Ground (called the Animated Earth Beast), placing the exact centre of the Animated warrior's base on the creating point; any other warriors that would lie under this base will be Displaced . The Animated warrior may immediately Bind+ to a friendly unit containing warriors of the same profile as the Animated warrior within 6". If the Invoker's player does not have an appropriate miniature to represent the Animated warrior, that warrior cannot be Animated . Animated Warrior: The Animated warrior has 2D10 points of CONSTITUTION on its profile when it is placed. After rolling for the Animated 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 Animated warrior's attack dice are arranged as appropriate by the Invoker's player depending on its CONSTITUTION. An Animated warrior is lively and resolute when it is first placed, and in loose form. The Animated warrior counts as a friendly unit (and thus part of the Invoker's general's host) and is placed within the Invoker's command, but he has no Rock or Boulder shots remaining. The Animated warrior, if killed, costs half the gold of a warrior with the same profile when mustered for the purposes of calculating the Butcher's Bill. An Animated warrior, if it is dead, does not count as a dead warrior when making a RAVAGED TEST. The Invoker cannot control the Animated warrior of another player.	8+	44

RÍ TÚATH

REE TOO-9

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																							
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Érainn	Uí Néill Connacht	Man	Warlord	Noble	Veteran	Uncommon	Strength 1	Base Size 30mm	69																																							
RÍ TÚATH			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																							
<i>Hate (Gabrax); Shieldwall; Compel (Deaisbard, Tuanagh, Sleanagh); Influence (Fiannagh)</i>			5	73	42	39	88	85	26																																							
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| ERN-UNL-0200 - Rudraige the Fat; ERN-UNL-1221 - Cormac of the Red Hand; ERN-UNL-1111 - Cairtrín; ERN-UNL-1130 - Aidan; ERN-UNL-1131 - Sleanagh Aidan | | | | | | | | | |

CURADH

CUH-rá

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																																																																			
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<i>Hate (Gabrax); Fearless Host Champion; Compel (Fiannagh); Influence (Fir Danu)</i>			5	77	42	28	92	70	26																																																																																																																																			
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| ERN-UNL-1221 - Cormac of the Red Hand; ERN-UNL-1111 - Cairtrín | | | | | | | | | |

CURADH FIR DANU

FEER DAN-00

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																															
							2	1																																
Érainn	Uí Néill	Man	Warchief	Noble	Wild	Rare	Strength	Base Size	85																															
							2	40mm																																
CURADH FIR DANU							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																											
<i>Hate (all Fomorai); Insensate; Loathsome; Resistant (Corruption); Fearless; Fearsome; Bulk Charger; Compel (Fiannagh, Fir Danu)</i>							6	79	55	41	95	50	42																											
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
COMBAT WEAPON							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																								
1	Claidem Sword						1 2 3 4 5 6 7	9	64	0.5"				1	Borne	Parry; Quick Strike																								
							1 2 3 4 5 6	18	73	0.5"			1D10	2	Borne	Foot only; Quick Strike																								
COMBAT WEAPON OPTIONS							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																							
1	Tua Axe						1 2 3 4 5 6 7	9	64	0.5"				1	Borne	Replacement (Claidem); Quick Strike	Hook	0																						
							1 2 3 4 5 6	18	73	0.5"			1D10	2	Borne																									
ARMOUR							Armour+	C+A				Wound-	Hands	Class	Armour Rules																									
1	Armour Remnants Corselet							9	50				0	Worn																										
WARRIOR RULES							Rules																																	
Favoured of Danu							<p>The Favoured: Before the battle a Curadh may become a Favoured Curadh, although he does not have to be positioned as a Curadh Fir Danu before the battle begins. Replace the cost of the Curadh with the cost of the Favoured Curadh. The Curadh's ubiquity is replaced by the Favoured Curadh's ubiquity and takes up one ubiquity slot.</p> <p>Warped Warrior: A Favoured Curadh may Warp into a Curadh Fir Danu either during positioning of the Curadh or immediately before an enemy unit they are engaged with or beset by must perform a Panic reaction. The combat weapon of a Curadh Fir Danu is the same as the Favoured Curadh. The armour of a Curadh Fir Danu replaces the armour of the Favoured Curadh. A Favoured Curadh riding a beast mount releases (or, more likely, crushes) his mount when he Warps; remove the beast mount from play. A Favoured Curadh riding an ardent mount simply continues riding it.</p> <p>Fearless: A unit containing at least one Curadh Fir Danu becomes Fearless (if it was not Fearless already).</p>																																	

