

# VRAS

## KINDRED MUSTER

*VI.22*



*last updated 2nd October 2018*

**MIERCE**  
MINIATURES



# VRAS MUSTER

version 1.22

	Realm	Au	Ub	GOLD EACH	equipment	eqp gd each	TOT GD EACH	qty	UNIT GOLD	unit options	option gold	TOT UNIT GOLD	St	Orders
<b>GENERAL:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
<b>COMMANDER:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
<b>COMMANDER:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
<b>COMMANDER:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
<b>COMMANDER:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														
<b>COMMANDER:</b>														
UNIT 1:														
UNIT 2:														
UNIT 3:														
UNIT 4:														
UNIT 5:														

HOST GOLD \_\_\_\_\_

# BLIGHT SPELLS

## Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost
1 <b>Sneak</b> Focus	1 2								<b>Continuous Effect:</b> Marked unit is <b>unseen</b> until the end of its next activation. <b>Rules:</b> Once per Mark; Majority Mark	2+ +strength	8
2 <b>Putrid Blood</b> Sight	1 2 3 4 5 6 7 8 9 10	32	36	0"	3"	20"	30"		Corruption Damage	4+	9
3 <b>Grey Death</b> Focus	1 2 3 4 5 6 7	50	52						<b>Rules:</b> Ignores Armour; Corruption Damage	2+ +strength	18
4 <b>Blighted Flesh</b> Focus	1 2 3								<b>Friendly Marks:</b> Marked unit may only be an enemy unit with the <b>Living</b> trait. <b>Immediate Effect:</b> Marked unit immediately suffers 2D10 wound dice per invoked die (the damage from which is distributed randomly amongst its Marked warriors). The Marked unit also gains an additional 3D10 corruption effect tokens, attached to each Different Mark's wounded warrior first. <b>Rules:</b> Ignores Armour; Corruption Damage	2+ +strength	14
5 <b>Mould Spores</b> Focus	1 2 3 4 5 6								<b>Continuous Effect:</b> The Marked unit gains 2D10 corruption effect tokens per invoked die, attached to each Different Mark's wounded warrior first.	2+ +strength	11
6 <b>Plague Breath</b> Sight	1 2 3 4 5 6	36	42	0"	3"	20"	30"		Corruption Damage	6+	6
7 <b>Black Blight</b> Focus	1 2 3								<b>Marked Flesh:</b> Marked unit must contain friendly warriors of the Kin "Vras", "Vras-Fiend", "Kill-Thing" or "Goz-Horror". <b>Continuous Effect:</b> The Marked unit becomes a <b>Blighted unit</b> and each Blighted warrior becomes or remains <b>Terrifying</b> and gains the <b>Immune (Corruption)</b> and <b>Tough</b> traits until the end of the battle. The Blight-Vras must roll 1D10 per invoked die, called the <b>blight roll</b> . Each Blighted warrior immediately increases its CONSTITUTION by the result of the blight roll, which can increase a warrior's CONSTITUTION beyond its base value. Each blighted warrior also gains one corruption effect token multiplied by his strength, which he can transfer to any enemy warrior within 1". <b>Rules:</b> Once per Mark; Entire Mark	4+ +strength	30
8 <b>Hurry-Hurry</b> Focus	1 2								<b>Friendly Marks:</b> Marked unit may only be a friendly unit. <b>Immediate Effect:</b> Marked unit immediately becomes active and performs a <b>Run action</b> (disregarding its vigour state for requirements purposes), which can be an <b>Engagement action</b> , to a point on the battlefield determined by the Invoker. However, instead of <b>Running</b> at twice its warriors' PACE, the Marked unit <b>Ground Moves</b> up to 2D10". Marked units that are engaged with or beset by an enemy unit will not suffer <b>Reflex Attack reactions</b> as a result of <b>Running out of</b> or through any enemy unit's attack range. Once that <b>Run action</b> has been resolved, the Marked unit immediately reverts to its previous vigour state. The Marked unit does not count as having activated that hour, if it has not activated already. <b>Rules:</b> Once per Mark; Entire Mark	2+ +strength	18
9 <b>Rabid</b> Focus	1 2 3								<b>Rat Marks:</b> Marked unit may only be a friendly unit of the Kin "Vras", "Vras-Fiend", "Kill-Thing" or "Goz-Horror". <b>Continuous Effect:</b> The Marked unit becomes a <b>Rabid unit</b> and each Marked warrior - also called a Rabid warrior - becomes or remains <b>frenzied</b> . Remember to add a frenzied attack die to each Rabid warrior, if it does not already have one. Additionally, the Rabid unit gains 1D10 MIGHT per invoke die for the rest of the battle. <b>Immediate Effect:</b> The Rabid unit becomes alert if it was weary or lively if it was alert. <b>Rules:</b> Once per Mark; Entire Mark	3+ +strength	17
10 <b>Bursting Blight</b> Focus	1 2 3 4								<b>Friendly Marks:</b> Marked unit may only be a friendly unit with the <b>Living</b> trait. <b>Continuous Effect:</b> One Marked warrior (the <b>Blighted warrior</b> ) per invoked die from the Marked unit explodes in a shower of bloody gore, bile and corruption, ensuring he is dead. Each warrior within <b>blight range</b> of any Blighted warrior (defined as 1" multiplied by the Afflicted warriors' strength) - called an <b>Afflicted warrior</b> - of any Blighted warrior suffers D10 corruption damage, including the Marked unit.	4+ +strength	19

