

JUTES

KINDRED MUSTER

VI.18



Cant



Jutes



Wibt

last updated 2nd October 2018

MIERCE
MINIATURES



JUTE 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
GENERAL:														
UNIT 1:														
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UNIT 5:														
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COMMANDER:														
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HOST GOLD _____

LICHLEOTH

Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost		
1 Wind of Death Sight	1 2 3 4 5 6 7 8	35	38	0"	0"	25"	40"		No Lethal Range; Death Damage	3+	8		
2 Soul Stealer Focus	1 2 3 4	40	44	<p>Marked Souls: The Marked warriors within the Marked unit must be warriors with the Living trait.</p> <p>Immediate Effect: Wounds suffered by the Marked unit from this Soul Stealer invocation may be used to Invigorate (in exactly the same way as the Invigorate invocation) one friendly undead unit within this <i>Invoke action's</i> focus range. One point of CONSTITUTION is added to the friendly undead unit per wound suffered by the Marked unit.</p> <p>Rules: Ignores Armour; Soul Damage</p>								4+ +strength	10
3 Penetrating Gaze Sight	1 2 3 4	50	61	0"	0"	16"	24"	1D10	No Lethal Range; Ignores Armour; Soul Damage	11+	12		
4 Mark of Death Focus	1 2 3	35	39	<p>Distinct Mark: Marked warrior must be a Distinct Marked warrior.</p> <p>Continuous Effect: the Marked warrior, as well as suffering any damage caused by Mark of Death, instantly gains two death continuous effect tokens (in addition to any others gained).</p> <p>Rules: Ignores Armour; Death Damage</p>								4+ +strength	13
5 Invigorate Focus	1 2 3 4	<p>Marked Undead: Marked unit may only be a friendly undead unit.</p> <p>Immediate Effect: The Marked unit's CONSTITUTION increases by 2D10 per invoked die (called the invigorate amount), distributed amongst any or all of each Different Mark's wounded warrior (that is within total focus range) as the player wishes. These wounded warriors are called Invigorated wounded warriors. The CONSTITUTION of an Invigorated wounded warrior cannot be increased beyond its base value, but the invigorate amount can Resurrect any dead warrior from the Marked unit (including mustered unit command warriors) by <i>Fetch Moving</i> their dead warrior tokens. For every point of CONSTITUTION added after an Invigorated wounded warrior is healed to its full CONSTITUTION, place a dead Marked warrior of the same class within 2" of the Marked unit (now called the Resurrected warrior) - and remove its dead warrior token from the battlefield - but within this <i>Invoke action's</i> total focus range. If the Resurrected warrior cannot be physically placed, he cannot be <i>Resurrected</i> and the <i>Invoke action</i> ends immediately (even if there are more Resurrected warriors to place). This Resurrected warrior is no longer dead (in game terms). Continue adding CONSTITUTION to the Marked unit until the invigorate amount is completely used, until the Marked unit cannot <i>Resurrect</i> any more dead warriors, or until the Invoker's CONSTITUTION is reduced to 1 by the strength of the Resurrected warriors. In other words, Invigorate cannot increase the amount of warriors in the Marked unit beyond those that began the battle with and it cannot kill the Invoker.</p> <p>+strength: The +strength amount for this invocation is calculated by adding the strength of the Invigorated wounded warriors and the strength of the Resurrected warriors together.</p>								2+ +strength	15		
6 Through the Veil Focus	1	<p>Immediate Effect: Marked unit immediately becomes active and performs a <i>Sorcerous Move</i> - which is a <i>Fetch Move</i> - to a point on the battlefield within 3D10" of the Marked unit's leader (determined by the Invoker) even if it is weary, at which point the Marked unit <i>Lands</i>. If the Marked unit is lively and <i>Lands</i> so that it <i>Engages</i> an enemy unit, it immediately performs a <i>compulsory Ambush action</i> (and can <i>Charge</i> even though the Marked unit has already <i>Engaged</i>), ignoring any Position, Emerged or Flanked requirements. Moving through the veil leeches 1D10 soul damage if it is undead (3D10 soul damage if it is not) from the Marked unit, distributed randomly amongst the Marked unit's warriors. The Marked unit does not count as having activated that hour if it has not activated already, unless it performs an <i>Ambush action</i>.</p> <p>Rules: Once per Mark; Entire Mark; Soul Damage</p>								12+ +strength	18		
7 Dark Light Focus	1 2	<p>Marked Undead: Marked unit may only be a friendly undead unit that has not already been affected by Dark Light in the current hour.</p> <p>Immediate Effect: The Marked unit becomes alert if it is weary or lively if it is alert, and so may activate twice in the current hour.</p> <p>Rules: Once per Mark; Entire Mark</p>								9+ +strength	22		
8 Swarm Focus	1 2 3 4 5 6 7 8 9 10	20	24	<p>Immediate Effect: The Marked unit is overwhelmed by a swarm of beetles, spiders, maggots and other under-earth creatures and must perform a <i>Panic reaction</i>. After the Swarm <i>Invoke action</i> is resolved, the Marked unit becomes confused.</p> <p>Rules: Majority Mark; Ignores Armour</p>								4+	24
9 Vivify Focus	1 2 3	<p>Marked Undead: Marked unit may only be a friendly undead unit.</p> <p>Immediate Effect: The Marked unit's CONSTITUTION increases by 4D10 per invoked die (called the vivify amount), distributed amongst any or all of each Different Mark's wounded warrior (that is within total focus range) as the player wishes. These wounded warriors are called Vivified wounded warriors. The CONSTITUTION of a Vivified wounded warrior cannot be increased beyond its base value, but the vivify amount can Resurrect any dead warrior from the Marked unit (including mustered unit command warriors) by <i>Fetch Moving</i> their dead warrior tokens. For every point of CONSTITUTION added after a Vivified wounded warrior is vivified to its full CONSTITUTION, place a dead Marked warrior of the same class within 2" of the Marked unit (now called the Resurrected warrior) - and remove its dead warrior token from the battlefield - but within this <i>Invoke action's</i> total focus range. If the Resurrected warrior cannot be physically placed, he cannot be <i>Resurrected</i> and the <i>Invoke action</i> ends immediately (even if there are more Resurrected warriors to place). This Resurrected warrior is no longer dead (in game terms). Continue adding CONSTITUTION to the Marked unit until the vivify amount is completely used, until the Marked unit cannot <i>Resurrect</i> any more dead warriors, or until the Invoker's CONSTITUTION is reduced to 1 by the strength of the Resurrected warriors. In other words, Vivify cannot increase the amount of warriors in the Marked unit beyond those that it began the battle with and it cannot kill the Invoker.</p> <p>+strength: The +strength amount for this invocation is calculated by adding the strength of the Vivified wounded warriors and the strength of the Resurrected warriors together.</p>								8+ +strength	28		
10 Veil Dwellers Focus	1 2 3	30	46	<p>Marked Point: Marked point cannot be within other Veil Dwellers effect terrain or any other type of effect terrain.</p> <p>4" Dwellers Below Template: place the centre of the 4" Veil Dwellers Template upon the Marked point, which remains there permanently.</p> <p>Immediate Effect: Any warrior within the Veil Dwellers 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> whilst within the Veil Dwellers Template immediately suffers D10 soul damage, called veil dwellers damage, applied before he <i>Moves</i>.</p> <p>Rules: Ignores Armour; Soul Damage</p>								16+	30

FORTHAIN

FOR-thayn

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1						
Jute	Cant	Man	Warlord	Noble	Elite	Uncommon	Strength	Base Size	79					
FORTHAIN							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper	
<i>Shieldwall; Compel (Jutgär); Kinsman (Wiht)</i>							5	73	43	37	94	88	16	
<div style="display: flex; justify-content: space-between; font-size: 8px;"> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 </div>														
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Gärseax <i>Glaive</i>	1 2 3 4 5 6 7	9	52	1.5"					1	Borne	Borne		
		1 2 3 4 5 6	18	61	1.5"				1D10	2	Borne	Foot only		
SHOT WEAPON OPTIONS		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
1	Boga <i>Bow</i>	1 2	9	52	0"	9"	36"	60"		2	Borne	Additional	7	
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Byrne and Greaves <i>Corselet; Greaves</i>			16	53						0	Worn		
2	Scyld <i>Shield</i>			11	64						1	Borne	Parry	
ARMOUR OPTIONS				Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
3	Helm <i>Helmet</i>			7	71						0	Worn	Additional	3
WARRIOR RULES		Rules												
Ancient Blood		<p>Lord of Wiht: If a Forthain is mustered as the host's general or as a commander, one Wiht Thain included in his host may become the Forthain's Ancestor. This occurs during the mustering process. While the Forthain lives, the Forthain's Ancestor has an AUTHORITY of 1 less than the Forthain's AUTHORITY, and one Hraegär, Wihtseord or Wihtgär unit included in the Forthain's Ancestor's command becomes Drilled (Hraegär, Wihtgär) or Veteran (Wihtseord), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY. While the Forthain's Ancestor is present on the battlefield, the Forthain becomes Fearless.</p>												
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
4	Horswærd <i>Barding</i>			6	70						0	Worn	Additional	2