ERN-UNL-1421 - Cormac Fir Danu

DRUÍ

DR00-1

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							2	1																									
Érainn	Uí Néill	Man	Warchief	Noble	Wild	Uncommon	Strength	Base Size	120																								
							1	30mm																									
DRUÍ							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																				
<i>Hate (all Fomorai); Insensate; Resistant (Corruption) Augurer; Earther; Forester; Sorcerer (3)</i>							5	32	31	32	83	33	84																				
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	Earth Dice: 3	Recovery Dice: 3
COMBAT WEAPON							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																	
1	Claidem Sword						1 2	9	40	0.5"				1	Borne	Parry																	
2	Staff of Danu Sorcerous Staff						1	4	35	1"				1	Borne	Staff of Danu Artefact																	
ARTEFACTS							Artefact Rules																										
1	Staff of Danu Sorcerous Staff the Earth Mother's power						1 2 3 4 5 6 7 8 9	<p>Danu's Power: at the beginning of the Druí's first activation of an hour, roll a D10, called the Earth Power Roll. The result of the Earth Power Roll is the amount of Earth Power the Staff of Danu contains for that hour. The Druí may use any or all of the Earth Power he currently possesses as invoke dice for any invocation he can create. Dedare the amount of Earth Power converted to invoke dice before the total price of the invocation is calculated, and mark off Earth Power as it is used. If there is any Earth Power remaining at the end of the hour, it dissipates and is reduced to zero.</p>																									

ERN-UNL-1260 - Nuala

CRUIMTHER

CRUM-ther

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																				
							2	1																					
Érainn	Uí Néill Connacht	Man	Warchief	Noble	Fanatical	Common	Strength	Base Size	54																				
							1	30mm																					
CRUIMTHER							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																
<i>Insensate; Hate (Gabra); Fearless Augurer; Channeller</i>							5	30	32	30	98	50	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
COMBAT WEAPON							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules													
1	Staff Staff						1 2 3 4	8	40	1"				1	Borne														
ARTEFACTS							Artefact Rules																						
1	Tras an Dia Under His divine protection						<p>Cross of God: This ancient artefact gives the Cruimther 4 channel dice and has a channel range of 10".</p> <p>Divine Retribution: A Cruimther may <i>Channel</i> enemy invocations as retribution.</p>																						
WARRIOR RULES							Rules																						
Be Not Afraid							He will Protect: Any unit that a Cruimther leads is <i>Fearless</i> whilst he remains its leader.																						
Blessed of God							<p>Pray: Before the Cruimther performs an <i>Inspire action</i>, choose one of the following prayers. If the Cruimther's <i>Inspire action</i> 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.</p> <p>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".</p> <p>There Lies the Enemy: each Inspired unit gains the Hate trait; one Kin from the warriors within the enemy host is chosen to be the Kin that is Hated.</p> <p>Soldiers of God: each Inspired unit becomes Fanatical and each Inspired warrior increases his FORTITUDE by 2D10, to a maximum of 99. Roll 2D10 once for the whole of the Inspired unit.</p>																						

ERN-UNL-1250 - Críostóir

FIR BHOLG CURRAK

FEER bolg KU-rak

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Érainn	Connacht	Fir Bholg	Warchief	Noble	Wild	Uncommon	Strength 4	Base Size 60mm	133		
FIR BHOLG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Loathsome; Hardy; Resistant (Corruption); Fearsome; Bulk Charger; Compel (Fir Bholg); Influence (Fir Bholg Hurler, Fir Bholg Thrower); Earther</i>			6	54	64	57	86	77	41		
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	Tua Bholg Axe	1 2 3 4 5 6 7	18	82	1"			1 D10	2	Borne	Corruption Damage
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Clogad Helmet		8	65					0	Worn	
1	Bholgmór Heavy Armour		16	81					0	Worn	Earth Dice (3)
MOUNT OPTIONS		Mount Option Rules								Cost	
Mór Muc		May ride a Mór Muc; gains the Compel (Muc Bholg) ability								70	