# VRAS-LORD

*VRASS-lord*

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Vras	Three-Claw	Vras	Warlord	Noble	Veteran	Uncommon	Strength	Base Size	76			
							1	30mm				
<b>VRAS-LORD</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>			
<i>Insensate; Loathsome; Resist (corruption); Strength in Numbers; Compel (War-Vras, Wild or Trained Spear-Vras)</i>			<b>5</b>	<b>65</b>	<b>45</b>	<b>44</b>	<b>76</b>	<b>79</b>	<b>26</b>			
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												
<b>COMBAT WEAPON</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	
1	<b>Man-Butcher</b> <small>Cleaver</small>	1 2 3	16	<b>61</b>	0.5"			1 D10	1	Borne		
2	<b>Blunt-Claws</b> <small>Claws</small>	1 2 3 4	12	<b>57</b>	0.5"				1	Worn	Parry	
3	<b>Gnawing Bite</b> <small>Bite</small>	1 2	3	<b>48</b>	0"				0	Natural	Corruption Damage	
<b>COMBAT WEAPON OPTIONS</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>Cost</b>
1	<b>War-Spear</b> <small>Spear</small>	1 2 3	8	<b>53</b>	2.5"	8	<b>61</b>		1	Borne	Additional; Mounted Only; Impact Strike	<b>14</b>
<b>ARMOUR</b>			<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>	
1	<b>Rusted Plate</b> <small>Light Armour</small>		9	<b>53</b>					0	Worn		
<b>MOUNT OPTIONS</b>		<b>Mount Option Rules</b>								<b>Mount+</b>	<b>C+A</b>	<b>Cost</b>
<b>Goz-Horror</b>		<i>May ride a Goz-Horror</i>								9	<b>53</b>	<b>264</b>
VRS-TCW-0302 - Blunt-Claw												