JUT-CNT-0201 - Eormanræd; JUT-CNT-1210 - Mildryth

LĪCWĀCA

LEECH-war-ca

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1						
Jute	Cant Wiht	Lic	Warlord	Noble	Fanatical	Rare	Strength	Base Size	173					
LĪCWĀCA							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper	
<i>Insensate; Fearless; Earth; Sorcerer (5); Compel (Licangan, Wihtgär, Wihtseord, Wihtax)</i>							5	43	33	48	88	51	91	
<div style="display: flex; justify-content: space-between; font-size: 8px;"> 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 Earth Dice: 3 Recovery Dice: 3 </div>														
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Licstæff <i>Staff</i>	1 2 3 4	6	39	1"					1	Borne	Soul Damage; Darkstaff Artefact		
1	Deadseax <i>Sword</i>	1 2 3	10	43	1"					1	Borne	Parry; Death Damage		
SHOT WEAPON		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	
2	Grave Lantern <i>Light</i>	1 2	0	50	0"	0"	30"	60"		1	Borne	Combat Shot Weapon; Soul Damage; No Lethal Range; Ignores Armour; Grave Lantern Artefact		
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Limited Armour <i>Light Armour</i>			6	54						0	Worn		
ARTEFACTS		Artefact Rules												
1	Licstæff <i>Staff to wake the dead</i>	<p>The Waking Dead: while the Licwāca bears the Licstæff, he may draw power into it from the undead and transfer it to himself. At the beginning of any of his activations, the Licwāca may remove any or all of the CONSTITUTION from any friendly Undead unit within focus range into himself. This can kill friendly warriors. The Licwāca's CONSTITUTION is increased by the amount removed from the friendly undead unit, but this cannot increase the Licwāca's CONSTITUTION beyond its base value.</p>												
2	Grave Lantern <i>Lantern suffused with darkness</i>	<p>Light of the Tombs: while the Licwāca bears the Grave Lantern, the current SKILL and MIGHT of any friendly Undead Jute warrior within the Licwāca's command range is increased by +10. This increase is <u>not</u> cumulative with other Artefacts of the type "Lantern", and does not increase the M+W of any weapon of the type "Lantern". Additionally, any friendly warriors of the Kin Wiht, Dræguth, Gäst or Dwimor within the Licwāca's command range are also difficultly seen.</p> <p>Dark Light: while the Licwāca bears the Grave Lantern, he is Unseen (6").</p>												
MOUNT OPTIONS		Mount Option Rules												
Wiht Horse		<i>May ride a Wiht Horse; Rider gains the Flanker ability</i>												
Manasceancan		<i>May ride a Manasceancan</i>												
											Mount+	C+A	Cost	
												21	75	327

JUT-CNT-0260 - Grima of Dwimorholt

GĀST CYNING

GARST KI-ning

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
Jute	Wiht	Gāst	Warlord	Undead	Fanatical	Rare	Strength	Base Size	156				
							4	60mm					
GĀST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Hate (Man); Terrifying; Unliving Glider; Compel (Gāst, Drēaguth)</i>			8	56	63	56	95	77	31				
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													
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadgār <small>Spear</small>	1 2 3 4 5 6		9	72	1.5"				1	Borne	Death Damage; Switch (Deadsword)	
1	Deadsword <small>Sword</small>	1 2 3 4 5 6		9	72	1"				1	Borne	Parry; Death Damage; Switch (Deadgār)	
2	Deadhand <small>Fist</small>	1 2		8	71	0.5"			1D10	1	Natural	Death Strike; Soul Damage; Switch (Deadgār, Tomb Lantern)	
SHOT WEAPON		Shoot Dice		Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Ghastly Gaze <small>Gaze</small>	1 2 3		4D10	1D10	0"	0"	12"	16"		0	Natural	Gaze Weapon; Soul Damage
2	Tomb Lantern <small>Light</small>	1 2 3		0	50	0"	0"	30"	60"		1	Borne	No Lethal Range; Combat Shot Weapon; Soul Damage; Ignores Armour; Switch (Deadhand)
ARMOUR				Armour+	C+A					Wound-	Hands	Class	Armour Rules
1	Blighted Armour <small>Heavy Armour</small>			18	74						0	Worn	
1	Scyld <small>Shield</small>			9	83						0	Worn	Parry
ARTEFACTS				Artefact Rules									
1	Crown of Jylland <small>Crown from the old lands</small>	<p>Of Ancient Honour: while the Gāst Cyning wears the Crown of Jylland, the current SKILL and MIGHT of any friendly undead Jute warriors within the Gāst Cyning's command range is increased by +10. This increase is not cumulative with other Artefacts of the type "Crown", and does not increase the M+W of any weapon of the type "Lantern". Additionally, any friendly warriors of the Kin Wiht, Drēaguth, Gāst or Dwimor within the Gāst Cyning's command range (including himself) are also difficultly seen.</p>											

THAIN

THAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1					
Jute	Cant	Man	Warchief	Noble	Veteran	Common	Strength 1	Base Size 30mm	49				
THAIN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Shieldwall; Compel (Jutgär); Kinsman (Wiht)</i>			5	65	36	33	90	79	15				
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33													
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Gärseax Glaive	1 2 3 4 5	8	44	1.5"				1	Borne			
		1 2 3 4	16	52	1.5"			1D10	2	Borne	Foot only		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Boga Bow	1 2	9	45	0"	9"	36"	60"		2	Borne	Additional	5
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules		
1	Byrne and Greaves Corselet; Greaves		15	48					0	Worn			
2	Scyld Shield		10	58					1	Borne	Parry		
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost	
3	Helm Helmet		6	64					0	Worn	Additional	2	
WARRIOR RULES		Rules											
Ancient Blood		Lord of Wiht: If a Thain is mustered as the host's general or as a commander, one Wiht Thain included in his host may become the Forthain's Ancestor . This occurs during the mustering process. While the Thain lives, the Thain's Ancestor has an AUTHORITY of 1 less than the Thain's AUTHORITY , and one Hraegär, Wihtsweord or Wihtgär unit included in the Thain's Ancestor's command becomes Drilled (Hraegär, Wihtgär) or Veteran (Wihtsweord), gaining +10 SKILL , +5 FORTITUDE and +5 AUTHORITY . While the Thain's Ancestor is present on the battlefield, the Thain becomes Fearless.											
WARRIOR OPTIONS		Warrior Option Rules											
Fain Bearer		May bear the Host's Banner if the general is a different warrior											
Horn Bearer		May become the Host's Herald if the general is a different warrior											
MOUNT OPTIONS		Mount Option Rules											
Horse		May ride a Horse; Rider gains the Flanker ability											
MOUNT ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost	
4	Horswærd Barding		6	64					0	Worn	Additional	2	

JUT-CNT-0201 - Eormanræd; JUT-CNT-1210 - Mildryth; JUT-CNT-1230 - Garric; JUT-CNT-1231 - Warrior Garric; JUT-CNT-1233 - Archer Garric

GHÛL THAIN

WYT THAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Jute	Cant	Ghül	Warchief	Noble	Trained	Common	Strength 1	Base Size 30mm	43			
GHÛL THAIN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Man); Fearsome; Strength in Numbers Compel (Ghül); Influence (Gryreghül)</i>			6	48	36	35	72	57	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 32 33 34 35												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Slashing Claws Claws	1 2 3 4 5	10	46	0.5"				1	Natural	Corruption Damage	
		1 2 3 4 5 6 7	10	46	0.5"				2	Natural	Corruption Damage	
2	Nasty Bite Bite	1	9	45	0"				0	Natural	Corruption Damage	
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
3	Gär Spear	1 2 3 4 5	8	44	1.5"				1	Borne	Additional	9
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Rusted Byrne Corselet		10	45					0	Worn		
2	Rusted Helm Helmet		6	51					1	Worn		
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost
3	Scyld Shield		10	61					1	Borne	Additional; Parry	3

