



## *Second Edition Muster Book*



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# Darklands Muster Rules

· SECOND EDITION ·

*Darklands Muster Rules (download) v2.07*

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# • I • MUSTERING A HOST

*To play a game of Darklands, players will need a host of their own to destroy their opponents with and getting one together is called **mustering a host**. This entails choosing a **kindred** to build your army from, first of all, and then building a host from its **kindred muster** using the **muster rules**...*

# I • I KINDREDS AND MUSTERS

*There is so much choice when it comes to choosing a kindred as the basis of a Darklands host, it can sometimes be overwhelming, especially as there are fourteen **kindreds** to choose from and each of those kindreds has a number of different **realms**... and once a kindred is chosen, there's all the different warrior profiles to include in your host from the various **kindred musters**, too!*

Players who don't know what they'd like to play with should definitely read the **1.4: The Darklands** section in the **Darklands Rule Book** as well as the entirety of the **The Lands of Darkness Kindred Guide** (which can be downloaded from the Mierce Miniatures website for free).

## I • I • I MUSTER RULES

Once a kindred has been chosen to build a host from, these **muster rules** must be read and understood. While they may seem daunting at first glance, the muster rules are split into three levels - Apprentice, Journeyman and Master, equivalent to the same levels of play in the Darklands Rule Book. Needless to say, absolute beginners should start with the **Apprentice** muster rules, and after a few battles and building some different musters move on to the **Journeyman** muster rules. This shouldn't take too long!

Players that have a lot of experience with Darklands should always use the **Master** muster rules, but hosts are built along roughly the same lines regardless of the level used, so it is worth outlining how this happens.

## I • I • I • I HOST COST

The very first thing to do when building a host is to choose what size of host to go for - the **host cost** - which is the total **silver cost** of all of the warriors in a host. The silver cost of a warrior is found at the top right of its warrior profile, which is listed in the various **kindred musters**. At Apprentice level, the silver cost of each starter command is found on the right-hand side of the Starter Command Muster.

## I • I • I • 2 GENERAL

After the host cost is determined, the host's **general** must be chosen. The general is always the warrior in the host with the highest **AUTHORITY**, and must be chosen from the commanders listed on the left of the muster chart in each kindred muster - which, handily, have their **AUTHORITY** values listed underneath their commander boxes.

## I • I • I • 3 COMMAND

Once the general is chosen at least one **command must** be formed in the host, which can either be the general's command or another commander's command - meaning, the general does not have to have a command, but his host does.

Each command comprises a number of different **units** that are mustered from the sworn box, petition box or pledged box linked to a particular commander on the muster chart. If a unit is not in any of those boxes, it cannot be mustered by that commander.

One unit in a command must be mustered from its commander's sworn box, which is then called the **sworn unit**; but a command can comprise as many **pledged** and **petitioned**

units from the respective pledged and petitioned boxes as its commander's **AUTHORITY** allows, for - after the sworn unit - each unit mustered is added to the command's **COMMAND AUTHORITY**, which cannot exceed the commander's **AUTHORITY**. This is, of course, all taken care of for Apprentice level starter commands.

## I • I • I • 4 REPEAT

Once at least one command is formed, with its commander, and assuming that command had not filled up the host cost already, more commanders and their commands can be mustered, right up to the total host cost.

It should be noted here that no warrior can be mustered outside of a command except the general, who can float about as he wishes. Well, he is the general!

## I • I • 2 KINDRED MUSTERS

The muster rules go hand in glove with the actual musters for each kindred, called **kindred musters**, strangely enough. Each kindred muster contains a **muster chart**, which lists every commander available to that kindred and all of the units that commander can muster in his command, in a graphical format that is easy to understand.

Following the muster chart are any **kindred-specific rules** that govern its units (**kindred rules** for short), and then the kindred's **Invocation List** and **Artefact List**, which are options for Sorcerers and (mostly) nobles respectively.

Then all of the kindred's **warrior profiles** are listed, in Class order, Warlords first to War Engines last; these form the bulk of the kindred muster and are essential to playing any game of Darklands.

## I • I • 2 • I MUSTER CHART

A kindred's **muster chart** lists every warrior that kindred may muster as a general or commander and each unit that general or commander may muster in his command. Commanders are almost always nobles and if a particular noble is not listed on the muster chart on the left, that noble cannot be a commander or the host's general.

The muster chart also lists a kindred's available **realm commands**, **sell-swords** and **allies**, and whilst each kindred's muster chart follows the same graphical manner there can be some differences between kindreds.

It should be noted here that the muster charts only really come into play at the Journeyman and Master levels of building musters. At Apprentice level it is better to ignore the muster charts and use the starter commands as the building blocks of a host instead.



## 1 • 1 • 2 • 2 KINDRED RULES

Some kindreds have rules that are quite specific to their warriors and they are listed in the **kindred rules** section of the kindred muster. These are usually new abilities or traits that are not found in the Darklands Rule Book, but they can be rules that alter mustering of that kindred's warriors in some way. These can be safely ignored at Apprentice level.

## 1 • 1 • 2 • 3 INVOCATION LISTS

As the name implies, a kindred's **Invocation Lists** detail all of the different invocations that may be purchased as options by its sorcerers, together with their silver costs, invoke dice, ranges and other rules. Invocations are the various spells and incantations that can be used by sorcerers to destroy the enemy or enhance the capabilities of his host and can often be devastating on the field of battle.

Some kindreds have more than one **Invocation List** thanks to their different realms, and its sorcerers may be restricted to invocations of their realm rather than being allowed to purchase invocations from any of the **Invocation Lists**. The rules for purchasing invocation options can be found in the **1.3.5.3: Invocation options** section in this book.

While **Invocation Lists** may be ignored at Apprentice level, at Journeyman and Master levels they are very important and should be studied closely. These invocations can prove the difference between winning and losing in battles!

## 1 • 1 • 2 • 4 ARTEFACT LISTS

Similarly, a kindred's **Artefact Lists** set down all of the various artefacts that its nobles and other warriors may purchase as artefact options. Artefacts are powerful, often sorcerous relics that take the form of weapons, armour, talismans and even banners, instruments and brands that can enhance a warrior's prowess in battle or protect him from harm.

Artefacts are highly specialised and only experienced players should attempt to use them; as such, it is recommended that players don't muster artefacts until they are at Master level - both for mustering hosts and for game play. The rules for purchasing artefact options can be found in the **1.4.6.5: Artefact options** section in this book.

## 1 • 1 • 2 • 5 WARRIOR PROFILES

All of a kindred's **warrior profiles** are found in a kindred muster and these list each warrior's details, attributes, weapons, armour, artefacts and options along with their rules and (most importantly of all) its silver cost. Needless to say, these are the details that matter within any host and should be pored over with a fine tooth-comb, although at Apprentice level many of the rules listed on a profile are superfluous, so players should not pay too much heed to them until they are more experienced.

See the **2.7: Warrior Profiles** section in the Darklands Rule Book for full details on how warrior profiles are broken down.

## I • I • I LIVING MUSTERS

The muster rules and kindred musters will always be 'living' rules. What this means is that they will always be updated to fix any issues with **errata** and introduce new rules with **addenda**, along with correcting simple typographical errors, the introduction of new warrior profiles and other minutiae. It is intended that updates to the muster rules and kindred musters will be available for download every three months on the Mierce Miniatures website, within the 'Darklands Rules and Musters' page, as well as on the forums; use the **QR** codes provided or the links below for both.

### *Wendlists*

To ensure players know exactly what has changed, the muster rules and each kindred muster have a **version number** and a **wendlist** (meaning, a change list), which outlines exactly what has changed from the previous version. Wendlists are shown at the start of each muster and at the end of the muster rules, but they only show the most recent changes between the current and previous version; otherwise, they would take up far too much space!

### *Call to Arms*

An online muster program is being worked on, with a provisional title of '**Call to Arms**', and this will of course make it very easy for Darklands players to muster hosts as all the various changes will automatically apply. Call to Arms should appear at some point in **2023**!

# 1 • 2 APPRENTICE MUSTERING

*Starter commands are the easiest way to build a muster and as such Apprentice level players should use them before attempting to use the Journeyman or Master muster rules.*

## 1 • 2 • 1 STARTER COMMANDS

Purchasable on the Mierce Miniatures website for each kindred, and in many different variants, **starter commands** provide players with a set of miniatures and rules to begin playing Darklands with the minimum of fuss and, more importantly, rules-reading. Each starter command contains, roughly speaking, a commander and two or more units, alongside the Darklands Quick Play Guide and a **Starter Command Muster**.

## 1 • 2 • 1 • 1 STARTER COMMAND MUSTER

The Starter Command Muster, which is usually a single sheet that is downloadable from the Mierce Miniatures website on the starter command's page, presents the commander's command in a graphical format that is similar to each kindred muster's muster chart (along with a silver cost for the command as a whole), as well as warrior profiles for each unit included within.

### EXAMPLE

The Duguth Starter Command comprises a thegn, a unit of twenty duguthas and a unit of ten ceorl bowmen.

## 1 • 2 • 2 HOST COST

The **host cost** is of course the total **silver cost** of all of the warriors in a host; as each

starter command is designed to be used as a host in its own right (albeit a very small one!) the silver cost listed to the far right is, then, the host cost.

### EXAMPLE

The silver cost of the Duguth Starter Command is **241**, as shown at the top right of the Starter Command Muster.

While many starter commands are of roughly equal silver cost, this is not always the case, especially for the monstrous starter commands; and so two players must ensure their respective starter commands are within around **25** silver of each other before playing. This ensures, when playing for the first time, one side does not have too much of an advantage over the other.

Of course, players may wish to play with more than one starter command, so simply add the silver cost of each starter command together to find the host cost; but the same rules

apply regarding fairness - both players must ensure both hosts are within **25** silver of each other's host cost.

## 1 • 2 • 2 • 1 THE HOST'S KINDRED

Should players wish to play with more than one starter command, they may only use starter commands from the same kindred, called the **host's kindred**, which is determined by the general's kindred as shown on the Starter Command Muster.

### EXAMPLE

The thegn's kindred is Anglecynn, and so the host's kindred is Anglecynn. The thegn's player may only include other Anglecynn starter commands in his host.

## 1 • 2 • 2 • 2 BATTLEFIELD SIZE

As most starter commands are quite low in terms of silver cost, players should ensure their battlefield size is a **4' x 4'** table, although the more adventurous may wish to use a larger field if they have lots of starter commands. Should that be the case, use the Battle Size List below to determine the battlefield size.

### Battle Size List

Battle Size	Silver Cost Range	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

### EXAMPLE

Playing with just a Duguth Starter Command, which costs **241** silver, means that a **4' x 4'** field should be used.

## 1 • 2 • 3 GENERAL

As stated in the introduction, the host's **general** is always the commander with the highest **AUTHORITY** in the host, but this is not required to be understood at Apprentice level if only one starter command is being used in a host. The general is self-evident - he's the commander!

Of course, many players will use more than one starter command, so follow that simple high **AUTHORITY** rule: the commander with the highest **AUTHORITY** in the host is the general. The **AUTHORITY** value of each commander is listed underneath his commander box.

### EXAMPLE

An Anglecynn player with a Duguth Starter Command and a Werewolf Starter Command compares the **AUTHORITY** of their respective commanders. The thegn's **AUTHORITY** is **84** and the werewolf thegn's **AUTHORITY** is **68**, so the thegn is the general.

## 1 • II • I APPRENTICE MUSTER SEQUENCE

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

### Apprentice Muster Sequence Summary

#### Starter Command

- 1 - Muster one or more starter commands, adding their silver costs together to find the host's cost

#### General

- 2 - The general is the commander of the starter command or, if there is more than one starter command in the host, the commander with the highest **AUTHORITY**

- 3 - Each starter command contains its commander and two or more units

#### Muster More Starter Commands

- 4 - Players may add more starter commands from their kindred as they wish



I · II · II

## EXAMPLE STARTER COMMAND MUSTER

Below is an example of a Starter Command Muster, not including the warrior profiles, for the Duguth Starter Command. The starter command's commander, a thegn, is shown to the left in a **commander box** and his **units** - one of duguthas and one of ceorl bowmen - are shown to the right. The starter command's **silver cost** is shown on the far right.

Commander	Units	Silver Cost
<div>Anglecynn</div> <div>THEGN</div> <div>84</div>	<div>Duguth</div> <div>20</div> <div>Ceorl Bowman</div> <div>10</div>	241

Below the commander box is the commander's **AUTHORITY**, and above the thegn title is the commander's **kindred**. Below the title in each of the unit boxes is the **unit size** of that unit, meaning, the amount of warriors it contains; the duguthas comprise twenty warriors and the ceorl bowmen have ten.

1 · 2 · 3 · 1

## COMMANDERS

**Commanders** are subordinate to the general, so any other commander within a host (should players use more than one starter command) are exactly that - commanders and can only be replacement generals should the general die.

Should players have two starter commands that are the same, choose one of the commanders within them to be the host's general, the other one simply becoming a commander.

1 · 2 · 4

## COMMANDS

The box to the right of each commander on the Starter Command Muster contains two or more **units** which, together with himself, form his **command**.

