# 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...*

## MIERCE MINIATURES

# 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 · 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 <u>must</u> spend as much gold as possible on their hosts without spending more than the battle size allows.

## 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 according to ubiquity limits, 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 command according to their **ubiquity** and the battle size's **ubiquity limits**

10 – If a command has to include units to fulfil minimum ubiquity requirements, it <u>must</u> 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 <u>must</u> 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 sellswords or allied commands

*Muster More Commands and Units*

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

## I · 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 · 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 · 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 · 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 · 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.

## 1 · 1 · 2
# MUSTER A GENERAL

Every host of Darklands <u>must</u> contain a **general** to command it and at least one **command**, either the general's own command or that of a different commander. Every command <u>must</u> contain at least one unit of warriors, which must be from the same realm as its commander.

The general <u>must</u> 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 87, 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 <u>never</u> become the general, nor a commander of other warriors. 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. If there are no nobles or vassals within the host, the host cannot be formed. Nobody will follow a monster, a slave or a war engine into battle!

## 1 · 1 · 2 · 4
# THE GENERAL'S KINDRED

The kindred of a host is <u>always</u> that of the general himself and units that are not from the **general's kindred** 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 kindred is Ysian, and so the host's kindred is also Ysian. Any units that are not from the Ysian kindred may only be mustered by the War-Drune within an allied contingent, and only those kindreds that the Ysians can ally with of course.

### *Generals from Multiple Kindreds*

It is sometimes the case that generals can be from different kindreds. If a general has multiple kindreds listed, the player <u>must</u> choose one of those kindreds to be the general's kindred.

## 1 · 1 · 2 · 5
# THE GENERAL'S REALM

The realm of a host is <u>always</u> that of the general himself. Units that are not from the **general's realm** but are from the general's kindred may be included in his host as if they were from the general's realm, but to do so any such units must double their AUTHORITY - excepting nobles - for the purpose of calculating COMMAND AUTHORITY, rounding any fractions up.

### 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 (such as Neustria) may be mustered by the War-Drune by doubling their AUTHORITY.

### *Realm Commander*

A commander that is not from the general's realm (but has the general's kindred listed on his profile) - called a **realm commander** - may be mustered as a commander in the general's host without doubling his AUTHORITY, as long as he follows the rules for mustering a commander of course.

A realm commander may muster units from his own realm without doubling those units' AUTHORITY, as long as they are mustered in his command. However, if a realm commander musters units that are not from his realm in his command, he must double their AUTHORITY as normal.

### EXAMPLE
A Teyrn from the Gwynedd realm musters a Prifdynwocor in his host from the Powys realm as a realm commander. The Prifdynwocor may muster units from Powys in his command, such as Dynwocorau, without doubling their AUTHORITY; but if he musters units from any other realm in his command he must double their AUTHORITY.

### *Generals from Multiple Realms*

It is often the case that generals can be from different realms. If a general has multiple realms listed, the player <u>must</u> 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 <u>may</u> 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.

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

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

## 1 · 1 · 3 · 1
## GENERAL'S COMMAND

If the general musters a command of his own, called the **general's command**, he is thus its commander and follows any rules that bind other commanders and do not conflict with being a general (in other words, the fact he is the general takes precedence over any commander rules). It is worth re-iterating that a host of Darklands must include the general and at least one command, whether his own or a commanders'.

### 1 · 1 · 3 · 1 · 1
### HOST'S COMMAND

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

#### Host's Command List

- **General:** the general himself, who must be the host's command's commander
- **Host Nobles:** up to four host nobles, but only one of each type - one non-Allied host champion, one host banner bearer, one host herald or one host messenger. None of the above can be part of a Bound unit
- **Nobles:** any other non-Allied noble in the host that is not part of a Bound unit or a sorcerer
- **Sorcerer:** one noble with the Sorcerer ability
- **Hearthguard:** one Hearthguard unit

The host's 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.

The general is thus the commander of both the general's command and the host's command if both are present.

## 1 · 1 · 3 · 2
## HIGHEST EQUAL AUTHORITY

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

## 1 · 1 · 3 · 3
## 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 - and that first unit must be a Mainstay unit from the same realm as its commander - but it may include as many units as its 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.

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

### 1 · 1 · 4 · 1 · 1
### MOUNTS

The AUTHORITY of a mount for COMMAND AUTHORITY purposes is always that of the rider and is not the sum of the rider and the mount. Mounts must have less AUTHORITY than their riders in order to be ridden, but this is a moot point as it is taken care of by their riders' profiles.