JUT-CNT-1300 - Cweld; JUT-CNT-1302 - Acwel

WIHT THAIN

WYHT THAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																											
							2	1																												
Jute	Wiht	Wiht	Warchief	Noble Undead	Veteran	Common	Strength 1	Base Size 30mm	39																											
WIHT THAIN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																											
<i>Fearsome; Unliving Shieldwall; Compel (Wihthgār); Influence (Wihthseord)</i>			5	47	39	27	95	51	12																											
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td> </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
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										
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																									
1	Deadgār <i>Spear</i>	1 2 3 4 5	8	47	1.5"				1	Borne	Death Damage																									
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																								
1	Deadseord <i>Sword</i>	1 2 3 4 5	8	47	0.5"				1	Borne	Replacement (Deadgār); Parry; Death Damage	-1																								
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																									
1	Rusted Byrne <i>Corselet</i>		10	37					0	Worn																										
2	Scyld <i>Shield</i>		10	47					1	Borne	Parry																									
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost																								
3	Rusted Helm <i>Helmet</i>		6	53					0	Worn	Additional	2																								
WARRIOR OPTIONS		Warrior Option Rules										Cost																								
Fain Bearer		<i>May bear the Host's Banner if the General is a Forthain or different Wiht Thain</i>										10																								
Horn Bearer		<i>May become the Host's Herald if the General is a Forthain or different Wiht Thain</i>										10																								
MOUNT OPTIONS		Mount Option Rules										Cost																								
Wiht Horse		<i>May ride a Wiht Horse; Rider gains the Compel (Wihthgār Horse) and Flanker abilities</i>										17																								

JUT-WHT-1200 - Wihtwald

WIGLĀCA

WIG-lar-cā

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																					
							2	1																																						
Jute	Cant Wiht	Man	Warchief	Noble	Veteran	Uncommon	Strength 1	Base Size 30mm	118																																					
WIGLĀCA			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																					
<i>Fearless; Earther; Sorcerer (3); Compel (Wihthgār); Influence (Wihthseord, Wihthax)</i>			5	32	30	37	78	39	82																																					
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td> </tr> </table>										1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
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	Darkstaff <i>Staff</i>	1 2	6	36	1"				1	Borne	Soul Damage; Darkstaff Artefact																																			
2	Barrow Lantern <i>Club</i>	1	2	32	0.5"				1	Borne	Barrow Lantern Artefact																																			
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																		
2	Barrow Lantern <i>Light</i>	1 2	0	50	0"	0"	30"	60"		1	Borne	Combat Shot Weapon; Death Damage; Ignores Armour; No Lethal Range																																		
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																			
1	Limited Armour <i>Light Armour</i>		6	43					0	Worn																																				
ARTEFACTS		Artefact Rules																																												
1	Darkstaff <i>Staff to invigorate the dead</i>	The Invigorating Dead: while the Wiglāca bears the Darkstaff, he may draw power into it from the undead and transfer it to himself. At the beginning of any of his activations, the Wiglāca may remove any or all of the CONSTITUTION from any friendly Undead unit within focus range into himself. This can kill friendly warriors. The Wiglāca's CONSTITUTION is increased by the amount removed from the friendly undead unit, but this cannot increase the Wiglāca's CONSTITUTION beyond its base value.																																												
2	Barrow Lantern <i>Lantern suffused with darkness</i>	Light of the Barrows: while the Wiglāca bears the Barrow Lantern, the current SKILL and MIGHT of any friendly Undead Jute warrior within the Wiglāca's command range is increased by +10. This increase is not cumulative with other other Artefact of the type "Lantern", and does not increase the M+W of any weapon of the type "Lantern". Dark Light: while the Wiglāca bears the Barrow Lantern, he is Difficulty Seen .																																												
MOUNT OPTIONS		Mount Option Rules										Cost																																		
Horse		<i>May ride a Horse; Rider gains the Flanker ability</i>										14																																		
Wiht Horse		<i>May ride a Wiht Horse; Rider gains the Flanker ability</i>										14																																		

JUT-CNT-1260 - /Etulla

DRĒAGUTH THAIN

DREE-a-guth THAYN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Jute	Wiht	Drēaguth	Warchief	Noble Undead	Fanatical	Uncommon	Strength	Base Size	88			
DRĒAGUTH THAIN												
<i>Hate (Man); Terrifying; Unliving</i>												
<i>Compel (Drēaguth); Glider; Shrieker; Sorcerer (1)</i>												
			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
			8	45	43	42	90	62	24			
Recovery Dice: 1												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadsword <i>Sword</i>	1 2 3 4 5 6 7	10	53	1"				1	Borne	Parry; Death Damage	
2	Deadhand <i>Fist</i>	1 2	8	51	0.5"			1 D10	1	Natural	Death Strike; Soul Damage; Switch (Tomb Lantern)	
SHOT WEAPON		Shoot Dice	Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Withering Gaze <i>Gaze</i>	1	3D10	1D10	0"	0"	12"	16"		0	Natural	Gaze Weapon; Soul Damage; No Lethal Range
2	Tomb Lantern <i>Light</i>	1 2	0	40	0"	0"	30"	60"		1	Borne	No Lethal Range; Combat Shot Weapon; Soul Damage; Ignores Armour; Switch (Deadhand)
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules					
1	Byrne <i>Corselet</i>	8	50		0	Worn						
2	Ancient Armour <i>Light Armour</i>	10	60		0	Worn						

JUT-WHT-1500 - Heldred

DRĒAGUTH DEATHBRINGER

DREE-a-guth DETH-bring-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Jute	Wiht	Drēaguth	Warchief	Noble Undead	Fanatical	Rare	Strength	Base Size	119			
DRĒAGUTH DEATHBRINGER												
<i>Hate (Man); Terrifying; Unliving</i>												
<i>Glider; Shrieker; Sorcerer (3)</i>												
			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
			8	41	46	38	90	33	76			
Recovery Dice: 1												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadlantern <i>Club</i>	1 2 3 4	14	60	1"			1 D10	2	Borne	Death Damage; Deadlantern Artefact	
SHOT WEAPON		Shoot Dice	Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Deadlantern <i>Light</i>	1 2 3	0	40	0"	0"	30"	60"		2	Borne	No Lethal Range; Combat Shot Weapon; Soul Damage; Ignores Armour
2	Withering Gaze <i>Gaze</i>	1	3D10	1D10	0"	0"	12"	16"		0	Natural	Gaze Weapon; Soul Damage; No Lethal Range
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules					
1	Ancient Armour <i>Light Armour</i>	7	45		0	Worn						
ARTEFACTS												
1	Deadlantern <i>Lantern surrounded by darkness</i>	Light of the Darkness: while the Drēaguth Deathbringer bears the Deadlantern, the current SKILL and MIGHT of any Undead unit within the Drēaguth Deathbringer's command range is increased by +10. This increase is not cumulative with other Artefacts of the type "Lantern", and does not increase the M+W of any weapon of the type "Lantern". Dark Light: while the Drēaguth Deathbringer bears the Deadlantern, he is Difficultly Seen .										

JUT-WHT-1560 - Auga

GRYREGHŪL

GRY-er-GOOL

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost							
							2	3+/5+/10								
Jute	Cant	Gryreghŭl	Infantry	Vassal	Feral	Uncommon	Strength	Base Size	22							
GRYREGHŪL							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Man); Hardy; Fearsome; Loathsome; Bind (Aglæghŭl); Bound (Ghŭl)</i>							7	38	39	27	60	23	17			
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	Gryreghŭl 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	Gryreghŭl 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	Gryreghŭl 9		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	Gryreghŭl 9						
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	Gryreghŭl 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	Gryreghŭl 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	Gryreghŭl 10		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	Gryreghŭl 10						
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	Gryreghŭl 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	Gryreghŭl 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	Gryreghŭl 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	Gryreghŭl 8												
COMBAT WEAPON							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Flaying Claws <small>Claws</small>		1 2 3 4 5 6 7	12	51	0.5"				2	Natural	Corruption Damage; Quick Strike				
2	Nasty Bite <small>Bite</small>		1	8	47	0"				1 D10	0	Natural	Corruption Damage			
ARMOUR							Armour+	C+A		Wound-	Hands	Class	Armour Rules			
1	Chitinous Skin <small>Skin</small>			14	41					0	Natural					
UNIT OPTIONS							Unit Option Rules							Cost		
Licgryreghŭl							One Gryreghŭl becomes the mustered champion, who gains +1 attack die (Flaying Claws)							5		