Players at Apprentice level should not attempt to add more units to a command at this early stage - leave that to Journeyman level!

1 · 2 · 5

## UNITS

The units within each command are shown as **unit boxes**, although they are very simple compared to those found in the Journeyman and Master muster rules; they just contain the unit's title, which corresponds to the title of the warrior profiles, and the amount of warriors that begin the battle within it - the **unit size**.

1 · 2 · 6

## WARRIOR PROFILES

Each of the **warrior profiles** listed on the Starter Command Muster equate to the warriors found within the command (and, of course, the miniatures found within the box). Just like the unit boxes, they are simplified versions of the warrior profiles found in the kindred musters, however, not including any options, but there may well be some rules that have no

meaning at this level. Players can safely ignore any rules they do not understand on the profiles.

# 1 • 3 JOURNEYMAN MUSTERING

When players are ready to move on to the Journeyman level of building musters, mustering a host becomes somewhat more complicated but broadly follows the same sequence as the Apprentice level; muster a general and then a command, repeating adding commands until the host's cost is reached, except that the **muster chart** is used instead of starter commands...

A kindred's **muster chart**, as noted previously, lists every warrior that kindred may muster as a general or commander and each unit that general or commander may muster in his command. Before using the muster chart, however (which is explained in detail overleaf), players must agree to the battle cost or host cost.

## 1 • 3 • 1 BATTLE COST

All Darklands hosts - at any level - are mustered according to the **silver cost** of the **battle size**, called the **battle cost** or **host cost** (the terms are interchangeable). In other words, both players must spend as much silver as possible on their hosts without spending more than the battle size allows.

## 1 • 3 • 1 • 1 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.

## 1 • 3 • 1 • 1 • 1 EQUAL SILVER COST

If both players are mustering a host of the same silver 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	Silver Cost Range	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

## 1 • 3 • 1 • 2 HOST COST

Every **warrior profile** lists the silver cost of one warrior. Thus, if a unit of more than one warrior of the same profile is mustered, the cost of the unit formed is the cost of one warrior multiplied by the amount of warriors of the same profile in the unit, resulting in the **unit cost**.

### EXAMPLE

A duguth warrior's silver cost is 8, and so a unit of ten duguthas would have a silver cost of 80.

A unit's cost is added to the **host cost**, which starts at zero. No host's cost may be higher or lower than the silver cost range of the battle size.

### EXAMPLE

In a skirmish battle size, each host cost must be greater than 500 but not higher than 999, and must be as close to the agreed host cost as possible.

For example, both players may have decided on a 750 silver cost for their hosts, so both players must spend more than 500 silver but no more than 750 silver on them, and attempt to muster their hosts as close to 750 silver as possible.

## 1 • 3 • 1 • 2 • 1 PAYING FOR OPTIONS

Many units 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.

### Pay for Options per Warrior

If an option is chosen, its cost is also multiplied by the amount of warriors of the same profile in a unit, usually. Options cannot be chosen for single warriors within the unit (with certain exceptions for nobles and artefacts for champions, banner bearers and heralds) - they must be purchased for each warrior of the same profile within the unit or none.

### EXAMPLE

Duguthas may purchase a helm and mail byrne option, which has a silver cost of 1. Multiplied by the ten warriors in the unit, this upgrade costs 10 silver, so the unit now costs 90 silver.

Note that some options are purchased per unit (such as a champion upgrade), not per warrior, but this is noted on the individual warrior profile.

### EXAMPLE

Upgrading one duguth warrior to a wolfborn - a champion - costs 3 silver, so if this is purchased, the unit's cost is now 93 silver.

## 1 • 3 • 2 MUSTER A GENERAL

Every host of Darklands must 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 must contain at least one unit of warriors, which must be from the same realm as its commander.

The general must be the warrior with the highest **AUTHORITY** attribute in his host (although not necessarily the kindred muster), and he must always be selected from the warriors listed as commanders (under the commander box) on the left-hand side of the **muster chart**. A general's silver cost is also added to the host cost. He is not mustered for free!



### EXAMPLE

A fortheġn has been chosen as the general of a host of the Anglecynn, and he is both a noble and a Warlord. His cost in silver is 34, but he has 999 silver in his coffers, so he has 965 remaining to spend on other warriors.

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 • 3 • 2 • 1

## THE GENERAL’S AUTHORITY

In any host the general’s word is law and he must be able to command without question, especially with smaller hosts. A general may not muster any warrior with a higher **AUTHORITY** than his own in his host, but may muster a warrior with an equal **AUTHORITY** to his own depending on the host’s cost, as outlined in the Equal Authority Warriors Table below.

### Equal Authority Warriors Table

Silver Cost	Equal Authority Warriors Allowed
0-1,999	0
2,000 to 3,999	1
every +2,000	+1

### EXAMPLE

The fortheġn general is a Warlord noble and so, in a 999 silver host, no more fortheġns can be mustered as they would be the same **AUTHORITY** as himself. In 2,000 to 3,999 silver hosts, he could muster another fortheġn as a commander, but no more than that.

Should a player muster two or more warriors with the same **AUTHORITY**, and that **AUTHORITY** value is the highest in the host, he must choose one of those warriors to be the general.

1 • 3 • 2 • 2

## THE HOST’S KINDRED

The **host’s kindred** is always the same as the **general’s kindred** and units that are not from the general’s kindred may not be included in his host except as sell-swords or allies as listed on the muster chart, although it should be noted that some kindreds have different mustering rules and may allow warriors from different kindreds in their hosts.

### EXAMPLE

The fortheġn’s kindred is Anglecynn, and so the host’s kindred is also Anglecynn. Any units that are not from the Anglecynn kindred may only be mustered by the fortheġn within an allied contingent, and only those kindreds that the Anglecynn can ally with of course.

### Generals from Multiple Kindreds

It is sometimes the case that generals can be of different kindreds, perhaps in the case of a warrior who has split loyalties. If a general has multiple kindreds listed on his profile, the player must choose one of those kindreds to be the general’s kindred and thus the host’s kindred.

1 • 3 • 2 • 3

## THE HOST’S REALM

The **host’s realm** is always that of the general. Units that are not from the **general’s realm** but are from the general’s kindred may be included in his host if the general’s kindred’s muster chart allows it.

I • III • I

## JOURNEYMAN MUSTER SEQUENCE

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

### Journeyman 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 must choose one - but only one - **sworn unit** from his **sworn box**, to be the **sworn unit** in his command. The sworn unit may only be mustered at effective size or greater, but it costs 0 **AUTHORITY** for **COMMAND AUTHORITY** purposes  
7 - A commander may include as many **pledged units** (from his **pledge box**) or **petitioned units** (from his **petition box**) 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**

- 8 - A commander may include one **influenced warchief** in his command, whose **AUTHORITY** counts as normal for **COMMAND AUTHORITY** purposes

- 9 - A unit has to be mustered to include as many warriors as its **minimum size**

- 10 - Sworn units and pledged units gain free unit command warriors at **effective size**

- 11 - If the unit’s minimum size has the suffix ‘+’, the unit may include more warriors up to its **maximum size**. Petitioned units at maximum size gain free unit command warriors

#### Ubiquity

- 12 - A host may not include more than one **Unique** warrior of the same profile

#### Warrior Options

- 13 - Warriors may purchase **mount or engine options**

- 14 - Sorcerers must purchase at least one **invocation option** from their allowed **Invocation Lists**, if they do not already have a profile invocation

#### Unit Options

- 15 - Units may purchase **command warrior options** or **acuity options**

#### Muster More Commands and Units

- 16 - Repeat steps 4-15 until the host’s battle cost is reached

### Generals from Multiple Realms

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

### EXAMPLE

A fortheġn general can be mustered from many different realms of the Anglecynn - Beornica, Dēra, Eofora, Mierce or Northumbreland. Whatever realm the fortheġn is from becomes the general’s realm and also the host’s realm. He decides to become a Mierce general.

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’s realm is considered to be all of the realms chosen.

# I · III · II

## THE MUSTER CHART

A kindred's **muster chart** lists every warrior that kindred may muster as a general or commander and so, in turn, each unit that general or commander may muster in his command. It also lists a kindred's available realm commands, sell-swords and allies, and whilst each kindred's muster chart follows the same graphical manner there can be some differences between kindreds.

### REALM CHART

Each kindred's **realm chart**, found at the top of its muster chart, lists the commands available to a general from each realm within that kindred. A general from Mierce, for example, must have at least one Mierce command but may have as many Mierce commands as he likes as well as one Allied contingent. Additionally, a Mierce general may have one or more realm commands from Beornica, Dëra and Eofora; but a Beornica general could only have one Eofora command.

Realm	Compulsory Commands		Host Commands		Realm Commands		
MIERCE HOST	Mierce General 1	Mierce Command 1	Mierce Command 0-1+	Allied Contingent 0-1	Beornica Command 0-1+	Dëra Command 0-1+	Eofora Command 0-1+
BEORNICA HOST	Beornica General 1	Beornica Command 1	Beornica Command 0-1+	Allied Contingent 0-1	Mierce Command 0-1+	Dëra Command 0-1+	Eofora Command 0-1

### COMMAND CHART

Below the realm chart is the **command chart**, which explains how the general's command, the general's companions and a commander's command works, and how miniature availability affects mustering. Broadly, a commander must choose one of the units within his sworn box to be his sworn unit, may choose a unit within his pledge box to be one of his pledged units, and may choose a unit within his petition box to be one of his petitioned units.

Commander	Sworn Box		Pledge Box		Petition Box	
GENERAL'S COMMAND	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Companions</div> <div>0-1</div>	<div>Pledged Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>without General's Command, at least one command</div>	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>any number of other commands</div>	<div>Sworn Units</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>		<div>Influenced Warchiefs</div> <div>&lt; 0-1</div>	<div>Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>allied contingent</div>	<div>Allied Commander's Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Allied Commander's Pledged Unit</div> <div>&lt; 0-1</div> <div>Bind Units</div>		<div>Allied Commander's Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Allied Commander's Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
COMPANIONS	<div>Companions must have an AUTHORITY that is lower than or equal to the general's AUTHORITY. The AUTHORITY of companions counts as 0 for COMMAND AUTHORITY purposes.</div>					<div>Sell-Sword</div> <div>&lt; 0-1</div>
	<div>Sorcerer</div> <div>&lt; 0-1</div>	<div>Host Champion</div> <div>&lt; 0-1</div>	<div>Host Banner Bearer</div> <div>&lt; 0-1</div>	<div>Host Herald</div> <div>&lt; 0-1</div>		

COMMANDER'S  
COMMAND

Commander

1

Sworn Unit

1

Bind Units

A commander must choose a unit within his sworn box as his **sworn unit**.

with option

Commander

1

Optioned Sworn Unit

1

Bind Units

If an option has been purchased, a commander may choose a unit on that option line within his sworn box as his **optioned sworn unit**.

with restrictive option

Commander

1

Restricted Sworn Unit

1

If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his **restricted sworn unit**.

companion warchiefs are indicated with 'CW'

Noble

CW0-1

Pledged Unit

<0-1+

Bind Units

A commander may choose a unit within his pledge box to be one of his **pledged units**.

Optioned Pledged Unit

<0-1+

Bind Units

If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his pledge box to be one of his **optioned pledged units** in addition to any other pledged units that are not on an option line.

Restricted Pledged Unit

<0-1+

Bind Units

If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his **restricted pledged units**.

Unit

<0-1+

Bind Units

If a unit is joined to a noble by a double line known as a **noble path**, that noble must be mustered within a command before the unit on that path can be mustered.

Influenced Warchief

<0-1

Petitioned Unit

<0-1+

Bind Units

A commander may choose a unit within his petition box to be one of his **petitioned units**.

Optioned Petitioned Unit

<0-1+

Bind Units

If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his petition box as an **optioned petitioned unit** in addition to any other petitioned units that are not on an option line.

Restricted Petitioned Unit

<0-1+

Bind Units

If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his **restricted petitioned units**.

Realm Unit

<0-1+

Bind Units

If the realm is noted above the unit name, the commander must be of that realm in order to muster that unit in his command.



## I · III · III JOURNEYMAN HOST COST BREAKDOWN

At Journeyman level, hosts have just one limitation apart from the host's cost itself, and that is the **host's realm cost**.

host's realm cost  
50%+

### HOST'S REALM COST

At least **50%** of the host cost (so 750 silver of a 1,500 silver host) must be spent on warriors from the same realm as the general, rounding fractions up. This is called the **host's realm cost**. The whole host may be mustered of warriors from the host's realm, of course.

### 1 · 3 · 2 · 3 · 1 THE HOST'S REALM COST

At least **half** - or **50%** - of the host cost (rounding any fractions up) must include units from the same realm as the general's realm. This cost is called the **host's realm cost**.

#### EXAMPLE

In a battle of 1,500 silver, a general has to muster warriors worth 750 or more silver from his own realm, regardless of any realm commands or allied contingents.

#### Mounts

The realm of a mount is always that of the rider for the purposes of the host's realm cost.

#### War Engines

The realm of war engines is always that of the crew's leader for the purposes of the host's realm cost.

