





## Darklands Muster Rules

It is the year 650, as the Christians note it, and the darkness that has engulfed the world since the Romanii betrayed the lands of the north and west only intensifies with each passing year. Established kingdoms and ruthless overlords war with each other even as they are raided by murderous pirates, once-slaves and northmen, and the brooding threat of the ice devils of the sea is matched only by the malevolent power of the inheritors of the ancient realms. In these lands of darkness only the strongest prevail in a never-ending struggle for survival against the bestial horrors man both brings to war and creates for it, and yet the greatest threat of all is perhaps the nature of man himself...

*Darklands is a tabletop skirmish wargame in which YOU command the hosts of man and beast that your ancestors once did for glory, power or simple survival. Fight breathtaking battles on your tabletop with some of the most stunning resin miniatures ever released!*

*What if dragons really flew, in those ancient times, and giants really walked the earth? What if berserkers actually were bear-men, man and bear joined together? What if all of the myths and legends we take for granted were real and our ancestors fought against - and with - creatures and beings and realms we thought were nothing more than the fantasies of our uncivilised selves?*

*Darklands answers all of those questions for you and more, so take a deep breath and re-create the true history of our world...*

*Darklands Muster Rules v 2.8*

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# I · I MUSTERING A HOST

Once a **muster** has been chosen and a battle size agreed, players must refer to that muster to see which warriors can be included in its host. Every warrior's profile, including the general, lists a **realm**, his **cost** in gold, his **unit size** and his **ubiquity**, which together ensure that players do not field more warriors than would be available.

## I · I · I BATTLE COST

All Darklands hosts are mustered according to the **gold cost** of the **battle size**, called the **battle cost**. In other words, both players **must** spend as much gold as possible on their hosts without spending more than the battle size allows.

## I · I · I · I BATTLE SIZE

A battle's size (and thus the **battlefield size**) should be determined by the amount of time both players have to play a game of Darklands, although of course the miniatures the players have in their possession is the largest limiting factor.

## I · I · I · I · I EQUAL GOLD COST

If both players are mustering a host of the same gold cost, as determined by the **Battle Scenario** they are playing, the battlefield size is determined by the Battle Size List below.

### *Battle Size List*

Battle Size	Gold	Field Size
Encounter	0 to 499	4' x 4' field
Skirmish	500 to 999	4' x 4' field
Battle	1,000 to 2,499	6' x 4' field
War	2,500 to 4,999	8' x 4' field
Cataclysm	5,000 to 9,999	12' x 4' field

## I · I · I · I · 2 PAYING FOR A WARRIOR

When mustering a unit, take note of its gold cost. This **unit cost** must be paid in order to muster it, and so if a unit is mustered, that cost is added to the **host cost**, which starts at 0 of course.

## I · I · I · I · 3 PAYING FOR A UNIT

Every warrior profile, it must be noted, lists an individual warrior's cost. Thus, if a unit of more than one warrior is purchased, that cost is multiplied by the amount of warriors in the unit.

## I · I · I · I · 4 PAYING FOR OPTIONS

Many warriors have **options** that boost their prowess in battle, perhaps giving them different weapons to wield or allowing them to ride a mount. Whatever option is chosen, that option must be paid for and the **option cost** of each option is listed on the option's line.

Some options have a negative cost, and thus if those options are selected they decrease the cost of an individual warrior by that amount. Such negative costs are usually the result of swapping a weapon for a less powerful weapon, but could be almost any option.

## I · I · I MUSTER SEQUENCE

A host is mustered according to the **Muster Sequence**, as summarised below.

### *Muster Sequence Summary*

#### **Battle Cost**

- 1 - Determine the battle size and therefore the host's cost

#### **General**

- 2 - Muster the general, the warrior with the highest **AUTHORITY** in the host

#### **Command**

- 3 - Muster one **command**, either the general's command or another command
- 4 - If another command is mustered, a **commander** has to be mustered to control it

#### **Unit**

- 5 - At least one **unit** has to be mustered in a command
- 6 - A commander may include as many units as he wishes in his command, as long as the sum of every unit leader's **AUTHORITY** within that command does not exceed the commander's **COMMAND AUTHORITY**
- 7 - A unit has to be mustered to include as many warriors as its **minimum size**
- 8 - If the unit's minimum size has the suffix "+", the unit may include more warriors up to its **maximum size**

#### **Ubiquity**

- 9 - As many units may be included in a host according to their **ubiquity** and the battle size's **ubiquity limits**
- 10 - If the host has to include units to fulfil minimum ubiquity requirements, it **must** increase that unit's size to at least its **effective size**, which is defined as half the unit's maximum size

#### **Warrior Options**

- 11 - Units may purchase **weapon**, **armour** and **artefact options** as well as **mount options** for their warriors or the unit as a whole
- 12 - Sorcerers **must** purchase at least one **invocation option** from their allowed Invocation Lists, if they do not already have a profile invocation

#### **Unit Options**

- 13 - Units may purchase **unit options** for their unit as a whole

#### **Muster Contingents**

- 14 - Up to a third of a host's battle cost - the contingent limit - may be spent on sell-swords or allied commands

#### **Muster More Commands and Units**

- 15 - Repeat steps 4-14 until the host's battle cost is reached

## 1 • 1 • 2 MUSTER A GENERAL

Every host of Darklands must contain a **general** to command it and at least one **command**, either his own or that of a different commander. This command must contain at least one unit of warriors, which must be from the same realm as the general.

The general must be the warrior with the highest **AUTHORITY** attribute in his host (although not necessarily the muster) except for individuals, and while he may be any class of warrior he is almost always a **noble** and thus a Warlord or a Warchief.

### EXAMPLE

A War-Drune has been chosen as the general of a host of Ker-Ys, and he is both a noble and a Warlord. His cost in gold is 108, but he has 999 gold in his coffers.