JUT-CNT-2920 - The Wicked of Mälæsc

GHŪL

GOOL

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost								
							2	5+/10+/20									
Jute	Cant	Ghŭl	Infantry	Vassal	Wild	Common	Strength	Base Size	14								
GHŪL							Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Hate (Man); Fearsome; Bind (Gryreghŭl); Strength in Numbers</i>							6	34	28	14	66	11	10				
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 1		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 6		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 11		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 16							
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 2		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 7		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 12		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 17							
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 3		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 8		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 13		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 18							
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 4		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 9		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 14		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 19							
1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 5		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 10		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 15		1 2 3 4 5 6 7 8 9 10 11 12 13 14	Ghŭl 20							
COMBAT WEAPON							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Slashing Claws <small>Claws</small>		1 2 3	10	38	0.5"				1	Natural	Corruption Damage					
			1 2 3 4 5	10	38	0.5"				2	Natural	Corruption Damage; Quick Strike					
2	Nasty Bite <small>Bite</small>		1	6	34	0"				0	Natural	Corruption Damage					
COMBAT WEAPON OPTIONS							Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
3	Gär Spear		1 2 3	8	36	1.5"				1	Borne	Additional; Switch (2 Hands Slashing Claws)				3	
ARMOUR							Armour+	C+A		Wound-	Hands	Class	Armour Rules				
1	Rusted Byrne <small>Corselet</small>			8	22					0	Worn						
ARMOUR OPTIONS							Armour+	C+A		Wound-	Hands	Class	Armour Rules				Cost
2	Scyld Shield			9	31					0	Worn	Additional; Parry				2	
UNIT OPTIONS							Unit Option Rules							Cost			
Licghŭl							One Ghŭl becomes the mustered champion, who gains +1 attack die (Slashing Claws or Gär; decide when mustering)							4			

JUT-CNT-2650 - Degenerates of Äholt; JUT-CNT-2670 - Depraved of Hyrne

JUTGÄR

JUT-gaar

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	5+/10+/20			
Jute	Cant	Man	Infantry	Vassal	Drilled	Common	Strength	Base Size	11		
							1	30mm			
JUTGÄR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Shieldwall</i>			5	41	27	11	84	15	10		
1 2 3 4 5 6 7 8 9 10 11		Jutgär 1	1 2 3 4 5 6 7 8 9 10 11		Jutgär 6	1 2 3 4 5 6 7 8 9 10 11		Jutgär 11	1 2 3 4 5 6 7 8 9 10 11	Jutgär 16	
1 2 3 4 5 6 7 8 9 10 11		Jutgär 2	1 2 3 4 5 6 7 8 9 10 11		Jutgär 7	1 2 3 4 5 6 7 8 9 10 11		Jutgär 12	1 2 3 4 5 6 7 8 9 10 11	Jutgär 17	
1 2 3 4 5 6 7 8 9 10 11		Jutgär 3	1 2 3 4 5 6 7 8 9 10 11		Jutgär 8	1 2 3 4 5 6 7 8 9 10 11		Jutgär 13	1 2 3 4 5 6 7 8 9 10 11	Jutgär 18	
1 2 3 4 5 6 7 8 9 10 11		Jutgär 4	1 2 3 4 5 6 7 8 9 10 11		Jutgär 9	1 2 3 4 5 6 7 8 9 10 11		Jutgär 14	1 2 3 4 5 6 7 8 9 10 11	Jutgär 19	
1 2 3 4 5 6 7 8 9 10 11		Jutgär 5	1 2 3 4 5 6 7 8 9 10 11		Jutgär 10	1 2 3 4 5 6 7 8 9 10 11		Jutgär 15	1 2 3 4 5 6 7 8 9 10 11	Jutgär 20	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1		Gär Spear	1 2 3	7	34	1.5"			1	Borne	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1		Byrne Corselet	10	21					0	Worn	
2		Scyld Shield	10	31					1	Borne	Parry
UNIT OPTIONS		Unit Option Rules									Cost
Ord Jutgär		One Jutgär becomes the mustered champion, who gains +1 attack dice (gär)									3
Fain Bearer		One Jutgär becomes the mustered banner bearer									2
Horn Blower		One Jutgär becomes the mustered herald									2
Veteran Jutgär		The Jutgär Unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY, but becomes Mainstay									3

JUT-CNT-2200 - Warriors of Cantwareborg

JUTBOGA

JUT-bow-ya

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Jute	Cant	Man	Infantry Support	Vassal	Trained	Common	Strength	Base Size	10			
							1	30mm				
JUTBOGA			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
			5	37	28	11	78	12	10			
1 2 3 4 5 6 7 8 9 10 11		Jutboga 1	1 2 3 4 5 6 7 8 9 10 11		Jutboga 6	1 2 3 4 5 6 7 8 9 10 11		Jutboga 11	1 2 3 4 5 6 7 8 9 10 11	Jutboga 16		
1 2 3 4 5 6 7 8 9 10 11		Jutboga 2	1 2 3 4 5 6 7 8 9 10 11		Jutboga 7	1 2 3 4 5 6 7 8 9 10 11		Jutboga 12	1 2 3 4 5 6 7 8 9 10 11	Jutboga 17		
1 2 3 4 5 6 7 8 9 10 11		Jutboga 3	1 2 3 4 5 6 7 8 9 10 11		Jutboga 8	1 2 3 4 5 6 7 8 9 10 11		Jutboga 13	1 2 3 4 5 6 7 8 9 10 11	Jutboga 18		
1 2 3 4 5 6 7 8 9 10 11		Jutboga 4	1 2 3 4 5 6 7 8 9 10 11		Jutboga 9	1 2 3 4 5 6 7 8 9 10 11		Jutboga 14	1 2 3 4 5 6 7 8 9 10 11	Jutboga 19		
1 2 3 4 5 6 7 8 9 10 11		Jutboga 5	1 2 3 4 5 6 7 8 9 10 11		Jutboga 10	1 2 3 4 5 6 7 8 9 10 11		Jutboga 15	1 2 3 4 5 6 7 8 9 10 11	Jutboga 20		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1		Dagger Dagger	1 2 3	5	33	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		Boga Bow	1	9	37	0"	9"	36"	48"	2	Borne	Volley Shoot
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules
1		Byrne Corselet	9	20						0	Worn	
UNIT OPTIONS		Unit Option Rules									Cost	
Ord Jutboga		One Jutboga becomes the mustered champion, who gains +1 shoot die (boga)									3	
Drilled Jutboga		The Jutboga Unit becomes Drilled rather than Trained (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY									3	

JUT-CNT-2400 - Bowmen of Cantwareborg

WIHTGÄR

WYT-gaar

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	5+/10+/20			
Jute	Wiht	Wiht	Infantry	Undead	Trained	Common	Strength	Base Size	16		
							1	30mm			
WIHTGÄR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Fearsome; Unliving Shieldwall</i>			5	31	34	9	90	5	9		
1 2 3 4 5 6 7 8 9		Wihtgär 1	1 2 3 4 5 6 7 8 9		Wihtgär 6	1 2 3 4 5 6 7 8 9		Wihtgär 11	1 2 3 4 5 6 7 8 9	Wihtgär 16	
1 2 3 4 5 6 7 8 9		Wihtgär 2	1 2 3 4 5 6 7 8 9		Wihtgär 7	1 2 3 4 5 6 7 8 9		Wihtgär 12	1 2 3 4 5 6 7 8 9	Wihtgär 17	
1 2 3 4 5 6 7 8 9		Wihtgär 3	1 2 3 4 5 6 7 8 9		Wihtgär 8	1 2 3 4 5 6 7 8 9		Wihtgär 13	1 2 3 4 5 6 7 8 9	Wihtgär 18	
1 2 3 4 5 6 7 8 9		Wihtgär 4	1 2 3 4 5 6 7 8 9		Wihtgär 9	1 2 3 4 5 6 7 8 9		Wihtgär 14	1 2 3 4 5 6 7 8 9	Wihtgär 19	
1 2 3 4 5 6 7 8 9		Wihtgär 5	1 2 3 4 5 6 7 8 9		Wihtgär 10	1 2 3 4 5 6 7 8 9		Wihtgär 15	1 2 3 4 5 6 7 8 9	Wihtgär 20	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1		Deadgär Spear	1 2 3	7	41	1.5"			1	Borne	Death Damage
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1		Rusted Byrne Corselet	8	17					0	Worn	
2		Scyld Shield	8	25					1	Borne	Parry
UNIT OPTIONS		Unit Option Rules									Cost
Ord Wihtgär		One Wihtgär becomes the mustered champion, who gains +1 attack die (Deadgär)									4
Fain Bearer		One Wihtgär becomes the mustered banner bearer									3
Horn Blower		One Wihtgär becomes the mustered herald									3