# VRAS-CHIEF

VRASS-chieef

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																									
							2	1																										
Vras	Three-Claw	Vras	Warchief	Noble	Veteran	Common	Strength 1	Base Size 30mm	42																									
<b>VRAS-CHIEF</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																									
<i>Insatiate; Loathsome; Resist (corruption); Strength in Numbers; Compel (Wild or Trained Spear-Vras)</i>			<b>5</b>	<b>56</b>	<b>38</b>	<b>35</b>	<b>68</b>	<b>71</b>	<b>24</b>																									
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
<b>COMBAT WEAPON</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																							
1	<b>Man-Butcher</b> <i>Cleaver</i>		1 2	15	53	0.5"		1 D10	1	Borne																								
2	<b>Blunt-Claws</b> <i>Claws</i>		1 2 3	11	49	0.5"			1	Worn	Parry																							
3	<b>Gnawing Bite</b> <i>Bite</i>		1	3	41	0"			0	Natural	Corruption Damage																							
<b>COMBAT WEAPON OPTIONS</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>Cost</b>																						
1	<b>War-Spear</b> <i>Spear</i>		1 2 3	8	46	2.5"	8	54	1	Borne	Additional; Mounted Only; Impact Strike	9																						
<b>ARMOUR</b>			<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																							
1	<b>Rusted Plate</b> <i>Light Armour</i>			8	43				0	Worn																								
<b>MOUNT OPTIONS</b>		<b>Mount Option Rules</b>									<b>Mount+</b>	<b>C+A</b>	<b>Cost</b>																					
<b>Goz-Horror</b>		<i>May ride a Goz-Horror</i>									9	44	263																					
<b>VRS-TCW-0302 - Blunt-Claw</b>																																		

# KILL-VRAS

KILL-vras

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																											
							2	1																												
Vras	Three-Claw	Vras	Warchief	Noble	Elite	Uncommon	Strength 1	Base Size 30mm	64																											
<b>KILL-VRAS</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																											
<i>Insatiate; Loathsome; Resist (corruption); Strength in Numbers; Compel (Wild or Trained Spear-Vras); Host Champion</i>			<b>5</b>	<b>64</b>	<b>42</b>	<b>37</b>	<b>73</b>	<b>75</b>	<b>25</b>																											
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
<b>COMBAT WEAPON</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																									
1	<b>War-Glaive</b> <i>Glaive</i>		1 2 3 4 5	15	57	1.5"		1 D10	1	Borne	Quick Strike																									
3	<b>Gnawing Bite</b> <i>Bite</i>		1	3	45	0"			0	Natural	Corruption Damage																									
<b>ARMOUR</b>			<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																									
1	<b>Rusted Plate</b> <i>Light Armour</i>			8	45				0	Worn																										
2	<b>Claw-Shield</b> <i>Shield</i>			8	53				1	Borne	Parry																									
<b>MOUNT OPTIONS</b>		<b>Mount Option Rules</b>									<b>Mount+</b>	<b>C+A</b>	<b>Cost</b>																							
<b>Rend-Terror</b>		<i>May ride a Rend-Terror</i>									5	50	151																							
<b>VRS-TCW-1320 - Black-Fang</b>																																				

# BLIGHT-VRAS

BLYT-vrass

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																
							2	1																																	
Vras	Three-Claw	Vras	Warchief	Noble	Wild	Uncommon	Strength 1	Base Size 30mm	118																																
<b>BLIGHT-VRAS</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																
<i>Insatiate; Loathsome; Resist (corruption); Augurer; Earthier; Sorcerer (3); Strength in Numbers</i>			<b>5</b>	<b>34</b>	<b>35</b>	<b>38</b>	<b>62</b>	<b>34</b>	<b>63</b>																																
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	Earth Dice: 2		Recovery Dice: 2	
<b>COMBAT WEAPON</b>		<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>																														
1	<b>Blight-Dagger</b> <i>Sorcerous Dagger</i>		1 2 3	6	41	0"		1 D10	1	Borne	Corruption Damage																														
2	<b>Blight-Staff</b> <i>Sorcerous Staff</i>		1	3	38	1"			1	Borne	Corruption Damage; Blight-Staff Artefact																														
<b>ARMOUR</b>			<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>																														
1	<b>Blight-Skin</b> <i>Skin</i>			3	41				0	Natural																															
<b>ARTEFACTS</b>		<b>Artefact Rules</b>																																							
1	<b>Blight-Staff</b> <i>Sorcerous Staff</i>		<i>The power of the blight</i> <b>Corrupted Flesh:</b> The Blight-Staff enables the Blight-Vras to re-roll any one invoke die per invocation created.																																						
2	<b>Blight-Flesh</b> <i>Meat</i>		1 2 3 4 5 6 7 8 9	<b>Blighted Meat:</b> before the Blight-Vras is positioned on the battlefield, the Blight-Vras' player must roll a D10, called the <b>blight roll</b> . The result of the blight roll is the amount of Blight-Flesh the Blight-Vras carries when the battle begins. This should be marked on the Artefact Line to the left. <b>Eater of Blight:</b> The Blight-Vras may consume up to three pieces of Blight-Flesh after the total price of an Invocation has been calculated or before a RECOVER TEST is performed, thus reducing the Blight-Flesh total by the amount of Blight-Flesh consumed. The Blight-Vras' TEMPER for that invocation is increased by D10 per Blight-Flesh piece consumed. The Blight-Vras' focus range is increased accordingly.																																					
<b>WARRIOR RULES</b>		<b>Rules</b>																																							
<b>The Blighted Dead</b> <i>Death is change</i>		<b>Flesh-Seeker:</b> The Blight-Vras may <i>Grab</i> any dead warrior token within 1", which is immediately removed from the battlefield. The Blight-Vras increases the amount of Blight-Flesh he carries by D10 multiplied by the strength of the dead warrior token, to a maximum of 9.																																							
<b>VRS-TCW-1360 - Scab-Face</b>																																									