Whilst “general” might not be the warrior’s actual title it is what the warrior with the highest **AUTHORITY** in the host is called for game purposes.

## 1 • 1 • 2 • 1 HIGHEST EQUAL AUTHORITY

If two or more warriors have the same highest **AUTHORITY** value in the host, their player may choose which warrior is the general.

## 1 • 1 • 2 • 2 HIGHER AUTHORITY WARRIORS

A general may muster a warrior with a higher **AUTHORITY** than his own in his host, but that warrior can never become the general, nor a commander. He will become an **individual** mustered outside of a command.

## 1 • 1 • 2 • 3 VASSAL GENERALS

In very small skirmishes, a vassal unit’s **leader** - often a champion - could be the general of a host, thus called a **vassal general**. Vassal generals are mustered with their unit.

### EXAMPLE

In an encounter of 499 Gold, the Ysian player may not wish to use any Warlords or Warchiefs. However, he must choose a general, and thus chooses an Ax-Drune champion to be the vassal general.

If two or more vassal warriors have the same highest **AUTHORITY** value in the host, their player may choose which warrior is the general; except that leaders must be chosen to be the general before any unit warriors. Warriors of Beast, Slave or Engine privilege cannot become a vassal general.

## 1 • 1 • 2 • 4 THE GENERAL’S REALM

The realm of a host is always that of the general himself and units that are not from the **general’s realm** cannot be included in his host, except as sell-swords or allies - although some units have different mustering rules, of course.

### EXAMPLE

The War-Drune’s realm is Ker-Ys, and so the host’s realm is also Ker-Ys. Any units that are not from the Ker-Ys realm may only be mustered by the War-Drune within an allied contingent.

## Generals with Multiple Realms

It is often the case that generals can be from different realms. If a general has multiple realms listed, the player must choose one of those realms to be the general’s realm.

Some very influential generals can be from different realms and, depending on their warrior rules, may count the general’s realm as any - or all! - of those realms. If that is the case, the host is considered to be from multiple realms.

## 1 • 1 • 3 MUSTER A COMMAND

The general may muster a command of his own - that he directly commands and must join on the battlefield, thus called the **general’s command** - or he may muster one or more **commanders** from the same realm as he, who muster a command for the general.

Commanders act upon the general’s **orders** and have their own commands, but any commander mustered must have an **AUTHORITY** that is equal to or lower than the general’s own **AUTHORITY**.

### EXAMPLE

The War-Drune decides to muster a commander, a Seer-Drune, whose **AUTHORITY** is less than his own. Thus, he can be a commander within the War-Drune’s host.

The Seer-Drune’s gold cost is 83, thus making the host’s gold cost  $108 + 83 = 191$  so far. This leaves 808 gold yet to be spent on the host.

A command must include at least one unit that is not the commander himself. Otherwise, it is not a command!

## 1 • 1 • 3 • 1 GENERAL’S COMMAND

If the general musters a command of his own, he is thus its commander and follows any rules that bind other commanders and do not conflict with being a general. It is worth reiterating that a host of Darklands must include the general and at least one command, whether his own or a commanders’.

## 1 • 1 • 3 • 2 HOST COMMAND

The host’s general may muster another command of his own, called a **host command**, as well as the general’s command. A host command is a command just like any other, except that the members of a host command can only be drawn from the following Host Command List:

### Host Command List

- **General:** the general himself, who must be the host command’s commander
- **Host Nobles:** a non-Allied host champion, host banner bearer, host herald or host messenger
- **Nobles:** any other non-Allied noble in the host
- **Hearthguard:** the general’s Hearthguard unit

The host command is, in effect, an easy way to muster the general’s war-staff for it includes his closest companions and advisers without taxing his host’s command structure too much.

## 1 • 1 • 3 • 3 HIGHEST EQUAL AUTHORITY

If two or more warriors in the same command have equal **AUTHORITY** values, the player may choose which warrior from those commanders will become the command's commander.

## 1 • 1 • 3 • 4 VASSAL COMMANDERS

In very small skirmishes, a unit's leader - often a champion - could be a commander, thus called a **vassal commander**. Vassal commanders are mustered with their unit.

Warriors of Beast, Slave or Engine privilege cannot become a vassal commander.

## 1 • 1 • 4 MUSTER A UNIT

Every command must include at least one unit from the same realm as its commander but may include as many units as the commander wishes, as allowed by Ubiquity rules, other rules and his command's **COMMAND AUTHORITY**.

## 1 • 1 • 4 • 1 COMMAND AUTHORITY

**COMMAND AUTHORITY** is simply the sum of the **AUTHORITY** of every unit's leader within that command. The **COMMAND AUTHORITY** of a command cannot be greater than its commander's **AUTHORITY**.

### EXAMPLE

The War-Drune wishes to muster a command of his own that includes two units of Ax-Drune Warriors (both **AUTHORITY 16**) and a unit of Bow-Drunes (**AUTHORITY 12**). Thus, the **COMMAND AUTHORITY** of the War-Drune's command stands at **44**, and as his **AUTHORITY** is **83** he can muster all three units in his command.

The War-Drune could muster further units in his command, but those units must not have a combined **AUTHORITY** of more than **39**; and so he could not muster a Mantichora, which has an **AUTHORITY** of **46**, in his command.

However, he does have a Seer-Drune commander, and so he decides to muster the Mantichora in his command. The Seer-Drune's **AUTHORITY** is **52**, which means the Mantichora can be mustered in his command easily, although it leaves him with little **COMMAND AUTHORITY** left.

Units, unless they are individuals or sell-swords, may never be mustered outside of a command.

## 1 • 1 • 4 • 1 • 1 BOUND UNITS

The **AUTHORITY** of a Bound unit for mustering purposes is always that of the Bound unit's leader and is not the sum of the Binding unit and Bind unit's **AUTHORITY**.