JUT-WHT-2200 - The Dead of Black Barrow

WIHTSWEORD

WYT-sord

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																															
							2	5+/10+/20																																
Jute	Wiht	Wiht	Infantry	Undead	Drilled	Common	Strength	Base Size	18																															
							1	30mm																																
WIHTSWEORD			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																															
<i>Fearsome; Unliving Shieldwall</i>			5	41	32	10	90	9	10																															
1 2 3 4 5 6 7 8 9 10	Wihtsweord 1	1 2 3 4 5 6 7 8 9 10	Wihtsweord 2	1 2 3 4 5 6 7 8 9 10	Wihtsweord 3	1 2 3 4 5 6 7 8 9 10	Wihtsweord 4	1 2 3 4 5 6 7 8 9 10	Wihtsweord 5	1 2 3 4 5 6 7 8 9 10	Wihtsweord 6	1 2 3 4 5 6 7 8 9 10	Wihtsweord 7	1 2 3 4 5 6 7 8 9 10	Wihtsweord 8	1 2 3 4 5 6 7 8 9 10	Wihtsweord 9	1 2 3 4 5 6 7 8 9 10	Wihtsweord 10	1 2 3 4 5 6 7 8 9 10	Wihtsweord 11	1 2 3 4 5 6 7 8 9 10	Wihtsweord 12	1 2 3 4 5 6 7 8 9 10	Wihtsweord 13	1 2 3 4 5 6 7 8 9 10	Wihtsweord 14	1 2 3 4 5 6 7 8 9 10	Wihtsweord 15	1 2 3 4 5 6 7 8 9 10	Wihtsweord 16	1 2 3 4 5 6 7 8 9 10	Wihtsweord 17	1 2 3 4 5 6 7 8 9 10	Wihtsweord 18	1 2 3 4 5 6 7 8 9 10	Wihtsweord 19	1 2 3 4 5 6 7 8 9 10	Wihtsweord 20	1 2 3 4 5 6 7 8 9 10
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																													
1	Deadsweord <i>Sword</i>	1 2 3	8	40	0.5"				1	Borne	Parry; Death Damage																													
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																													
1	Rusted Byrne <i>Corselet</i>		8	18					0	Worn																														
2	Scyld <i>Shield</i>		8	26					1	Borne	Parry																													
UNIT OPTIONS		Unit Option Rules									Cost																													
Ord Wihtsweord		One Wihtsweord becomes the mustered champion, who gains +1 attack die (Deadsweord)									5																													
Fain Bearer		One Wihtsweord becomes the mustered banner bearer									4																													
Horn Blower		One Wihtsweord becomes the mustered herald									4																													

JUT-WHT-2100 - The Lost of Black Barrow

WIHTBOGA

WYT-bow-ye

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																															
							2	5+/10+/20																																
Jute	Wiht	Wiht	Infantry Support	Undead	Trained	Uncommon	Strength	Base Size	19																															
							1	30mm																																
WIHTBOGA			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																															
<i>Fearsome; Unliving</i>			5	30	34	8	85	5	9																															
1 2 3 4 5 6 7 8	Wihtboga 1	1 2 3 4 5 6 7 8	Wihtboga 2	1 2 3 4 5 6 7 8	Wihtboga 3	1 2 3 4 5 6 7 8	Wihtboga 4	1 2 3 4 5 6 7 8	Wihtboga 5	1 2 3 4 5 6 7 8	Wihtboga 6	1 2 3 4 5 6 7 8	Wihtboga 7	1 2 3 4 5 6 7 8	Wihtboga 8	1 2 3 4 5 6 7 8	Wihtboga 9	1 2 3 4 5 6 7 8	Wihtboga 10	1 2 3 4 5 6 7 8	Wihtboga 11	1 2 3 4 5 6 7 8	Wihtboga 12	1 2 3 4 5 6 7 8	Wihtboga 13	1 2 3 4 5 6 7 8	Wihtboga 14	1 2 3 4 5 6 7 8	Wihtboga 15	1 2 3 4 5 6 7 8	Wihtboga 16	1 2 3 4 5 6 7 8	Wihtboga 17	1 2 3 4 5 6 7 8	Wihtboga 18	1 2 3 4 5 6 7 8	Wihtboga 19	1 2 3 4 5 6 7 8	Wihtboga 20	1 2 3 4 5 6 7 8
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																													
1	Deadseax <i>Dagger</i>	1 2 3	3	37	0"				1	Borne	Death Damage																													
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																												
1	Deadboga <i>Bow</i>	1	6	40	0"	9"	30"	39"	2	Borne	Death Damage; Volley Shoot																													
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																													
1	Rusted Byrne <i>Corselet</i>		8	17					0	Worn																														
UNIT OPTIONS		Unit Option Rules									Cost																													
Ord Wihtboga		One Wihtboga becomes the mustered champion, who gains +1 shoot die (Deadboga)									5																													

JUT-WHT-2400 - The Sinners of Chessell Barrow

WIHTAX

WYT-ax

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																															
							2	5+/10+/20																																
Jute	Wiht	Wiht	Infantry	Undead	Trained	Common	Strength	Base Size	14																															
							1	30mm																																
WIHTAX			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																															
<i>Fearsome; Unliving</i>			5	30	34	9	88	5	9																															
1 2 3 4 5 6 7 8 9	Wihtax 1	1 2 3 4 5 6 7 8 9	Wihtax 2	1 2 3 4 5 6 7 8 9	Wihtax 3	1 2 3 4 5 6 7 8 9	Wihtax 4	1 2 3 4 5 6 7 8 9	Wihtax 5	1 2 3 4 5 6 7 8 9	Wihtax 6	1 2 3 4 5 6 7 8 9	Wihtax 7	1 2 3 4 5 6 7 8 9	Wihtax 8	1 2 3 4 5 6 7 8 9	Wihtax 9	1 2 3 4 5 6 7 8 9	Wihtax 10	1 2 3 4 5 6 7 8 9	Wihtax 11	1 2 3 4 5 6 7 8 9	Wihtax 12	1 2 3 4 5 6 7 8 9	Wihtax 13	1 2 3 4 5 6 7 8 9	Wihtax 14	1 2 3 4 5 6 7 8 9	Wihtax 15	1 2 3 4 5 6 7 8 9	Wihtax 16	1 2 3 4 5 6 7 8 9	Wihtax 17	1 2 3 4 5 6 7 8 9	Wihtax 18	1 2 3 4 5 6 7 8 9	Wihtax 19	1 2 3 4 5 6 7 8 9	Wihtax 20	1 2 3 4 5 6 7 8 9
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																													
1	Deadax <i>Axe</i>	1 2 3	8	42	0"				1	Borne	Death Damage																													
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																												
1	Grave Lantern <i>Light</i>	1	0	30	0"	0"	24"	50"	1	Borne	No Lethal Range; Combat Shot Weapon; Death Damage; Ignores Armour																													
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																													
1	Rusted Forbyrne <i>Corselet</i>		11	20					0	Worn																														
UNIT OPTIONS		Unit Option Rules									Cost																													
Ord Wihtax		One Wihtax becomes the mustered champion, who gains +1 attack die (Deadax)									4																													

JUT-WHT-2450 - The Betrayers of Ceafor Barrow

DRĒAGUTH

DREE-a-guth

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1+/3+/5				
Jute	Wiht	Drēaguth	Monstrous Infantry	Undead	Fanatical	Uncommon	Strength 3	Base Size 50mm	62			
DRĒAGUTH			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Man); Terrifying; Unliving Bind (Dwimor); Bound (Gäst); Glider; Shrieker</i>			8	36	43	32	90	25	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	Drēaguth 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	Drēaguth 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 30 31 32	Drēaguth 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	Drēaguth 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	Drēaguth 3											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadsword <i>Sword</i>	1 2 3 4 5	8	51	1"				1	Borne	Parry; Death Damage	
2	Deadhand <i>Fist</i>	1	4	47	0.5"			1D10	1	Natural	Death Strike; Soul Damage	
SHOT WEAPON		Shoot Dice	Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Withering Gaze <i>Gaze</i>	1	2D10	1D10	0"	0"	12"	16"	0	Natural	Gaze Weapon; Soul Damage	
ARMOUR		Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Rusted Armour <i>Light Armour</i>	8	40						0	Worn		
UNIT OPTIONS		Unit Option Rules									Cost	
Ordreaguth		One Drēaguth becomes the mustered champion, who gains +1 Attack Dice (Deadsword)									14	