# SPEAR-VRAS

*SPEER-vras*

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost	
							2	5+/10+/20		
Vras	Three-Claw	Vras	Infantry	Vassal	Wild	Common	Strength	Base Size	12	
							1	30mm		
<b>SPEAR-VRAS</b>			<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>	
<i>Insensate; Loathsome; Resist (corruption); Bind+ (Rend-Vras, Filth-Vras); Strength in Numbers</i>			<b>5</b>	<b>34</b>	<b>30</b>	<b>12</b>	<b>58</b>	<b>11</b>	<b>20</b>	
1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 1	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 6	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 11	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 16	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 16	
1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 2	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 7	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 12	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 17	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 17	
1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 3	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 8	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 13	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 18	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 18	
1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 4	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 9	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 14	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 19	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 19	
1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 5	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 10	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 15	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 20	1 2 3 4 5 6 7 8 9 10 11 12	Spear-Vras 20	
<b>COMBAT WEAPON</b>										
	<b>Attack Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Att Rge</b>	<b>Charge+</b>	<b>M+W+Ch</b>	<b>Wound+</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>
1	<b>Spear</b> <small>Spear</small>	1 2 3	8	38	1.5"			1	Borne	
2	<b>Gnawing Bite</b> <small>Bite</small>	1	6	36	0"			0	Natural	Corruption Damage
<b>ARMOUR</b>										
		<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>
1	<b>Rusted Plate</b> <small>Light Armour</small>	6	18					0	Worn	
2	<b>Claw-Shield</b> <small>Shield</small>	8	26					0	Worn	Parry
<b>ARMOUR OPTIONS</b>										
		<b>Armour+</b>	<b>C+A</b>				<b>Wound-</b>	<b>Hands</b>	<b>Class</b>	<b>Armour Rules</b>
1	<b>Battered Plate</b> <small>Light Armour</small>	12	32					0	Worn	Replacement (Rusted Plate)
<b>UNIT OPTIONS</b>										
	<b>Unit Option Rules</b>									<b>Cost</b>
	<b>Spear-Chief</b>	<i>One Spear-Vras becomes the mustered champion, who gains +1 attack dice (Spear)</i>								<b>3</b>
	<b>Kin-Caller</b>	<i>One Spear-Vras becomes the mustered banner bearer</i>								<b>2</b>
	<b>Doom-Caller</b>	<i>One Spear-Vras becomes the mustered herald</i>								<b>2</b>
	<b>Trained Spear-Vras</b>	<i>The Spear-Vras unit becomes Trained (cost shown is per warrior), gaining +5 FORTITUDE and +5 AUTHORITY</i>								<b>1</b>
	<b>Drilled Spear-Vras</b>	<i>The Spear-Vras unit becomes Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY, becoming Mainstay in the process</i>								<b>3</b>
<b>VRS-TCW-2650 - No-Claw's Burrow</b>										