### EXAMPLE

A unit of Dynwocor *Bind* to a Cocwocor unit when mustering, forming a Bound unit led by the Dynwocor's champion. Thus, the Bound unit's **AUTHORITY** is **22**, not **22 + 29**.

This effectively means that a Bound unit can reduce the **COMMAND AUTHORITY** of fielding two units, which is very handy for a general.

## 1 • 1 • 4 • 1 • 2 NOBLES AND UNITS

Nobles can be mustered as units in their own right, rather than as the host's general or a commander. However, their **AUTHORITY** does not add to the **COMMAND AUTHORITY** of a command in the same way as vassals; their **AUTHORITY** simply has to be less than or equal to the **AUTHORITY** of the commander.

### EXAMPLE

The War-Drune could muster the Seer-Drune in his command, as his **AUTHORITY** is **52** - less than the War-Drune's **AUTHORITY** of **83** - but that would mean he could not control the Mantichora, so he decides to leave the Seer-Drune as a commander.

Nobles mustered in this manner are not commanders in any way and follow all the other rules for units within a command.

## 1 • 1 • 4 • 2 UNIT SIZE

A unit's **unit size** is important because it often defines both its role and its usefulness on the battlefield. A unit that is too small will be ineffective; a unit too large, a little unwieldy, and perhaps unsuited to the task assigned to it.

It is for this reason that units can only be mustered according to its warriors' **minimum size** and **maximum size**, as listed on each warrior's profile.

## 1 • 1 • 4 • 2 • 1 MINIMUM SIZE

Many warriors can only be mustered within a unit of more than one warrior, and such a warrior has a **minimum size** listed on his profile. This is always the first number listed under the Unit Size box.

### EXAMPLE

The Ax-Drune unit has a minimum unit size of **5**, signified by the first number listed under the Unit Size box on their profile. Thus, the War-Drune has to muster at least five Ax-Drunes within a unit. As each Ax-Drune warrior costs **16** gold, the unit of five Ax-Drune warriors costs **80** gold in total.

### *Further Warriors*

If this number is suffixed by a "+" sign, the unit may muster more warriors than the minimum size.

### EXAMPLE

The first number listed under the Unit Size box on the Ax-Drunes profile has the suffix "+", and thus the War-Drune could muster more than **5** warriors in the unit.

If the first number does not have the "+" suffix, the unit may not muster more than that first number.

### EXAMPLE

The War Drune's Unit Size is simply "**1**", which does not have a suffix. Thus, War-Drunes may only be mustered in units of a single warrior.

## 1 • 1 • 4 • 2 • 2 MAXIMUM SIZE

Many units cannot muster more than a certain number of warriors within them, called the **maximum size**. This is listed after the unit's minimum size.

### EXAMPLE

The Bow-Drune unit has a minimum size of **5** and a maximum size of **20**, signified by the Unit Size listing

# UBIQUITY LIMITS

		ENCOUNTER	SKIRMISH	BATTLE	WAR	CATAclySM
		min/max	min/max	min/max	min/max	min/max
UBIQUITY	Mainstay	1/-	2/-	3/-	5/-	10/-
	Common	0/4	1/6	2/8	4/16	6/20
	Uncommon	0/2	0/4	1/6	2/8	4/16
	Rare	0/0	0/1	0/2	0/4	1/6
	Mythic	0/0	0/0	0/1	0/2	0/4
	Unique	0/0	0/1	0/1	0/1	0/2

“5+/20”, which means the unit’s minimum size is 5 warriors, but up to 20 warriors can be mustered within it. The War-Drune decides to muster 10 Bow-Drunes in the unit, which costs 120 gold.

After adding the unit cost of the two Ax-Drune units (80 gold each, so 160 gold), the Bow-Drunes (120) and the Mantichora (262 gold) - a total of 542 gold - to the War-Drune and Seer-Drune (191), the host cost is now 733 gold.

Nobles that can *Join* a unit at the start of the battle do not count towards either the minimum or maximum number of warriors allowed within a unit.

## 1 • 1 • 4 • 2 • 3 EFFECTIVE SIZE

Units are almost always more effective at a certain size. A unit that is too big will be too expensive to maintain and rather unwieldy, and a unit too small will not have the numbers to survive for long. Thus, each unit of more than one warrior has an **effective size**, defined as half of that unit’s maximum size (rounding up any fractions).

### EXAMPLE

Anglecynn Werwulfas have a minimum unit size of 5 and a maximum unit size of 15. Their effective size is thus half of their maximum size, 7.5, rounding up to 8.

## 1 • 1 • 4 • 3 UBIQUITY

A warrior’s **ubiquity** is the measure of how common a unit containing that particular warrior is in a host from his realm. The more common a warrior is, the more units of that warrior can be mustered in a host.

Some warriors are a realm’s mainstay and at least one unit of them must always be present upon the field of battle, whereas others are extremely rare and only a few units of them may be mustered. Some warriors are unique and only one unit of them can ever be mustered in a host.

- **Mainstay**: warriors of this type are almost always mustered within a host, for they form the bulk of a particular realm’s standing army and are often professional warriors. Some battle sizes must include a Mainstay unit.
- **Common**: common warriors are often found in a host and generals are almost unlimited in how many units of this ubiquity they can muster. In larger battles, they must be included as they are so readily available.

- **Uncommon**: some warriors are perhaps not as available as others at short notice, or live in the wilds where contact is infrequent. Thus, such warriors are often called upon only in times of need.
- **Rare**: these warriors are rarely found in a realm’s hosts, perhaps because they are difficult to cajole into fighting but often simply because there are not many of them.
- **Mythic**: warriors who are almost never seen - such as the mighty dragons of Cymru or the mountain Giants of the far north - have almost passed into legend, and are incredibly rare.
- **Unique**: these warriors are completely unique, for they represent famous individuals or units that have no equal.