#### Equipment

The realm of equipment (including invocations and artefacts) is always that of the warrior wearing or bearing it for the purposes of the host's realm cost.

### 1 · 3 · 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 kindred as he (as per the muster chart), who muster a **command** themselves.

### 1 · 3 · 3 · 1 COMMANDERS

Commanders act upon the general's *orders* and have their own commands. Commanders available to a kindred are listed on the left-hand side of the muster chart within a **commander box**. If a particular noble is not listed within a commander box, that noble may not become a commander for that kindred, but he can be mustered as part of another command.

### 1 · 3 · 3 · 1 · 1 COMMANDER'S TITLE

The commander's title corresponds to a **warrior profile's** title within the muster.

### 1 · 3 · 3 · 1 · 2 COMMANDER'S REALM

The realm of a commander is noted above the commander's name in the commander box.

### 1 · 3 · 3 · 1 · 3 COMMANDER'S AUTHORITY

Every commander that is mustered must have an **AUTHORITY** value that is lower than the general's own **AUTHORITY**. A commander's **AUTHORITY** is listed underneath his

commander's box for ease of reference when calculating the **COMMAND AUTHORITY** of his command.

#### EXAMPLE

The **fortheġn** decides to muster a commander, a werwulf theġn of the Mierce realm, whose **AUTHORITY** is less than his own. Thus, he can become a commander within the **fortheġn's** host.

The werwulf theġn's silver cost is 35, thus making the host's silver cost  $34 + 35 = 69$  so far. This leaves 930 silver yet to be spent on the host.

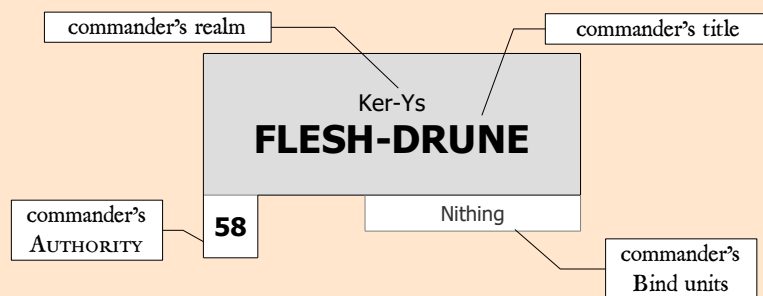
### 1 · 3 · 3 · 1 · 4 COMMANDER'S UNITS

A command must include at least one unit from the **command box** (a collective term for the **sworn box**, **pledged box** and **petitioned box**) joined to his commander box, but may include many more units from his command box. Units that are not in a commander's command box may not be mustered by him.

It is important to note that a command without a unit is not a command and therefore the commander cannot be a commander without a unit!

## I · III · IV COMMANDER BOX

All of the commanders available to a kindred are listed on the muster chart in a **commander box** on the left-hand side. Below is a typical example.



If a noble is not listed in a commander box, it cannot be mustered as a commander for that kindred. However, a noble that cannot be a commander can be mustered as an influenced warchief or as part of the general's companions.

### 1 · 3 · 3 · 1 · 5 COMMANDER'S BIND UNITS

Underneath the commander box of some commanders is a **bind box**, which lists the units that commander can *Bind* to when mustering. Mustering Bound units is covered in the Master muster rules and should not be attempted at Journeyman level.

### 1 · 3 · 3 · 1 · 6 COMMANDER'S OPTION BOXES

Many commanders can purchase options and sometimes this changes the units they can muster in their command or adds to them. This is shown by each of the commander's **option boxes**,

which are directly underneath his commander box and extend **muster paths** to the right; but again, mustering options and using muster paths should not be attempted at Journeyman level.

## 1 · 3 · 3 · 2 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 a general and at least one command, whether the general's own or a commander's.

## 1 · 3 · 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 warriors will become the command's commander.

## 1 · 3 · 3 · 4 REALM COMMANDS

Warriors from the other realms of a general's kindred may be mustered as a command (in exactly the same way as other commands within a host) to form a **realm command**. The **realm commands box** on the muster chart shows all of the allowed realm commands for a general's realm, and how many of those realm commands are allowed - for some realms may be more friendly to a general's realm than others!

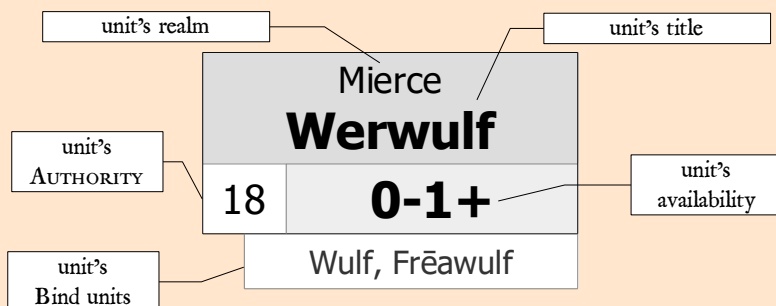
### EXAMPLE

An Anglecynn host with an general of the Beornica realm may purchase more than one Mierce or Dēra realm command, but only one Eofora command and no Northumbroland commands.

As with all commands, the **realm commander** and the **realm units** can only be mustered from within their own realm, but other than the limits imposed by the **host's realm cost** (meaning, the total cost of all the realm commands must be half or less of the host cost, rounding fractions down) and the number of allowed realm commands, a general may choose as many realm commands from his muster chart as he wishes.

## I · III · V UNIT BOX

Every unit that a commander can muster is listed on the muster chart in a **unit box** as either a sworn unit, pledged unit or petitioned unit. Below is a typical example.



If a unit is not shown in a commander's command chart, it cannot be mustered as a unit for that commander.

### EXAMPLE

In a 1,500 silver muster, the fortheġn general must spend 750 silver or more on Mierce units, but he may spend the rest of his hoard on any other allowed realm's units.

## 1 · 3 · 3 · 5 BATTLE ORDERS

The **battle order** given to units within a command must be the same as their commander's **battle order**. There are some exceptions - the units in the general's command can be given any **battle order** the general pleases, and some units are subject to **compulsory orders** or can be given **SCOUT** or **FLANK** orders regardless - but you must remember this when you muster a command.

## 1 · 3 · 3 · 5 · 1 SUPPORT UNITS

Units with the subclass '**support**' may be given **HOLD** orders regardless of the **order** their commander has been given by the general.

## 1 · 3 · 3 · 5 · 2 SCOUTING UNITS

Leaders of units that have the '**scout**', '**forester**' or '**amphibious**' ability may be given **SCOUT** orders regardless of the **order** their commander has been given by the general.

## 1 · 3 · 3 · 5 · 3 FLANKING UNITS

Leaders of units that have the '**flanker**', '**burrower**' or '**soarer**' ability may be given **FLANK** orders regardless of the **order** their commander has been given by the general.

## 1 · 3 · 4 MUSTER A UNIT

Every command must include at least one unit from the same realm as its commander (and from his command box) - and that first unit must be a **sworn unit** from the same realm as its commander - but it may include as many units as its commander wishes as allowed by his command box, the muster chart, other rules and his command's **COMMAND AUTHORITY**.

## 1 · 3 · 4 · 1 THE UNIT BOX

Units available to muster to a commander are displayed in his command box as a **unit box**, which shows the unit's **name** above its **AUTHORITY** (if it is a pledged or petitioned unit) and below its **realm** (if it is from a specific realm), its **availability** and sometimes a **bind box** underneath.

## 1 · 3 · 4 · 1 · 1 UNIT'S TITLE

The unit's title corresponds to a **warrior profile**'s title within the muster, although sometimes it is more generalised. If the unit's name is 'Sell-Sword' that means any Sell-Sword noble except Sorcerers, for example.

## 1 · 3 · 4 · 1 · 2 UNIT'S REALM

A unit's **realm** is sometimes mentioned above its name, and if this is present that unit may only be mustered by a commander from that realm. If a unit's realm is mentioned below its name, that unit may be mustered by that commander regardless of his realm, but the unit counts as from the realm mentioned for realm cost purposes. If a unit's realm is not present, that unit may be mustered by that commander and the unit counts as being from that commander's realm.

## 1 • 3 • 4 • 1 • 3 FOOT OR MOUNTED

If, above the unit's title and below the unit's realm, a unit's mounted status is listed (either the word 'foot' or the word 'mounted'), that unit must be mustered according to that word. For example, if the word 'mounted' is listed, that unit must be the rider of a mount or carriage engine in order to be mustered by that commander.

## 1 • 3 • 4 • 1 • 4 UNIT'S AUTHORITY

The unit's **AUTHORITY** value, on the bottom left of the unit box, is used against the unit's commander's **AUTHORITY**, as explained below, and is listed here so players do not have to keep referring back to individual warrior profiles.

### < as Authority

If the unit's **AUTHORITY** is represented by the glyph '<', that simply means that unit's **AUTHORITY** must be lower than the commander's **AUTHORITY**.

## 1 • 3 • 4 • 1 • 5 UNIT'S AVAILABILITY

The **availability** of a unit is listed as a number underneath the unit's name, and to the right of the unit's **AUTHORITY** value if it is not a sworn unit. The availability of a unit is exactly that - how many of those units are available to that commander. For example, if the availability value is '0-1', only one of that unit may be mustered in his command.

The Availability Table below lists the various availabilities of units.

### Availability Table

Value	Availability
1	one unit <u>must</u> be mustered in the command
0-1	up to one unit <u>may</u> be mustered in the command
0-1+	up to one or more units <u>may</u> be mustered in the command
0-n	up to n units <u>may</u> be mustered in the command

## 1 • 3 • 4 • 1 • 6 UNIT'S BIND UNITS

Underneath the unit box of some units is a **bind box**, which lists the units that unit can *Bind* to when mustering. Again, this is outside the scope of Journeyman mustering and should only be used at Master level.

## 1 • 3 • 4 • 2 COMMAND AUTHORITY

**COMMAND AUTHORITY** is the sum of the **AUTHORITY** of every unit's leader within that command and begins at 0. In other words, only one warrior's **AUTHORITY** is counted - the leader - no matter how many warriors there are in the unit!

The **COMMAND AUTHORITY** of a command cannot be higher than its commander's **AUTHORITY**, which represents the amount of units he can safely command. Some commanders can command more units than others!

### EXAMPLE

The fortheġn wishes to muster a command of his own that includes a unit of duguth (**AUTHORITY** 19) and a unit of ceorl bowmen (**AUTHORITY** 12). Thus, the **COMMAND AUTHORITY** of the fortheġn's command stands at 19 + 12 = 31, but as the duguth unit has to be a sworn unit, its **AUTHORITY** becomes 0. This means the fortheġn's **COMMAND AUTHORITY** stands at 12 and, as his

**AUTHORITY** is 91. he can muster both units in his command easily.

The fortheġn can muster further units in his command, but those units must not have a combined **AUTHORITY** of more than 91 - 12, or 79.

Units, including single nobles or monsters, may never be mustered outside of a command. The only exception to this is the general himself, who can be mustered as a stand-alone warrior without a command. He is the general, after all!

## 1 • 3 • 4 • 2 • 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. In other words, the **AUTHORITY** of a mount when ridden counts as zero. Mounts must have less **AUTHORITY** than their riders in order to be ridden, but this is taken care of by their riders' profiles.

## 1 • 3 • 4 • 2 • 2 WAR ENGINES

The **AUTHORITY** of a war engine for **COMMAND AUTHORITY** purposes is always that of the engine's leader and is not the sum of the crew, engine and any draught animals (if it is a carriage engine).

If a commander is part of a war engine and has the 'engine leader' ability, the engine itself is the commander's sworn unit and so its **AUTHORITY** counts as zero. If a commander only has the 'engine crew' ability, the war engine's **AUTHORITY** counts as normal.

## I • III • VI SWORN BOX

A typical example of a **sworn box** is that of the Anglecynn fortheġn, as shown below. The fortheġn must choose one unit to be his **sworn unit** from those shown in his sworn box - either a ġesith unit or a duguth unit - but not both.

Beornica, Dēra, Eofora, Mierce, Northumbroland <b>FORTHEĠN</b> 91 [Mierce] Wulf, Gadawulf		Ġesith 0-1	Duguth 0-1
--	--	---------------	---------------

Note the absence of **AUTHORITY** in the sworn units' unit boxes - as the **AUTHORITY** of sworn units is always zero!

## 1 • 3 • 4 • 3 SWORN UNITS

To the immediate right of a commander's box on the muster chart (and within his command box) is that commander's **sworn box**, representing the units that would accompany him to every battle he participates in, perhaps being bodyguards that protect him fiercely, a familial retinue or fanatical disciples that are devoted to him.

A commander must choose one - but only one! - of the units within his sworn box (that are not optioned units) to be the **sworn unit** in his command. This sworn unit may only be mustered at effective size or larger (see the 1-1-5-11: Unit Size rules for more details), and its realm must be the same as the commander's realm, but its **AUTHORITY** counts as zero for **COMMAND AUTHORITY** purposes.

## Unit Command Warriors

Additionally, the sworn unit may muster any or all of the optional unit command warriors shown as options on its profile at zero cost. In the case of Bound units, only the Binding unit gains unit command warriors for free.