REND-VRAS																																																
REND-vrass																																																
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																							
							2	1+/3+/5																																								
Vras	Three-Claw	Rend-Vras	Monstrous Infantry	Vassal	Wild	Uncommon	Strength	Base Size	76																																							
							4	60mm																																								
REND-VRAS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																							
<i>Insensate; Loathsome; Fearsome; Resist (corruption); Bind (Fifth-Vras); Bound (War-Vras, Spear-Vras); Bulk Charger; Strength in Numbers</i>			6	32	54	48	62	26	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	43	44	45	46	47	48	Rend-Vras 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	Rend-Vras 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	Rend-Vras III
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Rend-Vras IV
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Rend-Vras V
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon Rules																																			
1	<b>Rending Claws</b> <small>Claws</small>		1 2 3 4 5 6 7	12	66	1"					2	Natural	Corruption Damage; Mighty Strike																																			
2	<b>Nasty Bite</b> <small>Bite</small>		1 2	10	64	0.5"				1D10	0	Natural	Corruption Damage																																			
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules																																				
1	<b>Rusted Plate</b> <small>Light Armour</small>			6	54					0		Worn																																				
<b>UNIT OPTIONS</b>			<i>Unit Option Rules</i>										<b>Cost</b>																																			
<b>Rend-Vras-Chief</b>			<i>One Rend-Vras becomes the mustered champion, who gains +1 attack dice (Rending Claws)</i>										<b>18</b>																																			
<b>VRS-TCW-3710 - Gnaw-Maw's Den</b>																																																

VRAS-FIEND																																												
VRAS FEEND																																												
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																			
							2	1																																				
Vras	Three-Claw	Vras-Fiend	Monstrous Infantry <i>Solitary</i>	Vassal	Wild	Uncommon	Strength	Base Size	85																																			
							4	60mm																																				
VRAS-FIEND			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																			
<i>Insensate; Loathsome; Resist (corruption); Fearsome Bulk Charger</i>			8	35	56	44	54	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	43	44	
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon Rules																															
1	<b>Double-Ax</b> <small>Great Ax</small>		1 2 3 4 5 6 7	15	71	2"				1D10	2	Borne	Parry																															
2	<b>Trample</b> <small>Trample</small>		1	6	62	0"					0	Natural	Sightless Strike																															
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules																																
1	<b>Rusted Plate</b> <small>Light Armour</small>			8	52					0		Natural																																
<b>VRS-TCW-8601 - Scar-Scath</b>																																												

KILL-THING																																																																																																			
KIL-thing																																																																																																			
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							2	1																																																																																											
Vras	Three-Claw	Kill-Thing	Monstrous Beast <i>Solitary</i>	Vassal	Feral	Rare	Strength	Base Size	407																																																																																										
<b>KILL-THING</b>							<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																																						
<i>Gigantic; Hardy; Insensate; Loathsome; Resist (corruption); Fearless; Terrifying; Bulk Charger; Roarer</i>							<b>7</b>	<b>21</b>	<b>91</b>	<b>103</b>	<b>47</b>	<b>61</b>	<b>77</b>																																																																																						
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		Cost																																																																																						
1	<b>Raking Claws</b> <i>Bite</i>	1 2 3 4 5 6 7 8 9 10	20	<b>111</b>	2"			1D10	2	Borne	Mighty Strike; Quick Strike; Grab																																																																																								
2	<b>Brutal Bite</b> <i>Bite</i>	1 2 3 4	27	<b>118</b>	0"			1D10	0	Natural	Switch (Kill-Head)																																																																																								
3	<b>Stomp</b> <i>Trample</i>	1 2 3 4 5 6	9	<b>100</b>	0"				0	Natural	Stomp; Sightless Strike																																																																																								
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		Cost																																																																																						
2	<b>Kill-Head</b> <i>Helmet</i>	1 2 3 4	18	<b>109</b>	0"	36	<b>127</b>	1D10	0	Borne	Purchased with (Kill-Head Armour); Mighty Strike; Impact Strike; Switch (Brutal Bite)		<b>11</b>																																																																																						
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules		Cost																																																																																										
1	<b>Skull-Plates</b> <i>Helmet</i>	8	<b>111</b>		0	Natural																																																																																													
ARMOUR OPTIONS		Armour+	C+A	Wound-	Hands	Class	Armour Rules		Cost																																																																																										
1	<b>Kill-Head</b> <i>Helmet</i>	12	<b>115</b>		0	Worn	Replacement (Skull-Plates)		<b>3</b>																																																																																										