ERN-CNT-1606 - Sreng

ANCIENT FEN BEAST

AYN-shant FEN beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Érainn	Úí Néill	Fen Beast	Warchief	Noble	Wild	Uncommon	Strength 4	Base Size 60mm	137			
ANCIENT FEN BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (all Fomorai); Insensate; Tough; Fearsome Bulk Charger; Forester; Compel (Fen Beast)</i>			6	44	57	63	96	68	41			
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												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Raking Boughs Fist	1 2 3 4 5 6 7 8 9	14	71	1"				2	Natural	Grab; Mighty Strike	
2	Snapping Bite Bite	1 2	10	67	0"			1 D10	0	Natural		
3	Trample Trample	1 2 3	6	63	0"				0	Natural	Sightless Strike	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	M+SW	Min Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Throw Weapon Rules
1	Rock Stone	1 2	16	73	37	5"	30"	50"	1 D10	1	Borne	Throw Weapon; 2" Rock Crush Template; Shots (2)
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Thick Bark Skin		17	80						0	Natural	

ERN-UNL-1607 - Araigh

BEAST OF DANU

BEEST ov DAN-oo

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Érainn	Úí Néill	Beast of Danu	Warchief	Noble	Wild	Rare	Strength 4	Base Size 60mm	177		
BEAST OF DANU			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Hate (all Fomorai); Insensate; Tough; Fearsome Bulk Charger; Forester; Sorcerer (3)</i>			6	30	47	53	91	46	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 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	Raking Boughs Sorcerous Fist	1 2 3 4 5 6 7	11	58	1"				2	Natural	Grab; Mighty Strike
2	Snapping Bite Bite	1	10	57	0"			1 D10	0	Natural	
3	Trample Trample	1 2 3	5	52	0"				0	Natural	Sightless Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Thick Bark Skin		14	67					0	Natural	
WARRIOR RULES		Rules									
Roots of Life		<p>Spreading Roots: At the beginning of each of its activations, before any <i>actions</i> are performed, a Beast of Danu's focus range is multiplied by a D5 roll called the root roll. If the Beast of Danu <i>Moves</i> after performing the root roll, its focus range returns to normal.</p> <p>Life of the Land: A Beast of Danu may reduce the initial price of the invocations "Life of the Land", "Heart of the Land", "The Power of Danu" and "Life Soil" by rolling a D10, called the life roll, to a minimum of 1. Perform the life roll after the initial price is declared.</p>									

ERN-UNL-1660 - Daghda Lúg

FIR DANU

FEER DAN-oo

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1+/3+/5						
Érainn	Uí Néill	Man	Infantry	Vassal	Wild	Uncommon	Strength	Base Size	41					
FIR DANU							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper	
<i>Hate (all Fomorai); Insensate; Loathsome; Resistant (Corruption); Fearless; Fearsome; Bulk Charger</i>							6	53	47	29	72	18	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							Fir Danu 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			Fir Danu 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 29							Fir Danu 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			Fir Danu 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							Fir Danu 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 29				
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules			
1 Tua <small>Axe</small>		1 2 3 4 5	Tuanagh 9	56	0.5"				1	Borne	Hook			
		1 2 3 4	only 18	65	0.5"			1D10	2	Borne				
1 Claidem <small>Sword</small>		1 2 3 4 5	Fiannagh 9	56	0.5"				1	Borne	Parry			
		1 2 3 4	only 18	65	0.5"			1D10	2	Borne	Foot only			
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules			
1 Armour Remnants <small>Corselet</small>			6	35					0	Worn				
UNIT OPTIONS												Cost		
Ceannagh												<i>One Fir Danu becomes the mustered champion, who gains +1 attack dice (Tua or Claidem)</i>	11	
WARRIOR RULES												Rules		
<p>Favoured of Danu</p> <p>The Favoured: Before the battle, up to two warriors within any unit of Tuanagh or five warriors within any unit of Fiannagh may become Favoured warriors (their unit also called a Favoured Unit), although they do not have to be positioned as Fir Danu warriors before the battle begins. Replace the cost of the Tuanagh or Fiannagh warrior with the cost of a Fir Danu warrior and the Favoured Unit's AUTHORITY becomes the Fir Danu's AUTHORITY for mustering purposes. The ubiquity of any unit containing Favoured warriors becomes Uncommon, replacing its original ubiquity. The ubiquity of a unit containing Favoured warriors takes up one ubiquity slot. Favoured warriors that are mustered champions become Fir Danu Champions, as long as the Fir Danu Champion option is purchased. Favoured warriors that are mustered banner bearers or heralds become normal Fir Danu warriors.</p> <p>Warped Warrior: Every Favoured warrior within a Favoured unit may Warp into a Fir Danu warrior either during the positioning of the Favoured Unit or immediately before an Attack action is performed by the Favoured Unit. Replace the Favoured warrior with a Fir Danu warrior, which Displaces any warrior around him. Once each Fir Danu warrior is placed, any enemy unit they are engaged with or beset by must perform a Panic reaction. The combat weapon of a Favoured warrior is either a Tua in the case of Favoured Tuanagh or a Claidem in the case of Favoured Fiannagh. The armour of a Favoured warrior is replaced by the armour on the Fir Danu's profile.</p> <p>Fearless: A Favoured unit containing at least one Fir Danu warrior becomes Fearless (if it was not Fearless already).</p>														