### EXAMPLE

The fortheġn's duguth unit can be a sworn unit as long as it is mustered at effective size or larger (which is 20+ for duguthas). Duguth warriors cost 8 silver each so a unit of twenty is 160 silver and as it is a sworn unit it gains unit command warriors for free. This reduces his silver total by 160, leaving him with 770 silver remaining to spend.

Free unit command warriors always replace normal unit warriors; they are not extra warriors and cannot increase a unit's maximum size.

## 1 • 3 • 4 • 3 • 1 COMPANION WARCHIEF

Sometimes a Warchief is listed within a sworn box for a commander (noted by a 'CW' where the unit's AUTHORITY is normally shown). Mustering such **companion warchiefs** should only be attempted at Master level, however, and can be ignored for now.

## 1 • 3 • 4 • 3 • 2 SWORN MOUNTS

If a commander becomes the rider of a monster that is also a sworn unit for that commander, that ridden monster counts as the commander's sworn unit. In other words, a commander does not have to become the rider of a monster and then muster that monster as his sworn unit.

## 1 • 3 • 4 • 3 • 3 SWORN ENGINES

If a commander becomes the engine leader of a carriage engine that is also a sworn unit for that commander, that carriage engine counts as the commander's sworn unit. In other words, a commander does not have to become the engine leader of a carriage engine and then muster another carriage engine as his sworn unit.

### EXAMPLE

The fortheġn's opponent, a Fomorai raider unthuln, becomes the engine leader of a mammoth war tower, and this becomes his sworn unit.

## 1 • 3 • 4 • 4 PLEDGED UNITS

To the right of a commander's sworn box (and within his command box) is his **pledged box**, which lists units that form the bulk of a particular commander's standing army and are often professional warriors pledged to his service.

A commander may choose any number of the units within his pledged box (that are not optioned units) to be a **pledged unit** in his command. The AUTHORITY of pledged units count towards their commander's COMMAND AUTHORITY.

Any unit from those listed in the pledged box for a particular commander may be mustered in his command - at any size that is equal to or larger than that unit's minimum size - as a pledged unit.

### EXAMPLE

The fortheġn can muster another duguth unit, but it would have to be a pledged unit as only one unit can be a sworn unit in his command. This duguth unit could be mustered at any size above the minimum size, so he opts for a unit of ten, costing 80 silver and reducing his hoard to 690 silver in total - and adding 19 to his COMMAND AUTHORITY.

## Unit Command Warriors

If a pledged unit is mustered at effective size or larger, optional unit command warriors shown as options on that unit's profile may be mustered for that unit at zero cost. In the case of Bound units, only the Binding unit gains unit command warriors for free.

### EXAMPLE

The pledged duguth unit has been mustered at ten warriors, way below the effective size of the unit, so they do not gain unit command warriors for free.

Free unit command warriors always replace normal unit warriors; they are not extra warriors and cannot increase a unit's maximum size.

## 1 • 3 • 4 • 5 PETITIONED UNITS

To the right of a commander's pledged box is his **petitioned box**, where units that are petitioned to aid him when required are listed. 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 commander may choose any number of the units within his petitioned box (that are not optioned units) to be a **petitioned unit** in his command. The AUTHORITY of petitioned units counts towards their commander's COMMAND AUTHORITY.

### EXAMPLE

The fortheġn's ceorl bowman unit may only be mustered by him as a petitioned unit and he decides to muster a unit of ten of them. Ceorl bowmen cost 6 silver each, ensuring his hoard is reduced to 630 silver.

## Unit Command Warriors

If a petitioned unit is mustered at maximum size, optional unit command warriors shown as options on that unit's profile may be mustered for that unit at zero cost. In the case of Bound units, only the Binding unit gains unit command warriors for free.

### EXAMPLE

The fortheġn would have to muster twenty ceorl bowmen to reach their maximum size of unit, and if he did so he would gain a free unit command warrior - the champion, as ceorl bowmen cannot muster banner bearers or heralds.

Free unit command warriors always replace normal unit warriors; they are not extra warriors and cannot increase a unit's maximum size.

## 1 • 3 • 4 • 6 INFLUENCED WARCHIEFS

A commander may muster one other Warchief from his realm (but not a Warlord or a sell-sword) in his command as an **influenced warchief**, as long as that influenced warchief's AUTHORITY is less than the commander's AUTHORITY. The AUTHORITY of an influenced warchief counts towards its commander's COMMAND AUTHORITY.

### EXAMPLE

The fortheġn decides to call a wiglere - a sorcerer - to battle as an influenced warchief, who costs 36 silver but also has an AUTHORITY of 34. This means the fortheġn's COMMAND AUTHORITY is now 65 with the extra duguth unit and the ceorl bowman unit, but as his AUTHORITY is 91 he has room for more units in his command. The fortheġn's silver hoard is now 594.



## I · III · VII

### PLEDGED AND PETITIONED BOXES

The fortheġn's **pledged box** and **petitioned box** - the yellow and white boxes, respectively - show the various **pledged units** and **petitioned units** he may muster in his command. The **AUTHORITY** of pledged and petitioned units is shown on the unit boxes of pledged and petitioned units, which means that **AUTHORITY** value must be added to the commander's **COMMAND AUTHORITY** in order to be mustered.

Beornica, Dēra, Eofora, Mierce, Northumbraled <b>FORTHEĠN</b>		<b>Ġesith</b> <b>0-1</b>		<b>Duguth</b> <b>0-1</b>		<b>Ġesith</b> 25 <b>0-1</b>		<b>Duguth</b> 19 <b>0-1+</b>		<b>Ġeoguth</b> 15 <b>0-1+</b>		<b>Ceorl Bowman</b> 11 <b>0-1+</b>		<b>Gesith Eored</b> 34 <b>0-1</b> [Mierce] Wulf		<b>Duguth Eored</b> 28 <b>0-1+</b> [Mierce] Wulf	
91	[Mierce] Wulf, Gadawulf																

Note that if the fortheġn is from the Beornica realm he may muster slightly different units of ġesith units or a duguth units as, if they are from the Beornica realm, they may have werbera and frēabera as Bind units.

### 1 · 3 · 4 · 7 SELL-SWORDS

At Journeyman level, **sell-swords** may not be mustered in a command even if a sell-sword box is present in his petitioned box. Mustering sell-swords is covered at Master level.

### 1 · 3 · 4 · 8 UNIQUE UNITS

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 an imposter!

Unique warriors have the **unique** ubiquity on their warrior profile. A host may only ever include one unique warrior of the same profile.

#### EXAMPLE

Should the fortheġn wish to include Joanna in his host - a unique warrior - he may do so, but he could never have another warrior with the same profile in his host.

### 1 · 3 · 4 · 9 UNIT SIZE

A unit's **unit size**, as noted on its warrior profile, 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 that is too large becomes a little unwieldy, and perhaps unsuited to the task assigned to it.

It is for this reason that a unit can only be mustered according to its **minimum size** and **maximum size**, as listed on each unit's profile, with **effective size** also affecting mustering.

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

### 1 · 3 · 4 · 9 · 1 SINGLE WARRIORS

Warriors with the 'solitary' subclass or that have the single number 1 in their unit size box may only be mustered as a unit of one warrior and thus ignore minimum, maximum and effective size rules.

Note again, however, that solitary nobles may *join* units when positioned on the battlefield or during the course of a battle.

#### EXAMPLE

The fortheġn's unit size is simply '1'. Thus, fortheġns may only be mustered in units of a single warrior. Nobles like the fortheġn may, of course, *join* other units!

### 1 · 3 · 4 · 9 · 2 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 ceorl bowman unit has a minimum unit size of 5, signified by the first number listed under the unit size box on their profile. Thus, the fortheġn has to muster at least five ceorl bowmen within a unit. The fortheġn has mustered 10, which means they are well over minimum size.

#### 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 ceorl bowman warrior profile has the suffix '+', and thus the fortheġn could indeed muster more than 5 ceorl bowmen in the unit.

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

#### EXAMPLE

A mægenwulf's unit size is simply '1', which does not have a suffix. Thus, mægenwulfas may only be mustered in units of a single warrior.

# I · III · VIII

## MUSTER A GENERAL AND HIS COMMAND

In the following example, a fortheġn of the Mierce realm is mustered as the general of an Anglecynn host. While the Anglecynn player could choose many of the commanders to be his general, a fortheġn's **AUTHORITY** is quite high at 91 which means he can muster a lot of other units in his command. Generals do not have to have their own command - a player may wish to have his general riding a mighty winged beast, free to fly around the battlefield and so leave the bulk of his host in the hands of his trusted commanders - but if a general does have his own command it is mustered in exactly the same way as other commands.

<div>Beornica, Dēra, Eofora, Mierce, Northumbrialand</div> <div><b>FORTHEĠN</b></div> <div>91 [Mierce] Wulf, Gadawulf</div>	<div>Ġesith</div> <div>0-1</div>	<div>Duguth</div> <div>0-1</div>	<div>Ġesith</div> <div>25 0-1</div>	<div>Duguth</div> <div>19 0-1+</div>	<div>Ġeoguth</div> <div>15 0-1+</div>	<div>Ceorl Bowman</div> <div>11 0-1+</div>	<div>Ġesith Eored</div> <div>34 0-1</div> <div>[Mierce] Wulf</div>	<div>Duguth Eored</div> <div>28 0-1+</div> <div>[Mierce] Wulf</div>
			<div>Ceorl</div> <div>12 0-1+</div>	<div>Mierce Wulf</div> <div>7 0-1+</div>		<div>Ceorl Eored</div> <div>20 0-1+</div> <div>[Mierce] Wulf</div>	<div>Ceorl Bowman Eored</div> <div>20 0-1+</div> <div>[Mierce] Wulf</div>	
	<div>Beornica Ġesith</div> <div>0-1</div> <div>Werbera, Frēabera</div>	<div>Beornica Duguth</div> <div>0-1</div> <div>Werbera, Frēabera</div>	<div>Beornica Ġesith</div> <div>25 0-1</div> <div>Werbera, Frēabera</div>	<div>Beornica Duguth</div> <div>19 0-1+</div> <div>Werbera, Frēabera</div>	<div>Beornica Ġeoguth</div> <div>15 0-1+</div> <div>Werbera, Frēabera</div>	<div>Mierce Werwulf</div> <div>18 0-1+</div> <div>Wulf, Frēawulf</div>	<div>Mierce Wælwulf</div> <div>28 0-1</div> <div>Wulf, Frēawulf, Mægenwulf</div>	<div>Mierce Banawulf</div> <div>34 0-1</div> <div>Wulf+, Frēawulf+, Guthwulf+, Mægenwulf+</div>
						<div>Beornica Slēanbera</div> <div>26 0-1</div> <div>Frēabera</div>	<div>Dēra Werdēra</div> <div>24 0-1</div> <div>Frēadēra</div>	<div>Eoforas Wereofor</div> <div>26 0-1</div> <div>Frēadfor</div>

## SWORN UNIT

The fortheġn's first task is to muster a sworn unit from those available to him, either a ġesith unit or a duguth unit (but not both, as only one unit can be his sworn unit). Note that the fortheġn's realm is Mierce, so he could not muster the ġesithas or duguthas from the Beornica realm unless his realm was also Beornica. If a realm is not listed above a unit's name within the unit box, it is always assumed to be that of the commander.

The fortheġn chooses a unit of duguthas to be his sworn unit, which has to be mustered at effective size or greater - twenty warriors, according to the duguth warrior profile - and while this sworn unit does not count towards his **COMMAND AUTHORITY** total, it will cost him 8 silver per warrior, or 160 silver. It does gain free unit command warriors, however, so the sworn duguth unit has a champion, banner bearer and herald.

## PLEDGED UNITS

The general could stop there, if he wished; he has mustered a sworn unit, the minimum any commander must do to form a command, but he wishes to add more units to his own command so he goes for a unit of ceorlas. While he does not have to muster these at effective size, he does and so twenty ceorlas (costing 80 silver) are added to his command with a free champion, banner bearer and herald. The **AUTHORITY** of the ceorl unit is 12 (as shown on the bottom left of its unit box) and this is added to the fortheġn's **COMMAND AUTHORITY** total, which means he has 79 left (91 - 0 for the sworn unit - 12 for the ceorl).

## PETITIONED UNITS

The general realises he'd like some ranged support and something a little more hard-hitting to fight alongside the duguthas and ceorlas. There's nothing like that in his pledged units, so he turns to his petitioned units, mustering two units of ten ceorl bowmen (11 **AUTHORITY** each, costing 60\*2 = 120 silver) to shoot at his enemies and one unit of five wælwulfas (28 **AUTHORITY**, costing 27\*5 = 135 silver) to add muscle. This adds 50 to his **COMMAND AUTHORITY** total, leaving him with 29.

## FURTHER COMMANDS

The general has a little **COMMAND AUTHORITY** left so he could purchase something else for his own command, but he decides to spread his workload and musters a commander to bring another command into his host. But which commander to choose? There are so many options...

### 1 · 3 · 4 · 9 · 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 becomes rather unwieldy on the battlefield, 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.