VRS-TCW-8900 - Flint-Fang

GOZ-HORROR																																																																																					
GOHZ ho-ror																																																																																					
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																												
							0	1																																																																													
Vras	Three-Claw	Goz-Horror	Monstrous Beast <i>Ardent Mount; Solitary</i>	Beast	Wild	Rare	Strength	Base Size	260																																																																												
<b>GOZ-HORROR</b>							<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																																																								
<i>Gigantic; Hardy; Insensate; Loathsome; Resist (corruption); Terrifying; Bulk Charger</i>							<b>7</b>	<b>22</b>	<b>76</b>	<b>86</b>	<b>61</b>	<b>39</b>	<b>61</b>																																																																								
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
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		Cost																																																																								
1	<b>Stabbing Bite</b> <i>Bite</i>	1 2 3 4 5 6 7	24	<b>100</b>	0.5"			1D10	0	Natural	Corruption Damage; Piercing																																																																										
2	<b>Raking Claws</b> <i>Claws</i>	1 2 3 4	18	<b>94</b>	0"				0	Natural																																																																											
3	<b>Spiked Tail</b> <i>Tail</i>	1 2 3	11	<b>87</b>	0.5"				0	Natural	Blind Strike																																																																										
4	<b>Trample</b> <i>Trample</i>	1 2 3 4 5	8	<b>84</b>	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	<b>Kill-Head</b> <i>Helmet</i>	1 2 3 4	16	<b>92</b>	0.5"	32	<b>108</b>	1D10	0	Worn	Additional; Mighty Strike; Impact Strike; Piercing		<b>58</b>																																																																								
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules		Cost																																																																												
1	<b>Tough Hide</b> <i>Skin</i>	5	<b>91</b>		0	Natural																																																																															
ARMOUR OPTIONS		Armour+	C+A	Wound-	Hands	Class	Armour Rules		Cost																																																																												
1	<b>Back-Plates</b> <i>Light Armour</i>	15	<b>106</b>		0	Worn	Additional		<b>10</b>																																																																												

VRS-TCW-8585 - Back-Cracker

REND-TERROR																																																				
REND TE-ror																																																				
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																											
							0	1																																												
Vras	Three-Claw	Rend-Terror	Monstrous Beast <i>Ardent Mount; Solitary</i>	Beast	Feral	Rare	Strength	Base Size	149																																											
<b>REND-TERROR</b>							<b>Pace</b>	<b>Skill</b>	<b>Might</b>	<b>Constitution</b>	<b>Fortitude</b>	<b>Authority</b>	<b>Temper</b>																																							
<i>Gigantic; Hardy; Insensate; Loathsome; Resist (corruption); Terrifying; Bulk Charger</i>							<b>9</b>	<b>33</b>	<b>61</b>	<b>53</b>	<b>54</b>	<b>36</b>	<b>49</b>																																							
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		Cost																																							
1	<b>Nasty Bite</b> <i>Bite</i>	1 2 3 4 5 6 7 8 9	12	<b>73</b>	0.5"			1D10	0	Natural	Corruption Damage; Piercing																																									
2	<b>Raking Claws</b> <i>Claws</i>	1 2 3 4	14	<b>75</b>	0.5"				0	Natural	Corruption Damage																																									
3	<b>Trample</b> <i>Trample</i>	1 2 3 4	6	<b>67</b>	0"				0	Natural	Sightless Strike																																									

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