## 1 • 1 • 4 • 3 • 1 UBIQUITY SLOTS

Most warriors list a single ubiquity under the Ubiquity box of their profile, but some list multiple ubiquities. Regardless of how many are listed, each ubiquity listed on a warrior’s profile will use one of his host’s **ubiquity slots** when a unit containing that warrior is mustered.

### EXAMPLE

Looking at the Ubiquity Limits table, a Skirmish battle size allows 6 Common ubiquity slots, 4 Uncommon ubiquity slots and 1 Rare ubiquity slot.

The War-Drune’s ubiquity is Uncommon, as is the Seer-Drune. The ubiquity of the Ax-Drune units is Mainstay and the Bow-Drune unit is Common, and the Mantichora’s ubiquity is Uncommon (2). Thus, the Ysian host is using one Mainstay ubiquity slot, two Common ubiquity slots and four Uncommon ubiquity slots - so far.

### Multiple Ubiquities

Some rare or important warriors list multiple ubiquities on their profile, either multiples of the same ubiquity - determined by a number in brackets next to the ubiquity - or different ubiquities denoted by a “+” mark. Such warriors will use all of the ubiquity slots listed.

### EXAMPLE

A Mantichora’s ubiquity is Uncommon (2). Thus, the Mantichora uses two Uncommon ubiquity slots.

The Rose of Ker-Ys’s ubiquity is listed as Unique + Uncommon (2). Thus, The Rose of Ker-Ys uses one Unique ubiquity slot and two Uncommon ubiquity slots.

1 • 1 • 4 • 3 • 2  
**REALMS AND UBIQUITY**

Some warriors' ubiquities change depending on the general's realm, representing how common they would be if they are mustered in a host from his realm rather than from their own realm. This is either shown in the Ubiquity box on a warrior's profile by listing an ubiquity's associated realm in brackets, or listed an ubiquity in italics.

**EXAMPLE**

A Khthones Gorgonarch (whose realm is Gorgon) is the general of his host and he musters a unit of Hydrar. Their ubiquity is listed as Common (2) (Y'dron) and Uncommon (Gorgon), and so the Hydrar unit's ubiquity is Uncommon.

If the Khthones general was of the Y'dron realm, the Hydrar unit's ubiquity is Common (2).

*Ubiquity for unmentioned realms*

If a unit's ubiquity is listed in italics, that ubiquity is used when the general's realm is neither that unit's realm nor any realm mentioned in brackets.

**EXAMPLE**

If the Khthones general was a Krokodarch, the Hydrar unit would be the ubiquity mentioned in italics - *Uncommon (2)* - as the Krokodarch's realm is not listed in brackets in the Hydrar's ubiquity box.

*Realm Allies*

Regardless of the above, units of the same kindred but from different realms can still be taken as allies - which means they would be at their own ubiquities, of course. See the 1•1•7: Mustering Contingents subsection for details.

1 • 1 • 4 • 3 • 3  
**MINIMUM UBIQUITY**

Players must include the minimum number of units of a particular ubiquity (for a particular battle size) in their hosts, as per the Ubiquity Limits table above. If there is no minimum number of units, players do not have to muster a unit of that ubiquity in a battle of that size.

**EXAMPLE**

The battle is a skirmish of 999 gold and so at least two Mainstay units and at least one Common unit have to be mustered. The two Ax-Drune units are Mainstay, and as the Bow-Drune unit is Common, the War-Drune has fulfilled the Minimum Ubiquity rules for his host.

*Minimum Ubiquity Effective Sizes*

Each unit of a different profile that is purchased to fulfil a minimum ubiquity slot within a host must include enough warriors to fulfil that unit's **effective size**.

**EXAMPLE**

As the Ax-Drune units and the Bow-Drune unit are purchased to fulfil a minimum ubiquity slot, they have to be mustered at an effective size. An Ax-Drune unit and Bow-Drune unit's maximum size is 20, which means their effective size is 10. Thus, the War-Drune must increase the size of the Ax-Drune units to 10 each. He doesn't have to do anything with the Bow-Drunes, as they are already at their effective size.

He does so and this increases the cost of his host by a further 160 gold, bringing it up to 893 gold in total.

*Minimum Ubiquity Units gain free Unit Command Warriors*

Any unit purchased to fulfil a minimum ubiquity slot within a host may muster unit command warriors for free. See the 1•1•4•4•6: Unit Options rules for details.

1 • 1 • 4 • 3 • 4  
**MAXIMUM UBIQUITY**

Players may not include more than the maximum number of units of a particular ubiquity in their hosts that their battle size allows. If there is no maximum number of units, players may muster as many units of that ubiquity as they wish, as long as they do not exceed the battle cost, of course.

Note that these ubiquity limits apply to all of the units within a host; one particular type of common unit could be included six times in a skirmish, or the general could muster six different common units instead.

**EXAMPLE**

The Ysian host has not used all of the Common and Uncommon ubiquity slots available to them in a Skirmish. However, no further Rare units can be mustered in the host as the single Rare ubiquity slot allowed in a Skirmish has been used by the Mantichora.

1 • 1 • 4 • 3 • 6  
**UNIQUE MEETINGS**

Kings and queens, celebrated heroes or infamous villains are often found upon the Darklands battlefield and whilst they represent a unique character, perhaps even a real character from our history, it can be imagined that two players may choose hosts that have mustered the same unique warrior. Should this occur, the victor can be assured that his unique warrior is the real one and his opponent's unique warrior is merely a pretender!

1 • 1 • 4 • 3 • 7  
**MOUNTS**

The ubiquity of Mounted warriors is usually just that of the rider, but ardent mounts are slightly different.

*Beast Mounts*

As beast mounts can only be mustered as such, their ubiquity is always that of the rider himself. Thus, if an Uncommon noble rides a Rare mount, the Beast Mounted warrior formed is Uncommon.