#### EXAMPLE

Duguthas have an effective size of 20+, and so a unit of 20 or more duguthas fulfil any effective size rules.

#### Encounter Battles

Note, however, that for smaller battles of 499 silver or less, the required effective size of a unit is halved, rounding fractions down.

#### EXAMPLE

In a battle of 499 silver, duguthas have an effective size of 10+ (half of 20+), and so a unit of 10 or more duguthas fulfil any effective size rules.

### 1 · 3 · 4 · 9 · 4 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.

#### EXAMPLE

The duguth unit has a minimum size of 5, an effective size of 20+ and a maximum size of 30, signified by the Unit Size listing '5+/20+/30'. This means the unit's minimum size is 5 warriors, 20 warriors or more is the unit's effective size and up to 30 warriors can be mustered within the unit.

### 1 · 3 · 4 · 9 · 5 MOUNTED UNITS

Mounted warriors are a bond of mount and rider, but for all unit size purposes each mounted warrior counts as one warrior of a distinct mass which is always listed on its profile.

Should a noble be able to purchase a mount to ride into battle, the mass of the mounted warrior thus formed is listed on the mount option line.

## I · III · IX MINIATURE AVAILABILITY

A miniature's **availability** for a particular profile is shown by the colour of the unit box text on the muster chart - in other words, whether the miniature has been produced by Mierce Miniatures. If it has not yet been produced, that profile cannot be used at an official Darklands tournament.

If the text colour is **black**, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles. If the text colour is **blue**, that miniature has a scheduled production date and will be available soon. If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.

Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.

MINIATURE AVAILABILITY	Unit	Unit	Unit
	n n-n	n n-n	n n-n
	Available	Coming Soon	Unavailable

A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart. If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles. If the text colour is blue, that miniature has a scheduled production date and will be available soon. If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time. Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.

### EXAMPLE

Should the fortheġn wish to ride a horsa into battle, the mass of the mounted warrior formed is 3.

### 1 · 3 · 4 · 9 · 6 ENGINE UNITS

Shot engines comprise engine and crew, and carriage engines comprise draught animals, engine and crew, but for all unit size purposes each engine counts as one warrior of a distinct mass as noted on the engine's details.

### EXAMPLE

The raider unthuln decides to muster a tusk thrower shot engine in addition to the mammoX war tower. Tusk throwers have a unit size of 1+1+3, which means the maximum amount of tusk throwers in a unit is 3.

Note that the mass of shot engines is simply the mass of the crew and the engine, but the mass of carriage engines is slightly different to reflect the combination of crew, engine and draught animals.

### EXAMPLE

Tusk throwers have a mass of 5 - the engine itself has a mass of 3 and the two crew members have a mass of 1 each. The mammoX war tower, however, has a mass of 21, which reflects the huge size of the mammoX as well as the crew and war tower.

### 1 · 3 · 5 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 unit option of each type may be mustered.

At Journeyman level, only a few unit options should be used; **command warrior options**, which allow units to have champions, banner bearers and heralds, **acuity options** which enable units to increase their Acuity, **invocation options** so that sorcerers can purchase invocations, **mount options** so warriors can ride mounts or beasts and **engine options** for warriors to *foin* engines.

### 1 · 3 · 5 · 1 COMMAND WARRIOR OPTIONS

Command warrior options may often be purchased to ensure a unit has a champion, a banner bearer or a herald to enhance their capabilities during a game. Some units may only have the option to purchase a champion, and many units do not have command warrior options at all. The cost shown is the cost of

one command warrior of its type. Only one of each type of command warrior option may be purchased per unit.

Note that units do not have to purchase all of the different command warrior options when mustering - they can purchase just a champion, or just a banner bearer, or a champion and herald, and so on.

### *Free Command Warriors*

As long as they are mustered at effective size or larger, a sworn unit or a pledged unit may muster unit command warriors for free - i.e., they will cost zero silver.

### EXAMPLE

As it has been purchased to become a sworn unit at effective size, the sworn duguth unit may muster a champion, banner bearer and herald without costing their general any more of his precious silver.

As long as they are mustered at maximum size, a petitioned unit may muster unit command warriors for free.

### EXAMPLE

As they are a petitioned unit for the fortheġn, there would have to be 20 warriors in the unit of ceorl bowmen - their maximum size - to be able to muster a champion at no cost.

### 1 · 3 · 5 · 2 ACUITY OPTIONS

Some units are able to purchase an **acuity option** that enhances their acuity, usually meaning their attributes are increased. The cost listed is per warrior in the unit, not per unit. All of the warriors within the unit of the same profile must purchase the same acuity option or none.

### EXAMPLE

Ceorl bowmen have the Drilled Ceorl Bowmen unit option. The fortheġn decides to purchase this for the petitioned unit of ceorl bowmen, which costs him 10 silver as the cost listed is 1 per warrior. This leaves his silver at 584.

A unit may only purchase one acuity option from those listed. If a unit is able to upgrade to Veteran or Drilled, for example, it may only purchase one of those options.

### 1 · 3 · 5 · 2 · 2 MOUNTED UNITS

Similarly, acuity options are only applied to the riders or mounts, depending on which purchased them.

### 1 · 3 · 5 · 2 · 3 ENGINE UNITS

Acuity options are only applied to the crew or draught animals, depending on which purchased them.

## 1 · 3 · 5 · 3 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 from an invocation list.

## 1 · 3 · 5 · 3 · 1 STANDARD INVOCATIONS

Some Sorcerers may already include invocations on their warrior profile (called **standard invocations**) and these do not need to be purchased – they are already included in the Sorcerer’s silver cost. Standard invocations may never be replaced by a different invocation.

### EXAMPLE

A werwulf wiglere has a profile invocation, Beckon, and an animus of 1. He can purchase more invocations if he wishes, but he can only use one invocation per battle hour.

## 1 · 3 · 5 · 3 · 2 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.

## 1 · 3 · 5 · 3 · 3 PURCHASING INVOCATIONS

A sorcerer may purchase as many invocations from the **Invocation Lists** as he wishes, but bear in mind his **animus** – as listed in brackets next to the ‘sorcerer’ ability on his profile – restricts how many invocations he may *Invoke* in any one battle hour. It’s nice to have a choice, but there is no point purchasing ten different invocations if a sorcerer may only *Invoke* with one of them per battle hour!

### EXAMPLE

The fortheġn’s wiglere does not have any profile invocations, so he has to muster the invocations he needs from the **Invocation List** shown on his profile – the Miercna Ġaldru **Invocation List**.

The wiglere plumps for the **The Wulf’s Charge** invocation, which costs 23 silver, and **The Wulf’s Claws**, which costs 4 silver. That puts the host’s silver cost up by 27, leaving the war-drune with 557 silver.

Whilst a sorcerer may know many more invocations than he has purchased, he may not be as practised with such invocations or perhaps be unsure as to how effective they may be on the battlefield.

## 1 · 3 · 5 · 4 MOUNT OPTIONS

Many warrior profiles list one or more **mount options**, which allow the warrior to ride a mount during a battle or swap an existing mount for a more powerful one. A warrior may only choose one mount to ride from those listed on his profile when mustering, and if he also has engine options, he may not purchase an engine option if he has purchased a mount option.

### EXAMPLE

The fortheġn decides to ride a horsa into battle, which costs him 7 silver. That means he has 550 silver remaining.

The cost shown is per warrior purchasing the mount, not per unit, and all of the warriors within the 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.

## 1 · 3 · 5 · 5 ENGINE OPTIONS

Some nobles can purchase **engine options**, which enable them to become part of a war engine crew, or engines themselves may have options for extra armour or banners. The cost shown on the option usually includes the war engine as a whole (i.e., including the crew, engine itself and any draught animals) but may not always do so, and there are usually extra rules regarding the engine option.

## 1 · 3 · 5 · 5 · 1 ENGINE LEADER

If a noble has an ‘**engine leader**’ option, he is able to purchase an engine unit and become its leader, thus gaining the ‘engine leader’ ability, as long as he is the noble with the highest **AUTHORITY** within the crew. The engines he can purchase are listed in brackets in the option rules.

### EXAMPLE

The Fomoraic raider unthuln is riding a mammo war tower into battle by purchasing the ‘mammoth war tower engine leader’ option, becoming its leader in the process and replacing one crew member.

## 1 · 3 · 5 · 5 · 2 ENGINE CREW

If a noble has an ‘**engine crew**’ option, he is able to become part of the crew of an engine but cannot be its leader because there is already another noble with a higher **AUTHORITY** value. In such a case, the noble replaces one member of the crew that is not a noble and gains the ‘engine crew’ ability. The engines he can be the crew of are listed in brackets in the option rules.

### EXAMPLE

The raider unthuln decides to bring an aangakoq along for the ride. The aangakoq cannot be the mammoth war tower’s leader as he has a lower **AUTHORITY** than the unthuln, so he simply becomes crew and purchases the ‘mammoth war tower engine crew’ option, replacing one crew member.

### *Nobles cannot Outnumber Crew*

There is no limit to the amount of nobles within an engine’s crew except that nobles must not outnumber the engine’s usual crew (not including the driver).

### EXAMPLE

As a mammoth war tower has five crew members (as well as a driver), there cannot be more than two nobles within the engine crew of a mammoth war tower as they have to replace two other crew members. The unthuln and aangakoq are all that can be mustered to ride it!

## 1 · 3 · 6 MUSTERING MOUNTED WARRIORS

Mounted warriors consist of rider and mount and are usually classed as Cavalry or Monstrous Cavalry, although many nobles can purchase mounts to ride, thus becoming mounted warriors themselves.

### EXAMPLE

Adding a duguth ċored unit gives the fortheġn excellent flexibility in the battle ahead and so he musters a petitioned unit of five, as that is the minimum size. Each warrior in the duguth ċored unit costs him 12 silver, so he reduces his silver by 60 to 490 silver, additionally increasing the **COMMAND**



**AUTHORITY** of his command to 85, leaving him 6 remaining.

Cavalry and Monstrous Cavalry are listed as single profiles in the same way as other profiles, as mounted warriors are treated as single warriors for most purposes. Thus, the cost of a mounted warrior includes rider and mount. Remember, however, that mounts also have their own profile that may need to be referred to (especially where it comes to ardent mounts), although the most important parts of their profiles are included in the mounted warrior's profile.

## 1 • 3 • 7 MUSTERING ENGINE WARRIORS

Split into two types, shot engines and carriage engines, engine warriors are formed of an engine and its crew as well as any draught animals for the latter.

### 1 • 3 • 7 • 1 ENGINE CREW

All war engines must have **crew** to be operated on the battlefield. If an engine has no crew, it cannot be used at all!

### 1 • 3 • 7 • 1 • 1 CREW SIZE

The number of crew members of a single war engine in a unit is listed as '**crew size**' on the engine's profile. Engines are always mustered with full crew size plus a driver if necessary, but they may lose crew over the course of the battle.

#### EXAMPLE

The tusk thrower shot engine has a crew of two tusk hunters, so the crew size of each engine warrior is 2. This should not be confused with the tusk thrower unit's unit size, which governs the amount of engine warriors in the unit.

### 1 • 3 • 7 • 1 • 2 CREW UNIT OPTIONS

Similar to normal units, some war engines enable their crew to upgrade their acuity or add unit command warriors. Such upgrades are treated in exactly the same way as normal units except that acuity upgrades are costed per engine, not per crew member.

### 1 • 3 • 7 • 2 SHOT ENGINES

Shot engines - war engines that shoot missiles of one kind or another at the enemy, such as a bolt-thrower or stone-thrower - comprise crew and engine in one warrior profile and can be an excellent way to wound enemies from afar.

### 1 • 3 • 7 • 2 • 1 SHOT ENGINE COST

The cost of a shot engine includes the cost of the standard amount of crew (however many of each there are) as well as the shot engine itself. Thus, the full cost of a unit of shot engines - such as a unit of bolt-throwers - is easily calculated. Just multiply the cost of one shot engine by the amount of shot engines in the unit, just as you would with a unit of single warriors.

### 1 • 3 • 7 • 3 CARRIAGE ENGINES

Carriage engines - such as chariots pulled by horses or giant monsters with war towers strapped to their backs - are a mix of draught animal, engine and crew, and can sometimes bear shot engines as well! As such their profiles are a little more

complicated to muster than other warriors, but each profile for a carriage engine should be easy enough to understand.

#### EXAMPLE

The mammoth war tower is a carriage engine and has five tusk hunter crew (as well as a tusk hunter driver), an engine in the shape of the war tower itself and a single draught animal, the mammoth.

### 1 • 3 • 7 • 3 • 1 CARRIAGE ENGINE COST

The cost of a carriage engine includes the cost of the standard crew and draught animals (however many of each there are), as well as the carriage engine itself. Thus, the full cost of a unit of carriage engines - such as a unit of chariots - is easily calculated. Simply multiply the cost of one carriage engine by the amount of carriage engines in the unit, just as you would with a unit of single warriors.

### 1 • 3 • 7 • 3 • 2 DRAUGHT ANIMAL SIZE

The **draught animal size** of a carriage engine (as shown on its profile within the draught animal section) shows the number of draught animals that pull the engine and cannot be changed. Thus, all carriage engines have a set number of draught animals when mustered.