JUT-WHT-3070 - The Malign of Alum Tomb

GÄST

GARST

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1+/1+/3				
Jute	Wiht	Gäst	Monstrous Infantry	Undead	Fanatical	Rare	Strength 4	Base Size 60mm	103			
GÄST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Man); Terrifying; Unliving Bind (Drēaguth, Dwimor); Glider; Shrieker</i>			8	42	54	42	90	30	28			
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	Gäst 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	Gäst 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 30 31 32 33 34 35 36 37 38 39 40 41 42	Gäst 2											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadgarseax <i>Glave</i>	1 2 3 4 5 6	8	62	1.5"				1	Borne	Death Damage; Switch (Deadsword)	
1	Deadsword <i>Sword</i>	1 2 3 4 5 6	16	70	1.5"			1D10	2	Borne	Death Damage; Switch (Deadsword & Deadhand)	
1	Deadhand <i>Fist</i>	1 2 3 4 5 6	8	62	1"				1	Borne	Parry; Death Damage; Switch (Deadgarseax)	
1	Deadhand <i>Fist</i>	1 2	5	59	0.5"			1D10	1	Natural	Death Strike; Soul Damage; Switch (Deadgarseax, Tomb Lantern)	
SHOT WEAPON		Shoot Dice	Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Ghastly Gaze <i>Gaze</i>	1 2	3D10	1D10	0"	0"	12"	16"	0	Natural	Gaze Weapon; Soul Damage	
2	Tomb Lantern <i>Light</i>	1 2	0	40	0"	0"	30"	60"	1	Borne	No Lethal Range; Combat Shot Weapon; Soul Damage; Ignores Armour; Switch (Deadhand)	
ARMOUR		Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Blighted Armour <i>Heavy Armour</i>	18	60						0	Worn		
ARMOUR OPTIONS		Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
2	Scyld <i>Shield</i>	10	70						1	Worn	Additional; Parry; Switch (Deadhand, Deadgarseax, Tomb Lantern)	5
UNIT OPTIONS		Unit Option Rules									Cost	
Ordgäst		One Gäst becomes the mustered champion, who gains +1 Attack Dice (Deadgarseax or Deadsword; choose before the battle)									18	

JUT-WHT-3510 - The Hateful of Mordain Grave

DWIMOR

DWI-mor

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1+/1+/3				
Jute	Wiht	Dwimor	Monstrous Infantry	Undead	Fanatical	Rare	Strength 4	Base Size 60mm	38			
DWIMOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hate (Living); Terrifying; Unliving; Ethereal Bound (Drēaguth, Gäst); Glider; Shrieker</i>			10	28	22	35	90	29	26			
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	Dwimor Warrior 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	Dwimor Warrior 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	Dwimor Warrior 3											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadhands <i>Fists</i>	1 2 3 4 5 6 7 8	0	22	0.5"			1D10	1	Natural	Death Strike; Soul Damage	
SHOT WEAPON		Shoot Dice	Gaze Damage	Glance Damage	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Gaze Weapon Rules
1	Ghastly Gaze <i>Gaze</i>	1 2 3	3D10	1D10	0"	0"	12"	16"	0	Natural	Gaze Weapon; Soul Damage	

JUT-WHT-3560 - The Malevolent of Dwimorholt

WIHTGÄR HORSE

WYT-gaar HORSE

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	5+/5+/10					
Jute	Wiht	Wiht	Infantry	Undead	Trained	Uncommon	Strength	Base Size	23				
							4	50mm					
WIHTGÄR HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Fearsome; Flanker; Unliving</i>			5	31	34	9	90	15	19				
WIHT HORSE		<i>Fearsome; Insensate; Unliving Bulk Charger</i>	9	15	38	-	-	-	-				
1 2 3 4 5 6 7 8 9	Wihtgär Horse 1		1 2 3 4 5 6 7 8 9	Wihtgär Horse 4		1 2 3 4 5 6 7 8 9	Wihtgär Horse 7		1 2 3 4 5 6 7 8 9	Wihtgär Horse 10			
1 2 3 4 5 6 7 8 9	Wihtgär Horse 2		1 2 3 4 5 6 7 8 9	Wihtgär Horse 5		1 2 3 4 5 6 7 8 9	Wihtgär Horse 8						
1 2 3 4 5 6 7 8 9	Wihtgär Horse 3		1 2 3 4 5 6 7 8 9	Wihtgär Horse 6		1 2 3 4 5 6 7 8 9	Wihtgär Horse 9						
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Deadgär <i>Spear</i>		1 2 3	8	42	1.5"	8	50		1	Borne	Impact Strike; Mounted Charge+; Death Damage	
HORSE COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
2	Trampling Hooves <i>Trample</i>		1 2	8	46	1"				0	Natural	Sightless Strike	
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1	Rusted Byrne <i>Corselet</i>			8	17					0	Worn		
2	Scyld <i>Shield</i>			8	25					1	Borne	Parry	
MOUNT ARMOUR OPTIONS			Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
3	Horswærd <i>Barding</i>			6	31					0	Worn	Additional	1
UNIT OPTIONS			Unit Option Rules									Cost	
Ord Wihtgär			<i>One Wihtgär becomes the mustered champion, who gains +1 attack dice (Deadgär)</i>									6	
Fain Bearer			<i>One Wihtgär becomes the mustered banner bearer</i>									5	
Horn Blower			<i>One Wihtgär becomes the mustered herald</i>									5	

JUT-WHT-4200 - The Riders of Black Barrow

WIHTAX HORSE

WYT-ax HORSE

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	5+/5+/10						
Jute	Wiht	Wiht	Infantry	Undead	Trained	Uncommon	Strength	Base Size	23					
							4	50mm						
WIHTAX HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper					
<i>Fearsome; Flanker; Unliving</i>			5	30	34	9	88	15	19					
WIHT HORSE		<i>Fearsome; Insensate; Unliving Bulk Charger</i>	9	15	38	-	-	-	-					
1 2 3 4 5 6 7 8 9	Wihtax Horse 1		1 2 3 4 5 6 7 8 9	Wihtax Horse 4		1 2 3 4 5 6 7 8 9	Wihtax Horse 7		1 2 3 4 5 6 7 8 9	Wihtax Horse 10				
1 2 3 4 5 6 7 8 9	Wihtax Horse 2		1 2 3 4 5 6 7 8 9	Wihtax Horse 5		1 2 3 4 5 6 7 8 9	Wihtax Horse 8							
1 2 3 4 5 6 7 8 9	Wihtax Horse 3		1 2 3 4 5 6 7 8 9	Wihtax Horse 6		1 2 3 4 5 6 7 8 9	Wihtax Horse 9							
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Deadax <i>Axe</i>		1 2 3	8	42	0"				1	Borne	Death Damage		
HORSE COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
2	Trampling Hooves <i>Trample</i>		1 2	8	46	1"				0	Natural	Sightless Strike		
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Hands	Class	Shot Weapon Rules	
1	Grave Lantern <i>Light</i>		1	0	30	0"	0"	24"	50"		1	Borne	No Lethal Range; Combat Shot Weapon; Death Damage; Ignores Armour	
ARMOUR			Armour+	C+A						Wound-	Hands	Class	Armour Rules	
1	Rusted Forbyrne <i>Corselet</i>			10	19						0	Worn		
MOUNT ARMOUR OPTIONS			Armour+	C+A						Wound-	Hands	Class	Armour Rules	Cost
3	Horswærd <i>Barding</i>			6	25						0	Worn	Additional	1
UNIT OPTIONS			Unit Option Rules									Cost		
Ord Wihtax			<i>One Wihtax becomes the mustered champion, who gains +1 attack dice (Deadax)</i>									6		

JUT-WHT-4300 - The Riders of Ceafor Barrow

HORSE

(HORS - HORSE)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							0	1																									
Jute	Cant	Horse	Beast <i>Mount Only</i>	Beast	Wild	Common	Strength 3	Base Size 50mm	12																								
HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																								
<i>Insensate Bulk Charger</i>			9	18	34	17	39	14	29																								
<table border="1"> <tr> <th colspan="2">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> <tr> <td>1</td> <td>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>0</td> <td>Natural</td> <td>Sightless Strike</td> </tr> </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																						