*Ardent Mounts*

A Mounted warrior formed from a rider and an ardent mount is slightly different, for it comprises the ubiquity of both the rider and the mount. Thus, if a Common noble rides a Rare ardent mount, the Ardent Mounted warrior formed is both Common and Rare.

1 • 1 • 4 • 3 • 8  
**BOUND UNITS**

Many units can *Bind* to another unit when mustering and thus become a **mustered Bound unit**. A Bound unit's ubiquity is counted as that of the Binding unit's leader, i.e., the unit that *Binds* to another unit.

**EXAMPLE**

The War-Drune musters four Goad-Drunes to Bind to the Mantichora, costing 84 gold (as they are 21 gold each) and this brings the host's gold cost to 977.

By mustering the Goad-Drunes the Bound unit's **AUTHORITY** when formed with the Mantichora is theirs, 33,

and so the Scer-Drune's available **COMMAND AUTHORITY** is now 19 rather than 6.

As the Goad-Drune unit is the Binding unit, the ubiquity of the Bound unit as a whole is Uncommon, thus meaning the Mantichora does not count as Uncommon (2).

Thus, Bound units are valuable additions to a host because they can bring rarer units to battle under their own ubiquity and **AUTHORITY**.

## 1 • 1 • 4 • 4 WARRIOR OPTIONS

Many profiles have **options** listed that can bolster the unit's prowess in battle. Most warrior options will have an associated cost, the **option cost**, that each warrior from the unit must pay in order to use them.

All of the various weapon, armour, artefact and mount options can only be purchased once by a warrior when mustering.

## 1 • 1 • 4 • 4 • 1 WEAPON OPTIONS

Many warrior profiles list **weapon options**, which could replace their standard weapon entirely or add to it somehow.

All of the warriors within a unit must purchase the same weapon options. If a unit's sword is replaced with a spear, for example, all of the warriors within the unit (of the same profile) must swap their swords for spears.

In other words, every warrior within a unit of the same profile must wield the same weapons when mustered.

### *Standard Weapons*

Any weapon that is not **additional** or **replacement** is a **standard weapon**. Whenever a warrior is mustered, he is mustered with his standard weapons.

#### **EXAMPLE**

A War-Drune's standard weapon is the War-Ax; he brings one to battle whenever he is mustered.

### *Additional Weapons*

**Additional weapons** are mustered in addition to other weapons. The warrior in question would be able to use both his standard weapons and his additional weapons in battle, as long as he has enough Hands to do so.

#### **EXAMPLE**

A War-Drune could purchase an additional weapon, a Battle-Bow, to complement his standard weapons. As this would cost 18 gold, and he has 22 gold remaining to spend, he could afford it - but chooses not to.

There is no limit to the amount of additional weapons a warrior may muster except the limit inherent in his profile or his weapon rules (or a host's battle cost). It should be noted that the Hands rule only limits how much equipment a warrior can wield at once - it does not restrict how much equipment a warrior can muster.

### *Replacement Weapons*

**Replacement weapons** are mustered in exchange for the weapon listed within the optional weapon's rules. For example, an optional sword with the rule *Replacement (spear)* means that the warrior's spear must be exchanged for the sword.

#### **EXAMPLE**

The War-Drune decides to replace his War-Ax with a War-Chain and pays 3 gold for the privilege, increasing his cost to 112. This increases the hosts' gold cost to 980.

A warrior's standard weapon may not be replaced more than once. If there are multiple replacement weapon options for the same standard weapon, only one can be chosen.

#### **EXAMPLE**

The War-Drune has a number of weapon options that could replace his War-Ax, but he may only choose one of them to do so.

An optional replacement weapon may list more than one weapon that could be replaced by it. Such options would be separated by a comma. The replacement weapon may only replace one of the weapons listed, not multiple weapons.

### *Mounted Only*

Weapons with the rule "Mounted only" may only be mustered - and used - if the warrior is a rider.

## 1 • 1 • 4 • 4 • 2 ARMOUR OPTIONS

Many warrior profiles list **armour options**, which could replace their standard armour entirely or add to it somehow.

All of the warriors within a unit must purchase the same armour options. If a unit's light armour is replaced by heavy armour, for example, all of the warriors within the unit (of the same profile) must swap their light armour for heavy armour.

In other words, every warrior within a unit of the same profile must wear the same armour when mustered.

### *Standard Armour*

Any armour that is not additional or replacement is **standard armour**. Whenever a warrior is mustered, he is mustered with his standard armour.

#### **EXAMPLE**

The standard armour of an Ax-Drune is Greaves, which they wear whenever they are mustered.

### *Additional Armour*

**Additional armour** is mustered in addition to other armour. The warrior in question would be able to use both his standard armour and his additional armour in battle, as long as he has enough Hands to do so.

#### **EXAMPLE**

The Ax-Drunes do not have any armour options, so cannot purchase any additional armour or replace their standard armour with anything else.

There is no limit to the amount of additional armour a warrior may wield except the limit inherent in his profile or his armour rules (or a host's battle cost). It should be noted that the Hands rule only limits how much equipment a warrior can wield at once - it does not restrict how much equipment a warrior can muster.

### *Replacement Armour*

**Replacement armour** is mustered in exchange for the armour listed within the optional armour's rules. For example, an optional shield with the rule *Replacement (buckler)* means that the warrior's buckler must be exchanged for the shield.

A warrior's standard armour may not be replaced more than once. If there are multiple replacement armour options for the same standard armour, only one can be chosen.

Optional replacement armour may list more than one piece of armour that could be replaced by it. Such options would be separated by a comma. The replacement armour may only replace one of the armours listed, not multiple armour elements.

### *Mounted Only*

Armour with the rule "Mounted only" may only be mustered - and used - if the warrior is a rider.

## 1 • 1 • 4 • 4 • 3 ARTEFACT OPTIONS

Some warrior profiles - usually only those of nobles - list **artefact options**, which allow the warrior to bear a particular artefact. A warrior may choose any artefact from this list when mustering.