ERN-UNL-2910 - Warped of Danu

FIANNAGH

FEE-ana

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost												
							2	5+/10+/20													
Érainn	Uí Néill	Man	Infantry	High Born Vassal	Elite	Uncommon	Strength	Base Size	18												
FIANNAGH							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper								
<i>Fearless; Hate (all Fomorai); Shieldwall</i>							5	56	32	14	83	26	22								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 1			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 16								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 2			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 17								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 3			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 18								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 4			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 19								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 5			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 20								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 6			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 11								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 7			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 12								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 8			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 13								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 9			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 14								
1 2 3 4 5 6 7 8 9 10 11 12 13 14							Fiannagh 10			1 2 3 4 5 6 7 8 9 10 11 12 13 14			Fiannagh 15								
1 Claidem <small>Sword</small>		1 2 3	9	41	0.5"				1	Borne	Parry										
		1 2	18	50	0.5"			1D10	2	Borne	Foot only										
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules										
1 Sciath <small>Shield</small>			8	22					1	Borne	Parry										
ARMOUR OPTIONS												Cost									
1 Lúireach <small>Corselet</small>												11	33					0	Worn	Additional	2
UNIT OPTIONS												Cost									
Ceannagh												<i>One Fiannagh becomes the mustered champion, who gains +1 attack die (Claidem)</i>	5								
Bratachagh												<i>One Fiannagh becomes the mustered banner bearer</i>	4								
Araltagh												<i>One Fiannagh becomes the mustered herald</i>	4								

ERN-UNL-2100 - Warriors of Tara

TUANAGH

TOO-a-na

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	5+/10+/20						
Érainn	Uí Néill Connacht	Man	Infantry	Vassal	Drilled	Common	Strength	Base Size	10					
TUANAGH							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper	
<i>Hate (Gabrax); Bind (Fir Bholg, Fir Bholg Hurlers, Fir Bholg Throwers) [Connacht only]</i>							5	43	30	13	78	15	21	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 1			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 16	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 2			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 17	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 3			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 18	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 4			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 19	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 5			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 20	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 6			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 11	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 7			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 12	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 8			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 13	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 9			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 14	
1 2 3 4 5 6 7 8 9 10 11 12 13							Tuanagh 10			1 2 3 4 5 6 7 8 9 10 11 12 13			Tuanagh 15	
1 Tua <small>Axe</small>		1 2	15	45	0.5"				1D10	2	Borne	Hook		
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules			
1 Léine <small>Leather Corselet</small>			4	17					0	Worn				
UNIT OPTIONS												Cost		
Ceannagh												<i>One Tuanagh becomes the mustered champion, who gains +1 attack die (Tua)</i>	4	
Bratachagh												<i>One Tuanagh becomes the mustered banner bearer</i>	2	
Araltagh												<i>One Tuanagh becomes the mustered herald</i>	2	
Veteran Tuanaghta												<i>The Tuanagh unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY, and becomes Mainstay</i>	3	