### 1 · 1 · 4 · 1 · 2
### 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.

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

#### Bound Units and Realms

Both the Bind unit and the Binding unit must be from the same realm to be able to become a Bound unit.

### 1 · 1 · 4 · 1 · 3
### NOBLES IN COMMANDS

Nobles can be mustered as units in their own right, rather than as the host's general or a commander.

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

### Host's Command Nobles

Nobles in the host's command do not add to the COMMAND AUTHORITY of the host's command; their AUTHORITY simply has to be less than or equal to the AUTHORITY of the general, who is the host's command's commander.

## 1·1·4·2
## UBIQUITY

A warrior's **ubiquity** is the measure of how common he is in a host from his kindred. The more common a warrior is, the more units of that warrior can be mustered in a host.

Some warriors are a kindred or 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.

A commander ignores his own ubiquity when mustering units within his command - so a Rare commander could muster a Rare unit in his command, for example.

### 1·1·4·2·1
### 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.

### Multiple Ubiquities

Some rare or important warriors list multiple ubiquities on their profile, denoted by a '+' mark. Such warriors will use all of the ubiquity slots listed.

# UBIQUITY LIMITS

| | | COMMAND | HOST |
|---|---|---|---|
| | | min/max | min/max |
| UBIQUITY | Mainstay | 1/- | 1/- |
| | Common | 2 (if influenced)/- | 2 (if influenced)/- |
| | Uncommon | 0/2 per command; 1 per command if Rare or Mythic present in same command | 0/2 per command; 1 per command if Rare or Mythic present in same command |
| | Rare | 0/1 | 0/1 per command |
| | Mythic | 0/1 per host | 0/1 |
| | Unique | 0/1 per profile | 0/1 per command, 1 per profile |

### 1·1·4·2·2
### MAINSTAY

Warriors of this type are almost always mustered within a host, for they form the bulk of a particular kindred or realm's standing army and are often professional warriors.

Each command, excepting the host's command, <u>must</u> include at least one Mainstay unit of effective size within it - the commander's household warriors - and this is called the **command Mainstay unit**. However, a command may include as many other Mainstay units as its commander wishes, as allowed by the muster rules as a whole. Only one unit within a command can become the command Mainstay unit, and this unit must be from the same realm as its commander. Nobles cannot be command Mainstay units.

### Command Mainstay units gain free Unit Command Warriors

Command Mainstay units may muster unit command warriors for free. See the 1·1·4·4·6 : Unit Options rules for details.

### 1·1·4·2·3
### 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.

A command may include as many Common units as its commander wishes, as allowed by the muster rules.

Any two Influenced units (see the 1·1·8·1·2 : Influence (x) muster ability for details) of effective size within his command may become **command Common units**, and these two units count as one command Mainstay unit for mustering purposes. Both of the command Common units must be from the same realm as their commander, and both command Common units

gain free unit command warriors. Nobles cannot be command Common units.

### 1·1·4·2·4
## 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.

A command may include one Uncommon unit if Rare or Mythic units are in the same command.

A command may include up to two Uncommon units if there are no Rare or Mythic units in the same command.

### 1·1·4·2·5
## RARE

These warriors are rarely found in a kindred or realm's hosts, perhaps because they are difficult to coax into fighting but often simply because there are not many of them.

A command may only include one Rare unit within it.

### 1·1·4·2·6
## 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. Mythical, in fact!

A host may only muster one Mythic unit within it.

### 1·1·4·2·7
## UNIQUE

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!

A host may only include one Unique warrior with the same profile.

### 1·1·4·2·8
## 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 and is ignored for mustering purposes. 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 the ubiquity of the ardent mount is not ignored in his command like his own ubiquity is.

### 1·1·4·2·9
## 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.

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

### 1·1·4·3
## 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, with **effective size** also affecting mustering.

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

### 1·1·4·3·1
## 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.

### Further Warriors

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

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

## 1·1·4·3·2
## 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**, the second number listed under the Unit Size box.

## 1·1·4·3·3
## MAXIMUM SIZE

Many units cannot muster more than a certain number of warriors within them, called the **maximum size**. This is the last number listed under the Unit Size box.

## 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.

### Purchased with ( x )

Equipment that has the rule '*Purchased with ( x )*' must be purchased with the equipment named x.

## 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 of the same profile within a unit 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.

### 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.

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 standard weapon, a spear, must be exchanged for the sword.

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.