### *Mustered Artefacts*

Warriors may only purchase artefacts from a particular **Artefact List**, which is noted on his profile (and is usually that of his own kindred muster), and these artefacts are called **mustered artefacts**. Some widely travelled warriors can purchase artefacts from different **Artefact Lists**, either from those within his own kindred muster or from the **Artefact Lists** of other kindreds.

### *Artefact Privilege Limit*

No warrior can purchase more artefacts from the **Artefact Lists** he has access to than his **artefact privilege limit** allows, which - as the name suggests - mostly depends upon his privilege but often his acuity too, as shown by the **Artefact Privilege Limits Table** below.

### *Artefact Privilege Limits Table*

<i>Warrior Privilege</i>	<i>Artefact Privilege Limit</i>
Elite Noble	5
Veteran Noble	4
Drilled Noble	3
Other Noble	2
High Born Vassal	1 (mustered unit command warriors only)
Any other Privilege	0

### EXAMPLE

A War-Drune's privilege is that of a noble and his acuity is Elite, so he could have 5 artefacts if he wished. The Seer-Drune is a Wild noble, so he could have 2 artefacts if he wished.

Some warriors' **Artefact Privilege Limits** may be more, or less, than the **Artefact Privilege Limits** listed, and such differences are listed on their profile.

### *Profile Artefacts*

Many warriors bear **profile artefacts** which are listed on their profile, and these do not need to be purchased - they are already included in such warriors' gold cost. Profile artefacts always count towards a warrior's artefact privilege limit, however.

### EXAMPLE

The Seer-Drune has a weapon artefact - his Karnun-Staff - and so he has used 1 of his artefact privilege limit.

### *Artefact Type Limits*

As well as the artefact privilege limit, warriors are limited as to how many artefacts of a particular type can be borne and these are called **artefact type** limits, as determined by the **Artefact Type Limits Table** below. This ensures warriors do not wear two crowns, or bear more rings than they have fingers!

### *Artefact Type Limits Table*

<i>Artefact Type</i>	<i>Artefact Type Limit</i>
Crown	1
Pendant	1
Vambrace	Hands
Ring	Hands
Belt	2
Other	1
Weapon, Armour and Invocation Artefacts	as per their limitations

Some warriors' **Artefact Type Limits** may be more, or less, than the **Artefact Type Limits** listed, and such differences are listed on their profile.

None of the above artefact type limits are affected by how much equipment of other types uses their Hands, unless they are weapon or armour artefacts. A warrior could still wield a sword and a shield, for example, and still wear vambraces and rings.

### *Equipment Artefacts*

Some artefacts are also weapons or armour, or maybe even both! Such artefacts - **combat weapon artefacts**, **shot weapon artefacts**, **armour artefacts** and **invocation artefacts** - must follow the rules for artefacts as well as those for whatever type of equipment they are.

Equipment artefacts always count towards a warrior's artefact privilege limit, but only count towards a warrior's artefact type limit if they are of that type.

### EXAMPLE

An Oghurithne Umaer bears an Oghu Stone artefact of the type "Oghu Stone", and so is an "Other" artefact type.

## 1 • 1 • 4 • 4 • 4 INVOCATION OPTIONS

Almost all Sorcerers have **invocation options** as - if they wish to perform an *Invoke action* - they must purchase at least one invocation, unless they already have an invocation on their warrior profile. Warriors that do not have the **Sorcerer** ability may not purchase invocations, although they could purchase artefacts that perform invocations.

### *Mustered Invocations*

Sorcerers may only purchase invocations from a particular **Invocation List**, which is noted on his profile (and is usually that of his own kindred muster), and these invocations are called **mustered invocations**. Some rather clever Sorcerers can purchase invocations from different **Invocation Lists**, either from those within his own kindred muster or from the **Invocation Lists** of other kindreds.

## Invocation Tolerance

No sorcerer can purchase more invocations from the **Invocation Lists** he has access to than his **invocation tolerance** allows, which is equal to his **tolerance** - as listed in brackets next to the Sorcerer ability on his profile.

### EXAMPLE

The Seer-Drune's tolerance is **3**, and so he may purchase up to three invocations from the Ysian Invocation List.

The host has **22** gold left to spend, so he plumps for the **Blades of the Horned God** invocation, which costs **20** gold. That puts the host's gold cost up to **97** gold.

Whilst a Sorcerer may know many more invocations than his invocation tolerance, he may not be as practised with such invocations or perhaps be unsure as to how effective they may be on the battlefield.

## Profile Invocations

Some Sorcerers may already include invocations on their warrior profile (called **profile invocations**) and these do not need to be purchased - they are already included in their gold cost. Profile invocations always count towards a Sorcerer's invocation tolerance, however.

### EXAMPLE

The **Rose of Ker-Ys** has three profile invocations and has a tolerance of **3**. Thus, she cannot purchase any mustered invocations.

## Equipment Invocations

Invocations can also be bound to a powerful artefact or, in rare cases, other types of equipment; perhaps so that warriors that are not Sorcerers can use them. Even if a Sorcerer has such equipment, these **equipment invocations** do not count towards a Sorcerer's invocation tolerance.

## 1 • 1 • 4 • 4 • 5 MOUNT OPTIONS

Many warrior profiles list **mount options**, which allow the warrior to ride a particular mount. A warrior may only choose one mount to ride from this list when mustering.

All of the warriors within a unit must purchase the same mount option when mustering. If a unit wishes to ride horses, for example, all of the warriors within the unit must ride a horse.

## Mount Equipment Options

Many mounts include **mount equipment options**, for weapons, armour or artefacts, which could replace the mount's equipment entirely or add to it. These mount equipment options follow the exact same option rules as other warriors' option rules.