### 1 • 3 • 7 • 2 • 3 DRAUGHT ANIMAL OPTIONS

A few carriage engines include **draught animal options** which allow engines to change the draught animals that pull them. All of the carriage engines within a unit must purchase the same draught animal. If a carriage engine unit's draught animals are replaced by bears, for example, all of the carriage engines within the unit (of the same profile) must swap their horses for bears. The cost shown, however, is per carriage engine (of the same profile), and not per draught animal.

## 1 • 3 • 8 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 silver and the commanders' **AUTHORITY** values, but each commander must have a command that contains at least one unit that is not himself, and which is a sworn unit.

#### EXAMPLE

The fortheġn decides to muster more commands in his host and, as he has 490 silver remaining, he can add a fair amount. Rather than include them all in his command, however, he decides to use the werwulf theġn as a commander.

Looking at the werwulf theġn's choices in the sworn, pledged and petitioned boxes, he takes care of the command's sworn unit first with a unit of ten werwulfas, costing 14 silver each and so 140 silver in total.

The werwulf theġn's **COMMAND AUTHORITY** is still at 0 thanks to the werwulfas being sworn to him, which means he has 68 **COMMAND AUTHORITY** which is just enough to muster a unit of wælwulfas and a single mægenwulf, which are 28 and 40 **AUTHORITY** respectively.

In terms of silver cost, the minimum size of the wælwulf unit is three, but he goes for a unit of five, costing 135 silver. The

mægenwulf costs 160 silver on his own, and the fortheġn pays up and realises his hoard still has 55 silver remaining.

## 1.3.9 MUSTER TRAITS AND ABILITIES

**Traits** and **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.

### 1.3.9.1 MUSTER TRAITS

Many Beasts and Monstrous Beasts have restrictions to mustering simply because they are little more than animals that only respond to riders or handlers.

#### 1.3.9.1.1 BEAST HANDLER ONLY

Warriors that have the ‘**beast handler only**’ trait, such as wolfhounds, may only be mustered within a Bound unit with warriors with the ‘**goad**’ or ‘**beast handler**’ ability. They cannot be mustered as a stand alone unit.

#### 1.3.9.1.2 DRAUGHT ANIMAL ONLY

Warriors that have the ‘**draught animal only**’ trait may only be mustered as draught animals of a carriage engine. They cannot be mustered as a stand alone unit.

#### 1.3.9.1.3 GUARDIAN ONLY

Warriors that have the ‘**guardian only**’ trait may only be mustered as the Bind unit within a Bound unit, usually Bound to a noble. They cannot be mustered as a stand alone unit.

#### 1.3.9.1.4 MOUNT ONLY

Warriors that have the ‘**mount only**’ trait - 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.

#### 1.3.9.1.5 MOUNT OR DRAUGHT ANIMAL ONLY

Warriors that have the ‘**mount or draught animal only**’ trait - usually Beasts or Monstrous Beasts - may only be mustered as a mount or as a draught animal. They cannot be mustered as a warrior that is not ridden or used as a draught animal.

### 1.3.9.2 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.

#### 1.3.9.2.1 ADEPT

A Sorcerer or Sorcerous unit with the ‘**adept**’ ability may not purchase invocation options from any **Invocation List**. The only invocations an Adept can muster are the standard invocations listed on his profile.

### 1.3.9.2.2 KINSMAN (REALM)

A commander with the ‘**kinsman (realm)**’ ability counts warriors from each of the realms with the title (realm) as **kinsmen**. The silver cost of kinsmen count towards the host’s realm cost.

#### EXAMPLE

A werwulf theġn of Mierce is a commander and he has the **Kinsman (Beornica)** muster ability, and so could include a unit of slēanbera in his command that still count towards the host’s realm cost.

### 1.3.9.2.3 OVERLORD [KINDRED][REALM]

A general with the ‘**overlord**’ ability counts as being a warrior from each realm or kindred listed on his profile. This means the general’s kindred and realm are all of the kindreds and realms listed on his profile, and his host is considered to be from all of the kindreds and realms listed on his profile. The silver cost of warriors from those kindreds and realms listed count towards the host’s realm cost.

#### EXAMPLE

Penda the Bloody-Handed has the ‘**overlord [Mierce, Beornica, Dēra]**’ ability and so, if he is taken as the general of a host, that host’s realm is Mierce, Beornica and Dēra. Thus, the silver cost of warriors from the Mierce, Beornica and Dēra realm count towards the host’s realm cost, but not those of Eofora.



# 1 • 4 MASTER MUSTERING

At master level, mustering a host builds upon the process laid down at Journeyman level and while it adds further restrictions to ensure games are fairer, it also allows generals to muster **companions**, **equipment options**, powerful **artefacts** and the ability to call upon **allies** and **sell-swords**, among other things...

Players muster hosts at Master level in the same way as at Journeyman level - they must decide upon the battle size and then muster generals, commands and units using the same rules - but there are more restrictions that must be adhered to as well as lots of additional options that can be used.

## 1 • 4 • 1 BATTLE COST

The battle cost is determined in exactly the same way as at Journeyman level; hosts are mustered according to the **silver cost** of the **battle size**, called the **battle cost** or **host cost**. In other words, both players must spend as much silver as possible on their hosts without spending more than the battle size allows. See the 1.3.1: Battle Cost rules for details.

## 1 • 4 • 2 HOST RESTRICTIONS

At Master level there are a few more restrictions for hosts in addition to those found at Journeyman level, mainly to ensure players build musters that are a little more balanced in terms of their power as well as the lore behind them.

## 1 • 4 • 2 • 1 THE HOST'S WARLORDS

At Master level mustering, only one Warlord noble (including the general) may be included in a host per 1,000 silver (or part thereof) after the first 999 silver. See the Host Warlords Table below. Sometimes too many cooks really do spoil the broth!

Host Warlords Table

Silver Cost	Warlords Allowed
0-999	1
1,000-1,999	2
every +1,000	+1

### EXAMPLE

The fortheñ is a Warlord noble and so, in a 999 silver host, no more Warlord nobles may be mustered. In 1,000 to 1,999 silver hosts, he could muster another Warlord noble, but no more than that.

## 1 • 4 • 2 • 2 THE HOST'S ANIMUS

Competent sorcerers are rare and few generals can count on their services all of the time. At Master level, the maximum **ost animus** - i.e., the total animus of mustered sorcerers or artefacts, including the animus of the general himself - allowed within a host is 1 per 500 silver (or part thereof) after the first 499 silver. See the Host Animus Table below.

Host Animus Table

Silver Cost	Animus
0-499	1
500-999	2
1,000-1,499	3
1,500-1,999	4
every +500	+1

## 1 • IV • II MASTER HOST COST BREAKDOWN

Hosts have a number of cost limitations apart from the host's cost itself at Master level. Here, a typical host of 1,500 silver is broken down into its various cost limitations.

host's realm cost 50%+	artefact limit 0 to 10%	contingent limit 0% to 33.333r%
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### HOST'S REALM COST

At least **50%** of the host cost (so 750 silver of a 1,500 silver host) must be spent on warriors from the same realm as the general, rounding fractions up. This is called the **host's realm cost**. The whole host may be mustered of warriors from the host's realm, of course.

### Companion Limit

The general's companions (which must be from the host's realm) may not comprise more than the silver cost of the general's command, excluding the general and his companions. This is called the **companion limit**. For example, if a general spends 500 silver on his own command (not including himself or any companions), he may spend 500 silver on his companions.

### CONTINGENT LIMIT

Up to **33.333r%** of the host cost (so 500 silver of a 1,500 silver host) may be spent on allies or sell-swords, rounding fractions down. This is called the **contingent limit**. A host does not have to muster any allies or sell-swords but they can help a general to counter his own kindred's weaknesses.

### ARTEFACT LIMIT

Up to **10%** of the host cost (so 150 silver) may be spent on artefacts, rounding fractions down. This is called the **artefact limit**. A host does not have to muster any artefacts, although they can prove beneficial to the general and his most important warriors and units.



### EXAMPLE

At 999 silver the **fortheġn** may include two sorcerers with an animus of **1** within his host or one sorcerer with an animus of **2**. Similarly, he may include four sorcerers with an animus of **1** in a **1,999** host, or one of **3** and one of **1**, or any combination of sorcerers that ensures their animus is not higher than the host animus.

## 1 • 4 • 2 • 2 • 1 SORCEROUS UNITS

However, Sorcerous units (but not nobles) that must be taken as sworn units - i.e., there is no other option but to take a Sorcerous unit as a sworn unit - do not add to the **host animus** total. Pledged or petitioned Sorcerous units will add to the host animus total, however.

### EXAMPLE

A **Byzantii magus infernum** may be mustered as a commander but the only option he has for a sworn unit is that of a Sorcerous unit, the **sacerdos infernum**. Thus, the sworn **sacerdos infernum** unit does not add its animus to the host animus total.

## 1 • 4 • 3 MUSTER A GENERAL

Mustering the host's **general** is performed in the same manner as at Journeyman level, except that at Master level there are additional, optional choices involving **Binding** to units, the purchasing of **options** allowing him to muster other units and including **companions** in his command.

See the **1:3:2: Muster a General** rules for details of mustering a general at Journeyman level.

## 1 • 4 • 3 • 1 BIND UNITS

Underneath the commander box of some commanders (and so any generals, too) is a **bind box**, which lists the units that commander can **Bind** to when mustering. The list is usually explicit - i.e., the commander can only **Bind** to the units shown - but if a commander can **Bind** to a lot of other units a generic term may be used to save space. A commander's profile will list all of the units it can **Bind** to.

### EXAMPLE

**Fortheġns** may **Bind** to wulfas and gadawulfas, so the **fortheġn general** **Binds** to a unit of five wulfas, which costs him **25** silver, leaving him **30** remaining.

## 1 • 4 • 3 • 2 OPTION BOXES

Many generals (and so commanders) can purchase options of their own and sometimes this changes the units they can muster in their command or adds to them. This is shown by each of the commander's **option boxes**, which are directly underneath his commander box and extend **muster paths** to the right. See the **1:1:5:9: Commander Muster Paths** section for further details.

### EXAMPLE

The **fortheġn** has a number of option boxes under his commander box on the muster chart.

## 1 • 4 • 3 • 3 GENERAL'S COMPANIONS

The host's general may muster his closest **companions** as long as the general's command exists and as long as they are from the host's realm (excepting sell-swords). The general's companions form part of the general's command except that they may only be drawn from the following **Companions List**:

## I • IV • I MASTER MUSTER SEQUENCE

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

### Master 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 <b>AUTHORITY</b> in the host
Command	
3	- Muster one <b>command</b> , either the general's command or another command
4	- If another command is mustered, a <b>commander</b> has to be mustered to control it
Unit	
5	- At least one <b>unit</b> has to be mustered in a command
6	- A commander <u>must</u> choose one - but only one - <b>sworn unit</b> from his <b>sworn box</b> , to be the <b>sworn unit</b> in his command. The sworn unit <u>may only</u> be mustered at effective size or greater, but it costs 0 <b>AUTHORITY</b> for <b>COMMAND AUTHORITY</b> purposes
7	- A commander may include <b>companion warchiefs</b> if they are listed in the sworn box in his command, who cost 0 <b>AUTHORITY</b> for <b>COMMAND AUTHORITY</b> purposes
8	- A commander may include as many <b>pledged units</b> (from his <b>pledge box</b> ) or <b>petitioned units</b> (from his <b>petition box</b> ) as he wishes in his command, as long as the sum of every unit leader's <b>AUTHORITY</b> within that command does not exceed the commander's <b>COMMAND AUTHORITY</b>
9	- A commander may include one <b>influenced warchief</b> in his command, whose <b>AUTHORITY</b> counts as normal for <b>COMMAND AUTHORITY</b> purposes
10	- A unit has to be mustered to include as many warriors as its <b>minimum size</b>
11	- Sworn units and pledged units gain free unit command warriors at <b>effective size</b>
12	- If the unit's minimum size has the suffix '+', the unit may include more warriors up to its <b>maximum size</b> . Petitioned units at maximum size gain free unit command warriors
Ubiquity	
13	- A host may not include more than one <b>Unique</b> warrior of the same profile
Warrior Options	
14	- Units may purchase <b>weapon</b> , <b>armour</b> and <b>artefact options</b> as well as <b>mount options</b> and <b>engine options</b> for their warriors or the unit as a whole
15	- Nobles that purchase options may be able to follow <b>option paths</b> when mustering units in their command, although coloured <b>restrictive option paths</b> restrict the units he may take. Nobles may also purchase <b>noble options</b>
16	- Sorcerers <u>must</u> purchase at least one <b>invocation option</b> from their allowed <b>Invocation Lists</b> , if they do not already have a profile invocation
Unit Options	
17	- Units may purchase <b>unit options</b> for their unit as a whole
Muster Contingents	
18	- 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	
19	- Repeat steps 4-18 until the host's battle cost is reached

### Companions List

- **Host Nobles:** up to four non-Allied host nobles, but only one of each type - one host champion, one host banner bearer, one host herald or one host paymaster
- **Sorcerer:** one non-Allied noble with the 'sorcerer' ability

## I · IV · III SWORN UNITS

At master level a thegn's sworn box is able to use the **optional muster paths** for purchasing a boğa (a bow), riding a horsa or great hart and the **restrictive muster path** for becoming a guthuntsmann.