An optional replacement weapon may list more than one weapon that could be replaced by it. Such options would be separated by a comma or a + sign. In the case of a comma, the replacement weapon may only replace one of the weapons

listed, not multiple weapons. In the case of a + sign, the replacement weapon replaces all of the weapons listed.

### Excluded Weapons

Optional weapons sometimes have the *Excludes (weapon)* rule. This means that if you purchase that particular weapon, you may not also purchase a weapon of the type indicated in brackets.

### Mounted Only

Weapons with the rule 'Mounted only' may only be mustered - and used - if the warrior has been mustered as the riders of a mount.

### 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, <u>every</u> 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 or a + sign. In the case of a comma, the replacement armour may only replace one of the armour elements listed, not multiple armour elements. In the case of a

+ sign, the replacement armour element replaces all of the armour elements listed.

### Excluded Armour

Optional armour sometimes has the *Excludes (armour)* rule. This means that if you purchase that particular armour element, you may not also purchase additional armour of the type indicated in brackets.

#### EXAMPLE
A warrior has the option to purchase both Barding and Heavy Barding for his mount; but barding has the rule *'Excludes (Heavy Barding)'* and Heavy Barding has the rule *'Excludes (Barding)'*, so he may only purchase Barding or Heavy Barding, not both.

### Mounted Only

Armour with the rule 'Mounted only' may only be mustered - and used - if the warrior is mustered as the rider of a mount.

### 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

| Warrior Privilege | Artefact Privilege Limit |
|---|---|
| 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

| Artefact Type | Artefact Type Limit |
| --- | --- |
| 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 <u>always</u> 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) in square brackets, 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 War-Drune has 163 gold left to spend on his host, so the Seer-Drune plumps for the Blades of the Horned God invocation, which costs 20 gold, and the Wrath of Kernunnos, which costs 28 gold. That puts the host's gold cost up by 48 gold to 884 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 the Sorcerer's 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** <u>do not</u> count towards a Sorcerer's invocation tolerance.

### 1·1·4·4·5
## WARRIOR OPTIONS

Some warrior profiles - usually those of nobles - list **warrior options**, which allow them to pay for various enhancements to themselves. This could enable them to become a host banner bearer, or a beast handler, or any number of things; but if they do so, only one warrior option may be mustered from those listed and the **warrior option rules** must be adhered to.

### 1·1·4·4·6
## 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.

## 1·1·4·4·7
## 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 or enhance their Acuity, 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 become a command Mainstay unit within a command may muster unit command warriors for free - i.e., they will cost 0 gold.

Units that are not purchased to become command Mainstay units do not gain unit command warriors for free. Remember that two command Common units can become a command Mainstay unit.

The Bow-Drune unit is not a command Mainstay unit and so has to muster a champion by purchasing it, and this costs 3 gold.

*Acuity Unit Options*

A number of units may purchase a unit option to enhance their Acuity. All of the warriors within the unit must purchase the unit option or none of them.

The Ax-Drune unit has the 'Veteran Ax-Drunes' unit option. The War-Drune decides to purchase this for the Ax-Drune unit in his command, which costs him 30 gold as the cost listed is 3 per warrior. This increases his host's cost to 914 gold.

## 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 <u>must</u> have a command that contains at least one unit that is not himself, and which is a command Mainstay unit.

### 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 52 each, so 260 gold in total. This increases the host cost to 1,174, leaving him 258 gold to spend.

Mustering the Brutes in the War-Drune's command is not possible, however, as he only has 21 COMMAND AUTHORITY left; so he decides to purchase a Death-Brute commander, costing him 101 gold and bringing the host cost up to 1,275. As the Death-Brute Compels the Brutes, the command has its command Mainstay unit, too.

The War-Drune also instructs his sorcerer to learn another invocation, so the Seer-Drune purchases Mutate for 22 gold. This brings the host cost up to 1,297, giving the War-Drune 203 gold to spend.

## 1·1·6
## MUSTERING INDIVIDUALS

**Individuals** can be mustered either within a command (like 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 <u>must</u> be less than his commander's AUTHORITY.

When mustered outside of a command they form a command of their own (of which they are commander) called an **individual's command** and, as no other units may be mustered within it this command ignores the rules requiring units to be a part of it.

Individuals cannot form a Bound unit with any other unit unless they are sell-swords.

## 1·1·7
## MUSTERING CONTINGENTS

Some kindreds 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.

Sell-swords are mustered in exactly the same way as an individual within a host, with the exception that they can form a Bound unit if their rules allow it.