ERN-UNL-2210 - Men of Clochar

SLEANAGH

SLAN-a

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Érainn	Uí Néill Connacht	Man	Infantry	Vassal	Trained	Common	Strength	Base Size	10			
							1	30mm				
SLEANAGH			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Gabrax); Shieldwall</i>			5	33	29	12	68	11	20			
1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 1	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 6	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 11	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 16	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 16			
1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 2	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 7	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 12	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 17	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 17			
1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 3	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 8	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 13	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 18	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 18			
1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 4	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 9	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 14	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 19	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 19			
1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 5	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 10	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 15	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 20	1 2 3 4 5 6 7 8 9 10 11 12	Sleagh 20			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Slea Spear	1 2 3	8	37	1.5"				1	Borne		
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Slea Throwing Spear	1	8	37	0"	6"	12"	18"		1	Borne	Move and Shoot; Shots (2)
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Léine Leather Corselet		4	16						0	Worn	
2	Sciath Shield		8	24						1	Borne	Parry
UNIT OPTIONS		Unit Option Rules									Cost	
Ceannagh		One Sleagh becomes the mustered champion, who gains +1 attack die (Slea)									3	
Bratachagh		One Sleagh becomes the mustered banner bearer									2	
Araltagh		One Sleagh becomes the mustered herald									2	
Drilled Sleaghtha		The Sleagh unit becomes Drilled (cost shown is per warrior), gaining +10 SKILL, +3 FORTITUDE and +3 AUTHORITY, and becomes Mainstay									1	
Veteran Sleaghtha		The Sleagh unit becomes Veteran (cost shown is per warrior), gaining +20 SKILL, +7 FORTITUDE and +5 AUTHORITY, and becomes Mainstay									4	

ERN-UNL-2300 - Men of Dún Geanainn

MAIOBHANAGH

MOY-va-na

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Érainn	Uí Néill Connacht	Man	Infantry Support	Vassal	Drilled	Common	Strength	Base Size	15			
							1	30mm				
MAIOBHANAGH			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Gabrax) Scout; Flanker; Skirmisher</i>			5	41	29	11	68	15	20			
1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 1	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 6	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 11	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 16	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 16			
1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 2	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 7	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 12	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 17	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 17			
1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 3	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 8	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 13	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 18	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 18			
1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 4	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 9	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 14	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 19	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 19			
1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 5	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 10	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 15	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 20	1 2 3 4 5 6 7 8 9 10 11	Maiobhanagh 20			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Long Knife Dagger	1 2	5	34	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	Teilim Tabail Sling	1	6	35	0"	12"	60"	72"		1	Borne	Volley Shoot
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Léine Leather Corselet		3	14						0	Worn	
2	Sciath Shield		8	22						1	Borne	Parry
UNIT OPTIONS		Unit Option Rules									Cost	
Ceannagh		One Maiobhanagh becomes the mustered champion, who gains +1 shot die (Sling)									3	
Veteran Maiobhanaghtha		The Maiobhanagh unit becomes Veteran rather than Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY									3	

ERN-UNL-2410 - Men of Ármhach

FEN BEAST

FEN beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																						
							2	1+/3+/5																																							
Érainn	Uí Néill	Fen Beast	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	73																																						
							4	60mm																																							
FEN BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																						
<i>Hate (all Fomorai); Insensate; Tough; Fearsome</i>			6	33	50	47	88	26	38																																						
<i>Bulk Charger; Forester</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	FB 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	FB 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	FB 3
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																			
1	Raking Boughs <i>Fist</i>			1 2 3 4 5 6 7 8	12	62	1"			2	Natural	Grab; Mighty Strike																																			
2	Snapping Bite <i>Bite</i>			1	10	60	0"			1D10	0	Natural																																			
3	Trample <i>Trample</i>			1 2 3	5	55	0"			0	Natural	Sightless Strike																																			
SHOT WEAPON			Shoot Dice	Weapon+	M+W	M+SW	Min Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Throw Weapon Rules																																		
1	Rock <i>Stone</i>			1	15	65	33	3"	39"	50"	1D10	1	Borne	Throw Weapon; 2" Rock Crush Template; Shots (2)																																	
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																							
1	Thick Bark <i>Skin</i>			13	60					0	Natural																																				
UNIT OPTIONS			Unit Option Rules										Cost																																		
Aged Fen Beast			One Fen Beast becomes the mustered champion, who gains +1 Attack Dice (Raking Boughs)										18																																		