## 1 • 1 • 4 • 4 • 6 UNIT OPTIONS

Many warrior profiles list **unit options**, which allow them to pay for various enhancements to their unit. This could enable them to purchase unit command warriors, but if they do so, only one of each type may be mustered. Note that units do not have to purchase all of the different unit command warriors when mustering.

## Free Unit Command Options

Any unit purchased to fulfil a minimum ubiquity slot within a host may muster unit command warriors for free - i.e., they will cost **0** gold.

## EXAMPLE

As they have been purchased to fulfil minimum ubiquity slots, both **Ax-Drune** units may muster a champion, banner bearer and herald without costing their general any more of his precious gold.

The **Bow-Drune** unit only has a champion as a unit option, and so he is mustered for free as the unit was mustered to fulfil the minimum common ubiquity.

Units that are not purchased to fulfil a minimum ubiquity slot do not gain unit command warriors for free.

### EXAMPLE

If the **War-Drune** musters another **Common** unit, it would not fulfil a minimum ubiquity slot (as that was done by the **Bow-Drunes**) and so it would not gain free unit command options. However, if the **War-Drune** decides that the **Bow-Drunes** do not fulfil the minimum **Common** ubiquity slot and this new unit does, the new unit does gain the free unit command option and the **Bow-Drunes** do not.

## 1 • 1 • 4 • 5 BEASTS AND MOUNTS

Warriors that have a **Mount Only** subclass - usually **Beasts** or **Monstrous Beasts** - may only be mustered as a mount. They cannot be mustered within a unit without having a rider and thus becoming part of a mounted warrior.

## 1 • 1 • 5 MUSTER MORE COMMANDS AND UNITS

If the general finds that he cannot select any more units for his own command in order to muster more units for his host, he can introduce commanders to muster other commands and thus units for him.

A general may muster as many commanders in his host as he wishes, as allowed by his available gold and the commanders' **AUTHORITY** values, but each commander must have a command that contains at least one unit that is not himself.

### EXAMPLE

The **Ysian** player decides to increase his host to play a battle size of **1,500** gold, and so a "Battle".

To do so the **War-Drune** musters a unit of five **Brutes**, which have an **AUTHORITY** of **33** and a cost of **57** each, so **285** gold in total. This increases the host cost to **1,282**, leaving him **217** gold to spend. Mustering the **Brutes** in the **War-Drune's** command is possible as he has **39** **COMMAND AUTHORITY** left, so he does so.

The **War-Drune** also instructs his sorcerer to learn a couple more invocations, so the **Seer-Drune** purchases **Mutate** for **22** gold and **Wrath of Kernunnos** for **28** gold, adding **50** gold in total to the host cost, which is now **1,332**.

## 1 • 1 • 6 MUSTERING INDIVIDUALS

**Individuals** can be mustered either within a command (as any other unit) or outside of a command.

If mustered within a command, an individual's **AUTHORITY** is never added to that command's **COMMAND AUTHORITY**; but the individual's **AUTHORITY** must be less than their commander's **AUTHORITY**.

When mustered outside of a command they form a command of their own (of which they are commander), but no other units can be mustered within it. The only restriction to

mustering an individual outside of a command is that an individual's **AUTHORITY** must be lower than their general's **AUTHORITY**.

## 1 • 1 • 7 MUSTERING CONTINGENTS

Some realms may muster contingents of sell-swords and allies, maybe even both in the same host, but generals who are entitled to such luxuries are only allowed to spend some of their gold on these units.

### 1 • 1 • 7 • 1 CONTINGENT LIMIT

No general may spend more than a **third** - or **33.3333%** recurring - of the gold allowed for their battle size (rounding any fractions down) upon sell-swords or allies. This is called the **contingent limit**.

#### EXAMPLE

Instead of mustering another unit of warriors from Ker-Ys, the War-Drune could muster an allied command or a sell-sword. If he did so, he could not exceed the contingent limit of **1,500** gold, which is **500** gold.

### 1 • 1 • 7 • 2 MUSTERING SELL-SWORDS

There are some within the lands of darkness that fight for just about anyone that pays them enough, and these notorious warriors are known as **sell-swords**. A player may muster any sell-sword in their host if he has enough gold and as long as the sell-sword's profile allows it, for many such mercenaries will only fight for certain kindreds or realms.

#### EXAMPLE

The War-Drune could call upon Sathach's help in the battle ahead. Sathach's gold cost is **74**, well within the contingent limit. Including Sathach in his host would increase his host cost to **1,406**, leaving him **93** gold to spend.

Sell-swords are mustered in exactly the same way as an individual within a host, with the exception that they can only ever be mustered outside of a command.

### 1 • 1 • 7 • 3 MUSTERING ALLIES

Most hosts are formed from warriors of the same realm, for alliances are forged as often as oaths are broken and few realms, let alone kindreds, trust each other. Even so, some realms and kindreds have held strong bonds with others for many years and - at least most of the time - allow their own warriors to fight in their allies' hosts when required.

### 1 • 1 • 7 • 3 • 1 ALLIED COMMAND

**Allies** are mustered as a command in exactly the same way as other commands within a host and form an **allied command**; except that the **allied commander** and the **allied units** can only be mustered from within their own kindred muster. Additionally, only one allied command may be mustered within a host.

#### EXAMPLE

Instead of Sathach, the War-Drune decides to call upon his allies, the Vras. He musters a Vras-Chief (**54** gold) as the allied commander and a unit of **10** Spear-Vras (**150** gold), which means the allied contingent costs **204** gold in total, well within the contingent limit.

This increases the host's cost to **1,536** gold, which is **37** gold over the gold cost limit; so he decides to drop one Brute, which brings the host cost down to **1,479** gold.

As he's still got **20** gold to spend, he decides to add another Ax-Drune, which costs **16** gold and results in a host cost of **1,495** gold.

That's his host mustered!

Sell-swords may not be mustered within an allied command.

### 1 • 1 • 7 • 3 • 2 REALM ALLIANCES

Players may muster one allied command in their host according to the **Realm Alliances Table** below.