Beornica, Dēra, Eofora, Mierce, Northumbreland <b>THEĠN</b>	<b>Duguth</b> <b>0-1</b>	<b>Ceorl</b> <b>0-1</b>
84 [Mierce] Wulf, Gadawulf	Beornica <b>Duguth</b> <b>0-1</b> Werbera, Frēabera	Beornica <b>Ceorl</b> <b>0-1</b> Werbera, Frēabera
<b>with Boğa</b>		
<b>with Boğa and Horsa</b>	<b>Ceorl Bowman Ēored</b> <b>0-1</b> [Mierce] Wulf	
<b>as rider of Horsa</b>	<b>Duguth Ēored</b> <b>0-1</b> [Mierce] Wulf	<b>Ceorl Ēored</b> <b>0-1</b> [Mierce] Wulf
Dēra <b>as rider of Great Hart</b>	<b>Dēran Ēored</b> <b>0-1</b>	
<b>as Guthuntsmann</b>	<b>Ceorl Huntsman</b> <b>0-1</b> [Mierce] Wulf	

The thegn must choose one unit to be his sworn unit from those shown in his sworn box, of course, either a unit of duguth or a unit of gesith; this is still true if he follows an **optional muster path** by purchasing a bow option, riding a horsa or riding a great hart.

If he purchases a bow option he cannot have any other sworn units than duguth or gesith unless he rides a horsa as well as wielding a bow, in which case he can choose a ceorl bowman ēored or a duguth ēored to be his sworn unit. If he is of the Dēra realm and rides a great hart, he can muster a Dēran ēored as his sworn unit - or a duguth or gesith unit of course - but not a ceorl bowman ēored or a duguth ēored as they are on a different muster path.

If the thegn purchases the guthuntsmann noble option, however, he must choose the ceorl huntsman unit as his sworn unit as that is a **restrictive muster path**.

- **Sell-sword:** if the host is not of the Sell-Sword kindred, one sell-sword noble, which can have the 'sorcerer' ability if another sorcerer is not a companion

Mustering the general's companions is an easy way to include host warriors and a sorcerer without taxing the host's command structure too much.

### EXAMPLE

With 30 silver remaining the fortheġn can introduce a host banner bearer in the shape of a guthfanaberend, which costs 19 silver, thus reducing his hoard to 11 silver remaining.

## I · 4 · 3 · 3 · 1 SCOUT AND FLANK ORDERS

No companion can be under *SCOUT* or *FLANK* orders.

## I · 4 · 3 · 3 · 2 BOUND UNITS

No companion can be part of a Bound unit.

## I · 4 · 3 · 3 · 3 MOUNTS

Companions may ride any mount they are able to, excepting mounts of the class 'Monstrous Beast' if that mount has a higher mass than the general's mount. Host champions mustered as companions may ride a mount of any mass regardless of the above rule.

## I · 4 · 3 · 3 · 4 COMMAND AUTHORITY

The **AUTHORITY** of all of the companion nobles must be lower than the general's **AUTHORITY**, but they count as 0 **AUTHORITY** for **COMMAND AUTHORITY** purposes (see the 1·1·5·2: Command Authority rules).

### EXAMPLE

The fortheġn decides to muster the wġlere as a companion rather than an influenced warchief, as that reduces his **COMMAND AUTHORITY** to 50, meaning he can introduce more units into his own command if he finds more silver.

## I · 4 · 3 · 3 · 5 COMPANION LIMIT

The total silver cost of all of the general's companions combined must not be more than the general's command, excluding the general himself, any influenced warchiefs included in the general's command and his companions. This is called the **companion limit**.

### EXAMPLE

The silver cost of all of the fortheġn's companions is 82, which is lower than the two duguth units and the ceorl bowman unit, so the companion limit is not broken.

## I · 4 · 4 MUSTER A COMMAND

Again, mustering a command at Master level is performed in exactly the same way as at Journeyman level, although there are a few more rules that determine which units can be included in a command with **muster paths** and some choices to make regarding **companion warchiefs** as well as the inclusion of **sell-sword nobles**.

See the 1·3·3: Muster a Command rules for details of mustering a command at Journeyman level.

## I · 4 · 4 · 1 COMPANION WARCHIEF

If a Warchief is listed within a sworn box for a commander (noted by a 'CW' where the unit's **AUTHORITY** is normally shown), a commander may muster that **companion warchief** in his command. The **AUTHORITY** of companion warchiefs mustered within a command become zero for **COMMAND AUTHORITY** purposes.

### EXAMPLE

The werwulf theġn could muster an ordfruma as a companion warchief as it is within his sworn box. This does not trouble his **COMMAND AUTHORITY** but it does trouble the fortheġn's purse, as the ordfruma would cost 12 silver. As there is only 11 silver remaining in his hoard, he cannot muster the ordfruma in the werwulf theġn's command.

Companion warchiefs often allow commanders to muster units he would not normally be allowed to in his command, using **noble paths**. See the 1.4.4.4.3: Noble Paths rules for details.

1.4.4.2  
**SELL-SWORD NOBLES**

A commander may only muster a **sell-sword noble** in his command if a sell-sword box is present in his petitioned box, as long as that sell-sword's **AUTHORITY** is less than the commander's **AUTHORITY**. Again, the **AUTHORITY** of sell-swords count towards their commander's **COMMAND AUTHORITY**.

**EXAMPLE**

The fortheġn has a sell-sword box in his petitioned box, so he could muster a sell-sword if he had the money.

1.4.4.3  
**MUSTER PATHS**

A **muster path** is a way for a commander to muster different units in his command depending upon the options mustered for that commander. For example, a mounted commander may be able to muster mounted sworn or pledged units (in addition to any other pledged units) instead of only being able to muster a petitioned mounted unit if he is on foot.

1.4.4.3.1  
**OPTIONAL MUSTER PATH**

A commander may - if he has purchased an equipment or mount option (represented by a white **option box** below his commander box on the muster chart) - elect to follow the muster path for that option, called an **optional muster path**. A unit that lies on an **optional muster line** drawn from an option box is known as an **optioned unit** and a commander may muster any of those optioned units in addition to any other unit he is normally allowed to muster.

**EXAMPLE**

As the fortheġn purchased a horsa to ride, he could opt to muster the duguth ċored as his sworn unit instead of the duguth. He would still be able to muster the duguth as a pledged unit, however, and any other unit he may normally muster as a pledged or petitioned unit.

The advantage to doing so is that, as a pledged unit, the duguth ċored can muster unit command warriors for free as they are at their effective size. They could not do so as a petitioned unit, as there would need to be ten of them, the unit's maximum size.

A commander does not have to follow an optional muster path if he does not wish to: he could be mounted and include infantry in his command, purchase a bow for himself whilst fighting in a shieldwall, and so on.

1.4.4.3.2  
**RESTRICTIVE MUSTER PATH**

The purchase of an equipment or other option in a coloured **restrictive option box**, however, means the commander may **only** muster units on that **restrictive muster path**. A unit that lies on a **restrictive muster line** drawn from a restrictive option box is known as a **restricted unit** and a commander may not muster any other unit than those restricted units in his command.

It would be silly for a flanking commander to muster a unit that could not flank, for example, or for a commander mounted on a flying beast to command warriors that could not hear him when he's soaring into the sky.

**EXAMPLE**

A theġn that has purchased the guthuntsmann noble option may only muster a unit of ceorl huntsmenn as his sworn unit and his pledged unit; he may not muster any other type of sworn unit as they are not on that same restrictive muster path, nor any other unit as a pledged or petitioned unit except for wulfas and werwulf hunters.

*Influenced Warchiefs*

A commander that has purchased a restrictive option may still muster an influenced warchief in his command as well as any listed on that restrictive muster path, but not a sell-sword nor a companion warchief.

I. IV. III  
**MUSTER PATHS**

A **muster path** allows a commander to muster units based upon an option he may have purchased for himself.

**OPTIONAL MUSTER PATH**

A typical example of an **optional muster path** is shown below for an Anglecynn theġn that has purchased a boġa (a bow). This allows him to muster a unit of ceorl bowmen as a pledged unit (which he would only be able to muster as a petitioned unit without that option) and a unit of ceorl huntsmen and werwulf hunters as petitioned units (which he would not be able to muster at all without that option). The commander may also muster the sworn, pledged and petitioned units he may normally muster without purchasing that option.

with Boġa		Ceorl Bowman 11 0-1+	Ceorl Huntsman 15 0-1+ [Mierce] Wulf	Mierce Werwulf Hunter 17 0-1 Wulf, Frēawulf
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**RESTRICTIVE MUSTER PATH**

A theġn also has a **restrictive muster path**, should he become a guthuntsmann (which is a noble option); but if he does so he may only muster the restricted units shown - the ceorl huntsmen, the wulf or the werwulf hunters.

as Guthuntsmann	Ceorl Huntsman 15 0-1 [Mierce] Wulf	Ceorl Huntsman 15 0-1+ [Mierce] Wulf	Mierce Wulf 7 0-1+ Wulf, Frēawulf	Mierce Werwulf Hunter 17 0-1 Wulf, Frēawulf
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## 1 • 4 • 4 • 3 • 3 NOBLE PATHS

If a unit is joined to a noble by a double line (known as a **noble path line**), that unit - and any other units upon the noble path line - may only be mustered if the noble is also mustered. Some units will only join a commander's retinue if their favoured boss is also present!

### EXAMPLE

The presence of an ordfruma as a companion warchief in the werwulf thegn's command would ensure he could muster a unit of ceorl, duguth or ceorl bowmen in his command, but the fortheġn has just 11 silver remaining and the werwulf thegn's **COMMAND AUTHORITY** has already reached its limit.

The general clearly needs to source more silver! Cap in hand to his wife, he is reluctantly given another 501 silver to spend, using all of his hard-earned brownie points but ensuring his army is now a 1,500 silver host. He decides to add more units as he now has 512 silver to his name!

## 1 • 4 • 5 MUSTER A UNIT

Mustering a unit at Journeyman level is performed in exactly the same way as at Master level - see the 1:3:4: Muster a Unit section for details - but introduces the ability to muster **Bound units**, which combine two different units into one unit so they work together on the battlefield.

## 1 • 4 • 5 • 1 BIND BOX

Underneath the unit box of some units is a **bind box**, which lists the **Bind units** that **Binding unit** can *Bind* to when mustering. The list is usually explicit - i.e., the Binding unit can only *Bind* to the Bind units shown - but if a Binding unit can *Bind* to a lot of other Bind units a generic term may be used to save space. A Binding unit's warrior profile will list all of the Bind units it can *Bind* to.

## 1 • 4 • 5 • 2 BOUND UNITS

Bound units are formed by two units *Binding* together, one being the **Binding unit** (shown as the unit's name on the unit box) and the other being the **Bind unit** (shown in the bind box underneath).

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

### EXAMPLE

The fortheġn decides to muster a unit of five frēawulfas as a Bind unit of the wælwulfas, costing 80 silver. The Bound unit thus formed is led by the wælwulf unit's champion and so the Bound unit's **AUTHORITY** is 28 rather than 28 plus the frēawulfas' **AUTHORITY** of 21. The fortheġn's silver hoard is reduced to 432.

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

## 1 • 4 • 5 • 2 • 1 BOUND UNITS AND REALMS

Both the Bind unit and the Binding unit must usually be from the same realm to be able to become a Bound unit, but this is normally taken care of in the warrior profiles and muster chart. If it is not obvious, the Bind unit always counts as part of the

same realm as the Binding unit regardless of its actual realm on its warrior profile.

## 1 • 4 • 5 • 2 • 1 COMMANDER BOUND UNITS

Some commanders can boast the ability to *Bind* units to themselves; the **AUTHORITY** of the Bind units are ignored for **COMMAND AUTHORITY** purposes.

## 1 • 4 • 5 • 3 BOUND UNIT SIZES

A Bound unit has two (or more) different unit sizes - that of the Binding unit and that of the Bind units.

### EXAMPLE

The unit size of a Binding unit of Fomoraic thulean raiders is 5+ minimum, 20+ effective and 30 maximum. The unit size of a Bind unit of mallax is 3+/5+/10.

However, while the minimum, effective and maximum sizes of the Binding unit are as normal for its profile and must always be fulfilled, the Bind unit's minimum size is always 1 (or 1+) and its effective size and maximum size is governed by the bind mass rule, as outlined below.

## 1 • 4 • 5 • 3 • 1 THE BIND MASS RULE

The most important rule to follow when mustering a Bound unit is that the Binding unit must have a larger mass than the Bind unit. This is the **bind mass rule**.

### EXAMPLE

The mass of a thulean raider is 1 and the mass of a mallax is 3. As five thulean raiders have to be mustered to fulfil minimum size rules, which is a mass of 5, only one mallax may comprise the Bind unit. Two mallax would mean the Bind unit's mass is larger than the Binding unit, which is not allowed. Seven thulean raiders have to be mustered before two mallax can be Bound to by them.