ERN-UNL-3730 - Beasts of Síleann Fen

PEAT BEAST

PEET beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																	
							2	1+/3+/5																																		
Érainn	Uí Néill	Peat Beast	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	59																																	
							3	50mm																																		
PEAT BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																	
<i>Insensate; Hardy; Loathsome; Fearsome; Resistant (Corruption)</i>			6	26	44	42	83	21	32																																	
<i>Amphibious; Bulk Charger; Devourer</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	Peat Beast 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	Peat Beast 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	Peat Beast 3
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																														
1	Club Arms <i>Fist</i>			1 2 3 4 5 6 7	8	52	1"			2	Natural																															
2	Sucking Chest <i>Bite</i>			1	-	-	0"			0	Natural	Grab; Devoured by the Bog																														
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																		
1	Sloughing Skin <i>Skin</i>			8	50					0	Natural	Ignores Weapons																														
UNIT OPTIONS			Unit Option Rules										Cost																													
Olden Peat Beast			One Peat Beast becomes the mustered champion, who gains +1 Attack Dice (Club Arms)										14																													
WARRIOR RULES																																										
Combine			Bog Horror: Once per battle two or more Peat Beasts in base contact on the battlefield may perform a <i>voluntary Combine action</i> , which is also a <i>vigorous action</i> , as long as they are not engaged with or beset by an enemy warrior, nor entangled or immobile. The two Peat Beasts immediately combine into one Bog Beast, called the combined Bog Beast , which must be placed so that the centre of its base is upon the point where the two Peat Beasts' bases touch. The two Peat Beast miniatures are then removed from the battlefield and the unit counts as a <i>Bound permanently unit</i> of Peat Beasts and Bog Beast, if there are any Peat Beasts left, with the combined Bog Beast being the Bind unit. If the player does not have a Bog Beast miniature, a Bog Beast cannot be placed and the <i>Combine action</i> immediately ends. The combined Bog Beast's profile is exactly the same as a normal Bog Beast except that its CONSTITUTION is the sum of the two Peat Beasts that were combined and is weary when placed.																																							

ERN-UNL-3270 - Beasts of Machairá Peat

FIR BHOLG

FEER bolg

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																					
							2	1+/3+/5																																						
Érainn	Connacht	Fir Bholg	Monstrous Infantry	Vassal	Wild	Common	Strength	Base Size	71																																					
							4	60mm																																						
FIR BHOLG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																					
<i>Insensate; Loathsome; Hardy; Resistant (Corruption); Fearsome; Bind+ (Mór Bholg, Fir Bholg Hurler, Fir Bholg Thrower); Bound (Tuanagh); Bulk Charger; Earther</i>			6	46	56	46	79	28	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	FB 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	FB 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	FB 3
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																		
1	Tua Bholg <i>Axe</i>			1 2 3 4 5	18	74	1"			1D10	2	Borne	Corruption Damage																																	
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																						
1	Clogad <i>Helmet</i>			5	51					0	Worn																																			
2	Bholg <i>Light Armour</i>			12	63					0	Worn	Earth Dice (2)																																		
UNIT OPTIONS			Unit Option Rules										Cost																																	
Fir Bholgmór			One Fir Bholg becomes the mustered champion, who gains +1 attack die (Tua Bholg)										20																																	
Fir Bholg Bratachagh			One Fir Bholg becomes the mustered banner bearer										14																																	
Fir Bholg Drumadóir			One Fir Bholg becomes the mustered herald										14																																	

ERN-CNT-3710 - Bholg of an Muirthead

FIR BHOLG HURLER

FEER bolg HER-ler

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																		
							2	1+/2+/3																																			
Érainn	Connacht	Fir Bholg	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	80																																		
							4	60mm																																			
FIR BHOLG HURLER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																		
<i>Insensate; Loathsome; Hardy; Resistant (Corruption); Fearsome; Bound (Tuanagh, Fir Bholg); Bulk Charger; Earther</i>			6	44	53	42	75	27	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	Fir Bholg Hurler 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	Fir Bholg Hurler 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	Fir Bholg Hurler 3	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																															
1	Tua Bholg <i>Axe</i>		1 2 3 4 5	18	71	1"			1 D10	2	Borne	Corruption Damage																															
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																														
1	Bholg Tabail <i>Sling</i>		1 2	6	59	0"	12"	60"	72"		1	Borne	Corruption Damage; Volley Shoot																														
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																															
1	Bholg <i>Light Armour</i>			6	48					0	Worn	Earth Dice (2)																															
UNIT OPTIONS			Unit Option Rules								Cost																																
Fir Bholgmór			One Fir Bholg Hurler becomes the mustered champion, who gains +1 Attack Dice (Tua Bholg)								22																																