JUT-CNT-0201-400 - Eormanraed on Horse

WIHT HORSE

(WYT horse)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							0	1																									
Jute	Wiht	Wiht Horse	Beast <i>Mount Only</i>	Undead Beast	Wild	Common	Strength 3	Base Size 50mm	16																								
WIHT HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																								
<i>Fearsome; Insensate; Unliving Bulk Charger</i>			9	15	38	15	39	14	28																								
<table border="1"> <tr> <th colspan="2">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> <tr> <td>1</td> <td>Trampling Hooves <i>Trample</i></td> <td>1 2</td> <td>8</td> <td>46</td> <td>1"</td> <td></td> <td></td> <td></td> <td>0</td> <td>Natural</td> <td>Sightless Strike</td> </tr> </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	8	46	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	8	46	1"				0	Natural	Sightless Strike																						

JUT-CNT-0201-400 - Eormanraed on Horse

BAT

(BAT)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							0	5+/5+/10																									
Jute	Cant	Nihtbat	Beast	Beast	Wild	Common	Strength 1	Base Size 30mm	7																								
BAT			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																							
<i>Insensate; Unseeing; Small Bound (Cave Bat, Nihtbat); Flanker; Scout</i>			3	16	22	15	5	30	4	18																							
<table border="1"> <tr> <td>1 2 3 4 5</td> <td>Bat 1</td> <td>1 2 3 4 5</td> <td>Bat 4</td> <td>1 2 3 4 5</td> <td>Bat 7</td> <td>1 2 3 4 5</td> <td>Bat 10</td> </tr> <tr> <td>1 2 3 4 5</td> <td>Bat 2</td> <td>1 2 3 4 5</td> <td>Bat 5</td> <td>1 2 3 4 5</td> <td>Bat 8</td> <td></td> <td></td> </tr> <tr> <td>1 2 3 4 5</td> <td>Bat 3</td> <td>1 2 3 4 5</td> <td>Bat 6</td> <td>1 2 3 4 5</td> <td>Bat 9</td> <td></td> <td></td> </tr> </table>										1 2 3 4 5	Bat 1	1 2 3 4 5	Bat 4	1 2 3 4 5	Bat 7	1 2 3 4 5	Bat 10	1 2 3 4 5	Bat 2	1 2 3 4 5	Bat 5	1 2 3 4 5	Bat 8			1 2 3 4 5	Bat 3	1 2 3 4 5	Bat 6	1 2 3 4 5	Bat 9		
1 2 3 4 5	Bat 1	1 2 3 4 5	Bat 4	1 2 3 4 5	Bat 7	1 2 3 4 5	Bat 10																										
1 2 3 4 5	Bat 2	1 2 3 4 5	Bat 5	1 2 3 4 5	Bat 8																												
1 2 3 4 5	Bat 3	1 2 3 4 5	Bat 6	1 2 3 4 5	Bat 9																												
<table border="1"> <tr> <th colspan="2">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> <tr> <td>1</td> <td>Sharp Bite <i>Bite</i></td> <td>1 2 3</td> <td>6</td> <td>21</td> <td>0"</td> <td></td> <td></td> <td></td> <td>0</td> <td>Natural</td> <td></td> </tr> </table>										COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	1	Sharp Bite <i>Bite</i>	1 2 3	6	21	0"				0	Natural	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																						
1	Sharp Bite <i>Bite</i>	1 2 3	6	21	0"				0	Natural																							

JUT-CNT-7200 - ?

CAVE BAT

(KAYV BAT)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																				
							0	1+/3+/5																																					
Jute	Cant	Cave Bat	Beast	Beast	Wild	Uncommon	Strength 1	Base Size 60mm	36																																				
CAVE BAT			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																			
<i>Insensate; Unseeing; Fearsome Bind (Bat); Bound (Nihtbat); Flanker; Scout; Shrieker</i>			4	18	27	34	31	47	20	36																																			
<table border="1"> <tr> <td>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</td> <td>CB 1</td> <td>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</td> <td>CB 4</td> </tr> <tr> <td>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</td> <td>CB 2</td> <td>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</td> <td>CB 5</td> </tr> <tr> <td>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</td> <td>CB 3</td> <td></td> <td></td> </tr> </table>										1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	CB 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	CB 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 30 31	CB 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	CB 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	CB 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 30 31	CB 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	CB 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 30 31	CB 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	CB 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	CB 3																																												
<table border="1"> <tr> <th colspan="2">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> <tr> <td>1</td> <td>Nasty Bite <i>Bite</i></td> <td>1 2 3 4 5 6</td> <td>8</td> <td>42</td> <td>0.5"</td> <td></td> <td></td> <td>1 D 10</td> <td>0</td> <td>Natural</td> <td>Piercing</td> </tr> <tr> <td>2</td> <td>Slashing Claws <i>Claws</i></td> <td>1 2</td> <td>9</td> <td>43</td> <td>0"</td> <td></td> <td></td> <td></td> <td>0</td> <td>Natural</td> <td></td> </tr> </table>										COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	1	Nasty Bite <i>Bite</i>	1 2 3 4 5 6	8	42	0.5"			1 D 10	0	Natural	Piercing	2	Slashing Claws <i>Claws</i>	1 2	9	43	0"				0	Natural	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																		
1	Nasty Bite <i>Bite</i>	1 2 3 4 5 6	8	42	0.5"			1 D 10	0	Natural	Piercing																																		
2	Slashing Claws <i>Claws</i>	1 2	9	43	0"				0	Natural																																			

JUT-CNT-7200 - ?

MOUND BEETLE

MOUND beetle

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																										
							2	1+/2+/3																																																											
Jute	Cant	Mound Beetle	Monstrous Beast	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	146																																																										
MOUND BEETLE			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																									
<i>Insensate; Loathsome; Tough; Terrifying</i> <i>Bulk Charger</i>			7	18	31	64	58	64	30	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	Mound Beetle I									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	Mound Beetle II									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	Mound Beetle III									
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																							
1	Slashing Claws <small>Claws</small>		1 2 3 4 5 6 7 8 9	14	78	1"				2	Natural	Quick Strike																																																							
2	Crushing Mandibles <small>Bite</small>		1 2 3	18	82	0"			1D10	0	Natural	Piercing																																																							
3	Trample <small>Trample</small>		1 2 3 4	6	70	0"				0	Natural	Sightless Strike																																																							
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																											
1	Tough Carapace <small>Carapace</small>			28	86					0	Natural																																																								

JUT-CNT-8100 - The Vicious of Heardtu

CRAG BEETLE

KRAG bee-tal

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																																				
							0	1																																																																																																					
Jute	Cant	Crag Beetle	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 12	Base Size 120mm	508																																																																																																				
CRAG BEETLE			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																																			
<i>Insensate; Loathsome; Tough; Stubborn; Terrifying</i> <i>Bulk Charger; Constrictor</i>			8	16	22	93	113	82	49	74																																																																																																			
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	Mound Beetle I									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	Mound Beetle II									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	Mound Beetle III									
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																																	
1	Slashing Claws <small>Claws</small>		1 2 3 4 5 6 7 8 9 10	20	113	1"				0	Natural	Quick Strike																																																																																																	
2	Crushing Horns <small>Bite</small>		1 2 3 4 5 6	27	120	2"			1D10	0	Natural	Grab; Piercing; Death Grab																																																																																																	
			Death Grab: If the Crag Beetle's Grabbed warrior fails its ESCAPE TEST, the Grabbed warrior is entangled rather than immobile. The Crag Beetle does not perform a CONSTRUCTION TEST when using its Crushing Horns weapon to <i>Grab</i> and <i>Constrict</i> an enemy. Instead, the Crag Beetle's Grabbed warrior simply remains entangled until the end of the current battle hour. Whilst the Grabbed warrior is entangled, the Crag Beetle may use any of its other weapons to <i>Attack</i> the Grabbed warrior, including any unused Crushing Horns attack dice. Any unit within attack range of the Grabbed warrior may still <i>Attack</i> it. If the Crag Beetle dies, the Grabbed warrior is no longer entangled. The Grabbed warrior may <i>Disentangle</i> as per normal for an entangled warrior. Remember to add the +10 disentangle modifier for being engaged.																																																																																																										
3	Trample <small>Trample</small>		1 2 3 4 5	9	102	0"				0	Natural	Sightless Strike																																																																																																	
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																																					
1	Tough Carapace <small>Carapace</small>			35	148					0	Natural																																																																																																		