## 1 · 1 · 7 · 3
# MUSTERING ALLIES

Most hosts are formed from warriors of the same kindred or 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 Sáthach, the War-Drune decides to call upon his allies, the Vras. He musters a Vras-Lord (76 gold) as the allied commander and a unit of 10 compelled Spear-Vras (120 gold), which means the allied contingent costs 196 gold in total, well within the contingent limit.*

*This increases the host's cost to 1,493 gold, which leaves him 7 gold to spend, but he can't think of anything to purchase.*

*So that's his host mustered!*

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

## 1 · 1 · 7 · 3 · 2
# KINDRED ALLIANCES

Players may muster one allied command in their host according to the Kindred Allicances Table below.

### *Kindred Alliances Table*

| realm | may ally with… |
|---|---|
| **Albainn** | Brythoniaid (Ceredigion, Gwaelod), any Érainn realm |
| **Anglecynn** (Mierce) | Brythoniaid (Gwynedd or Powys), any Friesian realm, any Jute realm |
| **Anglecynn** (Beornica, Dēra, Eofora) | any Friesian realm, any Jute realm |
| **Atalantes** | n/a |
| **Brythoniaid** (Gwynedd, Powys) | any Albainn realm, Anglecynn (Mierce) |
| **Brythoniaid** (Ceredigion, Gwaelod) | any Albainn realm |
| **Byzantii** | Infernii (Dis) |
| **Érainn** | any Albainn realm |
| **Fomoraic** (Far Thule) | any Norse realm |
| **Friesians** | Anglecynn (Beornica, Dēra, Eofora, Mierce), any Jute realm, any Norse realm |
| **Infernii** (Dis) | any Byzantii realm |
| **Jutes** | any Friesian realm, Anglecynn (Beornica, Dēra, Eofora, Mierce) |
| **Khthones** | n/a |
| **Norse** | any Friesian realm, Fomoraic (Far Thule) |
| **Vras** | any Ysian realm |
| **Ysians** | any Vras realm |

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 commander with the **Compel (x)** ability (now also called a **Compelling commander** or **Compeller**) may muster units with the title (x) - now called **Compelled units** - from his own realm (and in his own command) 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.

Only one of these Compelled units can become the command Mainstay unit, however.

#### 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 if he wishes, as long as that Influenced unit is mustered in his command and all other ubiquity requirements are met.

#### Compel ( x ) Only

A commander with the **Compel (x) only** ability may only muster units with the title (x) in his command, although he may also include units he Influences in his command.

### 1·1·8·1·2
### INFLUENCE (X)

A commander with the **Influence (x)** ability (now also called an **Influencing commander** or **Influencer**) may muster units with the title (x) - now called **Influenced units** - from his own realm (and in his own command) as if they were Common units.

Only two of these Influenced units can become the command Mainstay unit, however.

#### Influence ( x ) Only

A commander with the **Influence (x) only** ability may only muster units with the title (x) in his command, although he may also include units he Compels in his command.

### 1·1·8·1·3
### KINSMAN (X)

A general or commander with the **Kinsman (x)** ability counts warriors from each of the realms with the title (x) as **kinsmen**. Such warriors do not double their AUTHORITY for

the purpose of calculating COMMAND AUTHORITY when mustered either in the host (if the kinsman is the general) or in his command (if the kinsman is a commander).

#### EXAMPLE
A Werwulf Thegn of Mierce is a commander and he has the Kinsman (Beornica) muster ability. He decides to include a unit of Slēanbera in his command and does not have to double their AUTHORITY for doing so.

### 1·1·8·1·4
### FORBIDDEN (X)

A unit with the **Forbidden (x)** ability (now also called a **Forbidden unit**) may not be mustered within the command of a commander with the title (x) - now called the **Forbdding commander** or **Forbidder** - or of the realm (x).

#### EXAMPLE
A Lískarch has the Forbidden (non-Líska realms except Sávra) muster ability. He may not be mustered within the command of a commander that is not of the realm Líska or Sávra.

### 1·1·8·1·5
### OVERLORD

A general with the **Overlord** ability counts as being a warrior from each realm and each kindred listed on his profile. This means the general's kindred and realm are <u>all</u> of the kindreds and realms listed on his profile, and his host is considered to be from <u>all</u> of the kindreds and realms listed on his profile.

This effectively means that the Overlord may muster any warrior from any kindred and realm listed on his profile without having to either make them allies or double their AUTHORITY to do so.

#### 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. Thus, the Gorgon may muster any warrior from any Khthones realm without having to double their AUTHORITY to do so.