ERN-CNT-3910 - Bholg of Acaill

FIR BHOLG THROWER

FEER bolg THROH-wer

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																		
							2	1+/2+/3																																			
Érainn	Connacht	Fir Bholg	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	76																																		
							4	60mm																																			
FIR BHOLG THROWER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																		
<i>Insensate; Loathsome; Hardy; Resistant (Corruption); Fearsome; Bound (Tuanagh, Fir Bholg); Shieldwall; Bulk Charger; Earther</i>			6	42	55	42	77	27	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	Fir Bholg Thrower 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	Fir Bholg Thrower 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	Fir Bholg Thrower 3	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																															
1	Gae Bholg <i>Spear</i>		1 2 3 4 5 6	18	73	2"				1	Borne	Piercing; Corruption Damage																															
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																														
1	Gae Bholg <i>Spear</i>		1 2	8	63	0"	12"	30"	48"		1	Borne	Shots (3)																														
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																															
1	Bholg <i>Light Armour</i>			6	48					0	Worn	Earth Dice (2)																															
2	Sciath <i>Shield</i>			8	56					1	Borne	Parry																															
UNIT OPTIONS			Unit Option Rules								Cost																																
Fir Bholgmór			One Fir Bholg Thrower becomes the mustered champion, who gains +1 Attack Die (Gae Bholg)								19																																

ERN-CNT-3920 - Bholg of Chliara

HORSE

(HORS - HORSE)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost							
							0	1								
Érainn	Uí Néill Connacht	Horse	Beast Mount Mount Only	Beast	Wild	Common	Strength	Base Size	13							
							3	50mm								
HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper							
<i>Insensate Bulk Charger</i>			9	22	34	17	39	14	29							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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					

ERN-UNL-0102 - Rudraige the Fat on Horse

WOLFHOUND

(WULF-hownd)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																										
							0	5+/5+/10																											
Érainn	Uí Néill Connacht	Wolfhound	Beast	Beast	Wild	Common	Strength	Base Size	10																										
							1	30mm																											
WOLFHOUND			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																										
<i>Insensate; Small; Flanker Bound (Aurchogud)</i>			8	40	22	8	42	6	20																										
1	2	3	4	5	6	7	8	Wolfhound 1	1	2	3	4	5	6	7	8	Wolfhound 4	1	2	3	4	5	6	7	8	Wolfhound 7	1	2	3	4	5	6	7	8	Wolfhound 10
1	2	3	4	5	6	7	8	Wolfhound 2	1	2	3	4	5	6	7	8	Wolfhound 5	1	2	3	4	5	6	7	8	Wolfhound 8									
1	2	3	4	5	6	7	8	Wolfhound 3	1	2	3	4	5	6	7	8	Wolfhound 6	1	2	3	4	5	6	7	8	Wolfhound 9									
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																								
1	Clamping Bite <i>Bite</i>		1 2	8	30	0"			0	Natural																									
2	Slashing Claws <i>Claws</i>		1 2	3	25	0"			0	Natural																									

ERN-UNL-7000 - ?

BOG BEAST

BOG beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																								
							2	1+/1+3																																																									
Érainn	Úí Néill	Bog Beast	Monstrous Beast	Vassal	Wild	Uncommon	Strength	Base Size	139																																																								
BOG BEAST							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																				
<i>Insatiate; Hardy; Loathsome; Terrifying; Resistant (Corruption)</i> <i>Amphibious; Bulk Charger; Devourer</i>							6	25	58	63	88	36	49																																																				
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	Bog Beast 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	Bog Beast 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	Bog Beast 3		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon Rules																																																					
1	Club Arms Fist	1 2 3 4 5 6 7 8 9 10	12	70	1"					2	Natural	Mighty Strike																																																					
2	Sucking Chest Bite	1 2	-	-	0"					0	Natural	Grab; Devoured by the Bog																																																					
Devoured by the Bog: The Bog Beast can <i>Grab</i> any warrior whose strength is less than his own with his Sucking Chest weapon, rather than half his strength. If the Bog Beast successfully <i>Devours</i> a warrior (the victim) with its Sucking Chest attack, the Bog Beast immediately adds 1D10 CONSTITUTION multiplied by the victim's strength to his profile per victim <i>Devoured</i> . This cannot increase the Bog Beast's CONSTITUTION beyond its base value.																																																																	
3	Trample Trample	1 2 3 4	6	64	0"					0	Natural	Sightless Strike																																																					
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																						
1	Sloughing Skin Skin		11	74					0	Natural	Ignores Weapons																																																						