JUT-CNT-8815 - Scethaen

MANASCEANCAN

MAN-a-SHAN-kan

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																																				
							0	1																																																																																																					
Jute	Cant	Manasceancan	Monstrous Beast <i>Ardent Mount</i> <i>Solitary</i>	Beast	Wild	Rare	Strength 10	Base Size 100mm	319																																																																																																				
MANASCEANCAN			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																																				
<i>Insensate; Loathsome; Tough; Terrifying</i> <i>Bulk Charger; Glider</i>			8	20	78	103	74	39	62																																																																																																				
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	Mound Beetle I									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	Mound Beetle II									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	Mound Beetle III									
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																																	
1	Slashing Claws <small>Claws</small>		1 2 3 4 5 6 7 8 9 10	18	96	1"				0	Natural	Quick Strike																																																																																																	
2	Crushing Mandibles <small>Bite</small>		1 2 3 4 5	24	88	0"			1D10	0	Natural	Piercing; Venom Damage																																																																																																	
3	Trample <small>Trample</small>		1 2 3 4 5	8	86	0"				0	Natural	Sightless Strike																																																																																																	
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																																					
1	Tough Carapace <small>Carapace</small>			19	122					0	Natural																																																																																																		

JUT-CNT-8485 - Nihtglöm

TOMB SPIDER

TOOM SPY-dar

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																	
							0	1+/2+/3																																																		
Jute	Wiht	Tomb Spider	Monstrous Beast	Beast	Wild	Uncommon	Strength 6	Base Size 80mm	111																																																	
TOMB SPIDER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																	
<i>Insensate; Loathsome; Terrifying; Bound (Barrow Spider); Bulk Charger; Forester</i>			8	22	62	58	64	29	48																																																	
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	Tomb Spider 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	Tomb Spider 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	Tomb Spider 3
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																														
1	Thumping Claws <i>Claws</i>		1 2 3 4 5 6 7 8	14	76	2"				0	Natural																																															
2	Crushing Mandibles <i>Bite</i>		1	18	80	0"			1D10	0	Natural	Piercing; Immobile Strike; Petrification Damage																																														
3	Trample <i>Trample</i>		1 2 3 4	6	68	1"				0	Natural	Sightless Strike																																														
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																		
1	Carapace <i>Carapace</i>		7	65			0	Natural																																																		

JUT-WHT-8230 - Gulant's Web

BARROW SPIDER

BA-roh SPY-dar

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																			
							0	1																																																																																				
Jute	Wiht	Barrow Spider	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 12	Base Size 120mm	314																																																																																			
BARROW SPIDER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																			
<i>Insensate; Loathsome; Terrifying; Stubborn Bind (Tomb Spider); Bulk Charger; Forester</i>			10	24	86	92	71	49	72																																																																																			
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	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																
1	Thumping Claws <i>Claws</i>		1 2 3 4 5 6 7 8 9 10 11 12	20	106	2"				0	Natural																																																																																	
2	Crushing Mandibles <i>Bite</i>		1 2	27	113	0"			1D10	0	Natural	Piercing; Immobile Strike; Petrification Damage																																																																																
3	Trample <i>Trample</i>		1 2 3 4 5 6	9	95	1"				0	Natural	Sightless Strike																																																																																
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																				
1	Carapace <i>Carapace</i>		9	101			0	Natural																																																																																				

JUT-WHT-8815 - Gol Gul

ETTENWIHT

ET-en-wyt

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							2	1																																																																																											
Jute	Wiht	Ettenwiht	Monstrous Beast <i>Ardent Mount; Solitary</i>	Undead	Trained	Mythic + Rare	Strength 12	Base Size 120mm	712																																																																																										
ETTENWIHT			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																										
<i>Gigantic; Terrifying; Unliving Bulk Charger</i>			8	21	102	107	71	49	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	98	99	100
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																							
1	Deadax <i>Axe</i>		1 2 3 4 5 6 7 8 9 10 11	28	130	2"			2D10	2	Borne	Mighty Strike; Grab; Death Damage																																																																																							
2	Trampling Feet <i>Trample</i>		1 2 3 4 5 6	10	112	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	Ettenax and Ettenlantern <i>Axe; Club</i>		1 2 3 4 5 6 7 8 9 10 11 12	14	116	1"			1D10	1	Borne	Replacement (Deadax); Mighty Strike; Grab; Death Damage	-59																																																																																						
			1 2 3 4	12	114	1"			1	Borne	Replacement (Deadax); Grab																																																																																								
SHOT WEAPON OPTIONS			Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																																						
1	Ettenlantern <i>Lantern</i>		1 2 3 4	0	40	0"	0"	40"	60"		1	Borne	Soul Damage; No Lethal Range; Ignores Armour; Ettenlantern Artefact	50																																																																																					
			<p>Light of the Etten: while the Ettenwiht bears the Ettenlantern, the current SKILL and MIGHT of any friendly Undead unit within 10" of the Ettenwiht is increased by +10, including the Ettenwiht himself. This increase is <i>not</i> cumulative with other Artefacts of the type "Lantern", and does not increase the M+W of any weapon of the type "Lantern". Additionally, any Wiht, Dræguth or Gäst unit within 10" of the Ettenwiht is also difficultly seen, and the Ettenwiht himself is not Gigantic for purposes of shoot modifiers.</p>																																																																																																
2	Pelters <i>Rocks</i>		1	5	+MIGHT of rider	0"	0"	9"	12"		0	Borne	Purchased with (War Tower)	10																																																																																					
			<p>Ettenwiht Riders: the Pelters are extra shot weapons that the Ettenwiht Rider Unit may use in their Shoot actions in addition to any other shot weapons they may have. Each Ettenwiht rider counts as having 1 peltier shot die.</p>																																																																																																
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																											
1	Rusted Byrne <i>Corselet</i>		8	115			0	Worn																																																																																											
ARTEFACT OPTIONS			Artefact Option Rules									Class	Cost																																																																																						
<p>War Tower: The Ettenwiht may bear a War Tower across its shoulders to become an Ardent Mount. The Ettenwiht's riders <i>must</i> comprise either a unit of five Jutboga or a unit of five Wihtboga (now also called the Ettenwiht Rider Unit). The Ettenwiht may also include a Jute Forthain, Jute Thain or Wiht Thain armed with a boga (the Ettenwiht Rider Thain) or a Licwaca or Wiglaca (the Ettenwiht Rider Waca) as a rider in addition to the Ettenwiht Crew, as long as the Ettenwiht Rider Thain or Ettenwiht Rider Waca is the Ettenwiht with War Tower's commander, who joins the Ettenwiht Rider Unit. The Ettenwiht Rider Unit, Ettenwiht Rider Thain and Ettenwiht Rider Waca must be purchased in addition to the War Tower's option cost, at their normal cost in gold.</p> <p>Ettenwiht Riders: Whilst upon the War Tower, the Ettenwiht Rider Unit and the Ettenwiht Rider Thain are upon Elevated Terrain and are Fearless, if they are not Fearless already.</p> <p>Hang on: When the Ettenwiht performs a Movement action of any kind that is further than the Ettenwiht's PACE attribute, the Ettenwiht Rider Unit must perform a SKILL TEST, in this case a BALANCE TEST with a BALANCE ROLL, to see if they can hang on. If the Ettenwiht Rider Unit passes the BALANCE TEST, nothing untoward occurs. If the Ettenwiht Rider Unit fails the BALANCE TEST, one Ettenwiht Rider warrior falls off the War Tower and is dead. Perform Ettenwiht Rider Thain and Ettenwiht Rider Waca BALANCE TESTS separately to the Ettenwiht Rider Unit.</p> <p>Host Banner Bearer: the Ettenwiht with War Tower acts as a Host Banner Bearer in all respects.</p>			Borne	50																																																																																															

JUT-WHT-8750 - Bänbreca; JUT-WHT-8751 - Tower Bänbreca

NIHTBAT

NYT-bat

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																															
							0	1+/1+/3																																																
Jute	Cant	Nihtbat	Monstrous Beast	Beast	Wild	Uncommon	Strength	Base Size	135																																															
							6	80mm																																																
NIHTBAT			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																														
<i>Hardy; Insensate; Fearsome; Unseeing; Bind+ (Bat, Cave Bat); Bulk Charger; Flanker; Scout; Shrieker</i>			5	18	32	58	56	68	30	54																																														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	Nihtbat 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	Nihtbat 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	Nihtbat 3
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																												
1	Nasty Bite <small>Bite</small>		1 2 3 4 5 6 7 8	14	72	1"			1D10	0	Natural	Piercing																																												
2	Slashing Claws <small>Claws</small>		1 2 3 4	18	76	0.5"				0	Natural																																													
3	Trample <small>Trample</small>		1 2 3 4	6	64	0"				0	Natural	Sightless Strike																																												

JUT-CNT-8146 - Thrada