#### *Realm Alliances Table*

<b>realm</b>	<b>may ally with...</b>
<b>Albainn</b>	any Albainn realm, any Brythoniaid realm, any Érainn realm
<b>Anglecynn</b> (Mierce)	Brythoniaid (Gwynedd or Powys), Anglecynn (Beornica, Dēra, Eofora), any Friesian realm, any Jute realm
<b>Anglecynn</b> (Beornica, Dēra, Eofora)	Anglecynn (Beornica, Dēra, Eofora, Mierce), any Friesian realm, any Jute realm
<b>Anglecynn</b> (Northumbreland)	Seaxna (Wesseax, Esseax, Susseax)
<b>Atalantes</b>	any Atalantes realm
<b>Brythoniaid</b>	any Brythoniaid realm, any Albainn realm, Anglecynn (Mierce)
<b>Byzantii</b>	any Byzantii realm, Infernii (Dis)
<b>Érainn</b>	any Érainn realm, any Albainn realm
<b>Fomoraic</b>	any Fomoraic realm
<b>Friesians</b>	Anglecynn (Beornica, Dēra, Eofora, Mierce), any Jute realm, any Norse realm
<b>Infernii</b> (Dis)	any Infernii realm, any Byzantii realm
<b>Jutes</b>	any Jute realm, Anglecynn (Beornica, Dēra, Eofora, Mierce)
<b>Khthones</b>	any Khthones realm
<b>Norse</b>	any Norse realm, any Friesian realm
<b>Ysians</b>	any Ysian realm, Vras (Three-Claw)

Kindreds are shown in **bold**. Realms are shown in brackets. If no brackets are shown, all realms within that kindred may ally with the realms shown

## 1 • 1 • 8 ABILITIES

**Abilities** reflect the various skills of many different warriors upon the battlefield, skills that have been developed over time, perhaps instinctively but usually thanks to years of training.

### 1 • 1 • 8 • 1 MUSTER ABILITIES

Generals and commanders, being used to leading their fellow warriors into battle, almost always boast **muster abilities**. These affect how easily they can muster their hosts or commands, especially those warriors they have paid, or trained, or simply know better than others.

#### 1 • 1 • 8 • 1 • 1 COMPEL (X)

A general with the **Compel (x)** ability (now also called a **Compelling general** or **Compeller**) may muster units from the same realm as that general with the title (x) - now called **Compelled units** - as if they were Mainstay units.

#### EXAMPLE

Veteran Ax-Drunes have Common ubiquity, but as the War-Drune has the Compel (Veteran Ax-Drune) muster ability, he may muster Veteran Ax-Drunes as if they are Mainstay units.

If a Compelled unit is included in the general's host, at least one Compelled unit must be included in the general's command or within the command of a commander with the same Compel (x) ability.

#### Commanders

A commander with the Compel (x) ability (now also called a **Compelling commander** or **Compeller**) may muster units from the same realm as that commander with the title (x) - now called Compelled units - as if they were Mainstay units. If a Compelled unit is included in the commander's host, at least one Compelled unit must be included in the commander's command or within the command of another commander with the same Compel (x) ability.

#### EXAMPLE

Compelled Veteran Ax-Drunes must be included within the War-Drune's command, but as Battle-Drunes have the Compel (Veteran Ax-Drune) muster ability Veteran Ax-Drunes could also be mustered in the Battle-Drune's command.

#### Multiple Ubiquity Slots

Some generals and commanders have a number next to the (x), such as Compel (x(2)). This denotes how many ubiquity slots that Compelled unit fulfils at that ubiquity.

#### Compelling and Influencing the same unit

If a general and a commander both Compel and Influence a unit with the same title (x), the Compeller's ability takes precedence over the Influencer's ability, so Influenced units would become Mainstay units. Even so, a noble may muster an Influenced unit under his Influence (x) ability, as long as that Influenced unit is mustered in his command and all other ubiquity requirements are met.

#### 1 • 1 • 8 • 1 • 2 INFLUENCE (X)

A general with the **Influence (x)** ability (now also called an **Influencing general** or **Influencer**) may muster units from

the same realm as that general with the title (x) - now called **Influenced units** - as if they were Common units. If an Influenced unit is included in the general's host, at least one Influenced unit must be included in the general's command or within the command of a commander with the same Influence (x) ability.

#### Commanders

A commander with the Influence (x) ability (now also called an **Influencing commander** or **Influencer**) may muster units from the same realm as that commander with the title (x) - now called Influenced units - as if they were Common units. If an Influenced unit is included in the commander's host, at least one Influenced unit must be included in the commander's command or within the command of another commander with the same Influence (x) ability.

#### Multiple Ubiquity Slots

Some generals and commanders have a number next to the (x), such as Influence (x(2)). This denotes how many ubiquity slots that Influenced unit fulfils.

#### 1 • 1 • 8 • 1 • 3 OVERLORD

A general with the **Overlord** ability counts as being a warrior from each realm of his kindred. This means the general's realm is all of the realms within his kindred and his host is considered to be from all of the realms within his kindred.

#### EXAMPLE

Khthones Gorgons have the Overlord ability and so, if they are taken as the general of a host, that host's realm is all of the realms of the Khthones.

This effectively means that the Gorgon may muster any warrior from any Khthones realm at their own ubiquities - so, for example, a Krokokh is mustered from the Krokod realm, a Sávrakh is mustered from the Sávrá realm, and so on.

In other words, an Overlord does not need to muster units of a realm from his kindred as allies.

#### 1 • 1 • 8 • 1 • 4 OVERLORD (X)

A general with the **Overlord (x)** ability counts as being a warrior from each of the realms with the title (x). This means the general's realm is all of the realms mentioned and his host is considered to be from all of the realms mentioned.

In other words, an Overlord (x) does not need to muster units of a realm from those indicated as allies.