ERN-UNL-8151 - Mórannach

EARTH BEAST

ERTH beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																													
							2	1																																																																																														
Érainn	Úí Néill	Earth Beast	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Rare	Strength	Base Size	574																																																																																													
EARTH BEAST							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																									
<i>Gigantic; Hardy; Insatiate; Fearless; Terrifying; Resistant (Corruption, Fire, Hellfire); Bulk Charger</i>							5	20	92	148	93	55	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	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	Compacted Fists Fist	1 2 3 4 5 6 7 8 9 10 11 12 13 14	18	110	1"				2D10	2	Natural	Mighty Strike; Grab																																																																																										
2	Trample Trample	1 2 3 4 5 6	9	101	0"					0	Natural	Sightless Strike																																																																																										
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																											
1	Soil Skin Skin		9	157					0	Natural	Ignores Weapons																																																																																											
WARRIOR RULES		Rules																																																																																																				
Consume Of the Earth: Once per hour an Earth Beast may perform a <i>voluntary Consume action</i> , which is also an <i>effortless action</i> , as long as he is not engaged with or beset by an enemy warrior, nor entangled or immobile. The Earth Beast <i>Consumes</i> earth, roots, river beds, branches, stone, dead warriors - whatever he can lay his hands upon - to invigorate himself. The Earth Beast immediately adds 3D10 CONSTITUTION to his profile per <i>Consume action</i> he performs. This cannot increase the Earth Beast's CONSTITUTION beyond its base value.																																																																																																						

ERN-UNL-8800 - Crémharunc

YEW BEAST

YOO beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																		
							2	1																																																																			
Érainn	Úí Néill	Tree Beast	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Rare	Strength	Base Size	273																																																																		
YEW BEAST							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																														
<i>Gigantic; Hate (all Fomoraic); Insatiate; Tough; Fearless; Terrifying; Bulk Charger; Forester</i>							6	34	68	73	92	41	61																																																														
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			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon Rules																																																															
1	Rending Boughs Claws	1 2 3 4 5 6 7 8 9 10 11 12	14	82	1"				1D10	2	Natural	Mighty Strike; Grab																																																															
2	Snapping Bite Bite	1 2	14	82	0"				1D10	0	Natural																																																																
3	Trample Trample	1 2 3 4 5	7	75	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	Boulder Stone	1 2 3	18	86	43	6"	42"	60"	1D10	1	Borne	Throw Weapon; 3" Rock Crush Template; Shots (2)																																																															
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																
1	Tough Bark Skin		24	97					0	Natural																																																																	

ERN-UNL-8450 - Dairdubh

OAK BEAST

OHK beast

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																							
							2	1																																																																																								
Érainn	Uí Néill	Tree Beast	Monstrous Beast <i>Solitary</i>	Vassal	Wild	Rare	Strength	Base Size	445																																																																																							
							12	120mm																																																																																								
OAK BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																							
<i>Gigantic; Hate (all Fomoraic); Insensate; Tough; Fearless; Terrifying; Bulk Charger; Forester</i>			6	30	88	97	98	56	73																																																																																							
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
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																				
1	Rending Boughs <i>Claws</i>		1 2 3 4 5 6 7 8 9 10 11 12 13 14	18	106	1"			1D10	2	Natural	Mighty Strike; Grab																																																																																				
2	Snapping Bite <i>Bite</i>		1 2	18	106	0"			1D10	0	Natural																																																																																					
3	Trample <i>Trample</i>		1 2 3 4 5 6	9	97	0"				0	Natural	Sightless Strike																																																																																				
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																																																																			
1	Rending Bough & High Cross <i>Claw; Club</i>		1 2 3 4 5 6 7 1 2 3 4 5 6 <i>Cross</i> <i>Bough</i>	22 18	110 106	2" 1"			2D10 1D10	1 1	Borne Natural	Mighty Strike; Grab; Replacement (Rending Boughs)	45																																																																																			
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																																			
1	Boulder <i>Stone</i>		1 2 3	22	110	55	6"	48"	60"	1D10	1	Borne	Throw Weapon; 4" Rock Crush Template; Shots (1)																																																																																			
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																				
1	Tough Bark <i>Skin</i>			27	124					0	Natural																																																																																					

ERN-UNL-8750 - Cúlaitar; ERN-UNL-8751 - Murderous Cúlaitar