The maximum size of a Bound unit of thulean raiders and mallax would be 30 thulean raiders (the most allowed in a thulean raider unit) and 9 mallax (which have a mass of 27); more mallax would break the bind mass rule.

### Nobles, Beast Handlers and Goaders

The exception to the bind mass rule is that solitary nobles and units with the 'beast handler' or 'goad' ability are able to *Bind* to units that have a much larger mass than they are.

### EXAMPLE

The fortheġn has Bound to a unit of five wulfas, which have a total mass of 5, so normally he could not *Bind* to them; but he is a noble so he can ignore the bind mass rule when *Binding*.

## 1 • 4 • 5 • 3 • 3 USING THE BIND UNIT TO FULFIL THE BINDING UNIT'S EFFECTIVE AND MAXIMUM SIZES

The Binding unit must always fulfil its own minimum, effective and maximum size rules, but it may use warriors from the Bind unit(s) to fulfil its effective and maximum sizes as well as its own warriors. Note the use of the word 'may' - as long as the bind mass rule is adhered to, a Bound unit could comprise a huge number of warriors!

As a Bind unit often contains warriors of larger mass to the Binding unit, it seems only fair to allow those larger warriors to count towards the Binding unit's minimum, effective and maximum sizes more than smaller ones.



## I · IV · IV NOBLE PATHS

Sometimes a unit can only be mustered by a commander if he musters their preferred noble. This is represented on the muster chart by the presence of a double line from a noble to another unit and then further lines to other units. This is called a **noble path** and a typical example is shown below. If the commander (in this case a werwulf thegn) does not muster an ordfruma as a companion warchief, he cannot muster ceorlas, duguthas or ceorl bowmen in his command.

Ordfruma		Ceorl		Duguth		Ceorl Bowman			
CW	0-1	12	0-1+	19	0-1	11	0-1+		

### Mass Multiple

To calculate how much those larger Bind warriors count towards the effective and maximum sizes of the Binding unit their masses are compared and the Bind warriors' **mass multiple** is determined. A larger warrior's mass must be divisible to a whole number by a smaller warrior's mass to count as a multiple of it (rounding fractions down).

#### EXAMPLE

Mallax (mass 3 each) are three times the size of thulean raiders (mass 1 each) and so 3 is the mallax's mass multiple in this Bound unit.

This is easy for a Binding unit that is comprised of mass 1 warriors, but not so easy when the Binding unit's masses are larger!

The mass of a banawulf is 4 and the mass of a guthwulf is 6. The guthwulf's mass is not divisible by a banawulf's mass, so the guthwulf's mass multiple is 1.

A mægenwulf (mass 9), however, can be divided by 4, to 2, so a mægenwulf's mass multiple when Bound to a unit of banawulfas is 2 - meaning, the mægenwulf counts as two warriors.

The mass multiple is then equated to warriors. If a Bind warrior's mass multiple is 3, it counts as 3 warriors in that Bound unit and so may count as 3 warriors for effective size and maximum size purposes.

#### EXAMPLE

A Bound unit of thulean raiders and mallax has an effective size of 20; the mallax have a mass multiple of 3 against the thulean raiders, so they count as 3 warriors. The Bound unit could contain 17 thulean raider warriors and one mallax (which counts as 3 thulean raider warriors), or 14 thulean raider warriors and two mallax (counting as 6 thulean raider warriors), or 11 thulean raider warriors and three mallax (counting as 9 thulean raider warriors) and fulfil effective size obligations.

A Bound unit of 20 could not contain four mallax, however, as the mass of 4 mallax (12) would be greater than the 8 thulean raiders (8), thus breaking the bind mass rule.

### Smaller Bind Warriors

The Bind unit's warriors may sometimes have a smaller mass than the Binding unit's warriors, in which case the mass multiple is found by dividing a Binding warrior's mass by a Bind warrior's mass. The mass multiple is then applied to the Bind unit as a multiplier - in other words, there must be as many Bind warriors as the mass multiple to count as a single Binding warrior.

#### EXAMPLE

A Bound unit contains wælwulfas (mass 3 each) and wulfas (mass 1 each). The mass multiple for the wælwulfas is therefore 3, so 3 wulfas would equal 1 wælwulf in terms of warriors.

The effective size of a unit of wælwulfas and wulfas is still 5+, and the minimum 3+, so if 3 wælwulfas are mustered six wulfas would bring the unit up to effective size.

## 1 · 4 · 5 · 4 COMMAND OPTIONS

Command warriors for Bound units may only be purchased for the Binding unit, and similarly, free command warriors may only be mustered for the Binding unit.

#### EXAMPLE

Within a Bound unit of 12 thulean raiders and 2 mallax, only the thulean raiders may muster a champion, banner bearer or herald.

## 1 · 4 · 5 · 5 ACUITY OPTIONS

Acuity options are only applied to the warriors that purchased them and not both Binding and Bind units.

#### EXAMPLE

A unit of werwulfas within a Bound unit purchases the Veteran acuity option. This is only applied to the werwulfas, and not the wulfas they are *Bound* to.

## 1 · 4 · 6 WARRIOR OPTIONS

Many profiles have **options** listed that can bolster the unit's prowess in battle and at Master level these can be purchased. As such, most warrior options will have an associated cost, the **option cost**, that each warrior in the unit must pay in order to muster them.

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

## 1 · 4 · 6 · 1 NOBLE OPTIONS

Some warrior profiles - usually those of nobles - list **noble 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 a scout, or any number of things; but if they do so, only one noble option may be mustered from those listed and the **noble option rules** must be adhered to.

## 1 · 4 · 6 · 1 · 1 MUSTER PATHS

Many of these noble options enable nobles to muster different units using **muster paths**, as detailed in the 1 · 4 · 4 · 4: Muster Paths subsection.

## 1 · 4 · 6 · 1 · 2 HOST WARRIORS

Only one host champion, host banner bearer, host herald and host paymaster may be present in a host, and they must be of the host's realm.

#### EXAMPLE

The fortheġn has already mustered a guthfanaberend, a host banner bearer, so cannot muster any more; but he could muster a guthornblawere or a cempa, a host herald and host

champion respectively. Only the sell-swords kindred has the option to muster a host paymaster.

The host's general cannot be a host warrior except in some circumstances noted by a noble's option rules. A noble cannot be more than one host warrior; he could not be a host banner bearer and a host herald, for example.

#### EXAMPLE

A thegn has the option to become a host warrior but, if he does so, he cannot be the host's general. This also means that guthfanaberend, guthornblawereas and cempan cannot be the host's general.

### 1 • 4 • 6 • 2 OPTION RULES

Most warriors list equipment options - for combat weapons, shot weapons, armour, artefacts or invocations - or have noble or other options, and there are some general **option rules** governing how this equipment can be purchased or used. Note that some of these rules are not just for equipment options; they apply to other options when present.

### 1 • 4 • 6 • 2 • 1 ENGINE ONLY

Equipment with the rule '**engine only**' may only be purchased - and used - if the warrior is the rider of a carriage engine.

A warrior who was mustered as a rider of a carriage engine but, during the course of the battle, has lost his engine, may no longer use equipment with the rule 'engine only' - unless he somehow becomes a rider of a carriage engine again.

### 1 • 4 • 6 • 2 • 2 EXCLUDES (X)

Optional equipment sometimes has the '**excludes (x)**' rule. This means that if the equipment with this rule is purchased, the equipment named 'x' may not also be purchased.

#### EXAMPLE

A Fomoraic untain of Baalor 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.

### 1 • 4 • 6 • 2 • 3 FOOT ONLY

Equipment with the rule '**foot only**' may only be purchased - and used - if the warrior is not the rider of a mount. It may be used by the rider of a carriage engine, however.

#### EXAMPLE

The fortheġn's warhammer combat weapon option has the 'foot only' rule, so it may only be purchased if the fortheġn is not mounted.

### 1 • 4 • 6 • 2 • 4 MOUNTED ONLY

Equipment with the rule '**mounted only**' may only be purchased - and used - if the warrior is the rider of a mount. A warrior who was mustered as a rider but, during the course of the battle, has lost his mount, may no longer use equipment with the rule 'mounted only' - unless he somehow becomes a rider again.

#### EXAMPLE

A Byzantii centurion's contus combat weapon option has the rule 'mounted only'. This means a centurion may only purchase that weapon if he is the rider of a mount.

### 1 • 4 • 6 • 2 • 5 MUSTER WITH (X)

Equipment that has the rule '**muster with (x)**' has to be mustered with the equipment named x. The cost of all options thus mustered is combined.

#### EXAMPLE

A theġn can become a guthuntsmann, which has the rule 'muster with (bow)'. This means the theġn must purchase both the bow combat weapon option and guthuntsmann noble option together.

### 1 • 4 • 6 • 2 • 6 [REALM]

Some equipment may only be mustered by a warrior from a particular realm, and this is noted as '[**realm**]' within that equipment's rules.

#### EXAMPLE

A theġn has a great hart mount option with the rule [Dēra]. Thus, the theġn must be of the Dēra realm to be able to purchase a great hart as his mount.

### 1 • 4 • 6 • 3 WEAPON OPTIONS

Many warrior profiles list **weapon options** for both combat weapons and shot weapons, which could replace their standard weapons entirely or alter them somehow, or are additional weapons they may use in a battle.

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.

#### EXAMPLE

The werwulfas may purchase a spear combat weapon option, which replaces their swords. The ten werwulfas must each purchase a spear - there cannot be a mix of spear and sword within the unit - but this reduces each warrior's cost by -2, so the fortheġn finds himself with 20 more silver, ensuring he has 452 silver remaining.

### 1 • 4 • 6 • 3 • 1 STANDARD WEAPONS

Almost all warriors include weapons on their warrior profile (called **standard weapons**) and these do not need to be purchased - they are already included in the warrior's silver cost. Whenever a warrior is mustered, he is mustered with his standard weapons.

#### EXAMPLE

The fortheġn's standard weapon is the sword; he brings one to battle whenever he is mustered.

### 1 • 4 • 6 • 3 • 2 ADDITIONAL WEAPONS

Additional weapons - weapon options with the rule '**add**' - 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 fortheġn could purchase an additional weapon, a bow, to complement his standard weapons. As this would cost 11 silver, he decides against it.

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.

### 1 • 4 • 6 • 3 • 3 REPLACEMENT WEAPONS

Weapons with the rule '**replace (x)**' are mustered in exchange for the standard weapon named x. For example, an optional sword with the rule '**replace (spear)**' means that the warrior's standard weapon, a spear, must be exchanged for the sword.

#### EXAMPLE

The fortheġn may replace his sword with an axe but would pay no silver as the option has a cost of 0. He decides against it as he likes swords!

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

#### EXAMPLE

The fortheġn has a number of weapon options that could replace his sword, but he may only choose one of them.

#### Multiple Replacements

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 some or all of them. In the case of a + sign, the replacement weapon replaces all of the weapons listed that are separated by the + sign.

### 1 • 4 • 6 • 3 • 4 ADDITIONAL OR REPLACEMENT WEAPONS

Some combat weapon options have the rule '**add or replace (x)**' which means it can either be added like an additional weapon or used to replace a weapon. The costs of these choices are listed separately in the silver cost box - on the left, the cost of adding the weapon, and on the right, the cost of replacing a weapon with this option.

#### EXAMPLE

The fortheġn may purchase a spear weapon option which he can use as an additional weapon, costing 2 silver, or as a replacement for his sword, which saves him 2 silver as it has a cost of -2. He decides to bring an additional spear to battle and pays 2 silver, meaning his hoard is now 450 silver.

### 1 • 4 • 6 • 3 • 5 WEAPON COATINGS

Weapons are sometimes coated with substances or forged in a particular manner that cause even more harm to an enemy than the simple act of striking with it. Such **weapon coatings** could take the form of venom that debilitates quickly, or corruption that taints the blood, or a form of pattern-welding that makes an edge incredibly sharp. Weapon coatings are listed in a kindred's **Artefact List**, may only be mustered by warriors of the privilege noble, vassal or undead and may only be applied to borne weapons that are not artefacts (i.e., they are standard weapons or they are weapon options).

#### EXAMPLE

Looking at the Anglecynn Artefact List, the fortheġn decides to muster the Scirmæl weapon coating for his sword, costing 1 silver. He cannot muster this for his spear, as only swords can bear it.

Weapon coatings can be applied to both combat weapons and shot weapons (including the armament of shot engines) of the

type 'borne'; if the type of the coating does not mention combat or shot, it works with both. Note that if a weapon coating works with both combat and shot weapons, it must be purchased for both, and if only one coating is purchased, players must choose which weapon the coating is applied to.

#### Combat Weapons

Only one combat weapon coating may be mustered for a combat weapon and it must be applied to all of the warriors within a unit with that weapon. As such, the cost of a combat weapon coating is per warrior, not per unit. Combat weapon coatings can only be applied to primary combat weapons.

#### EXAMPLE

The werwulfas can muster the Wulfblood weapon coating for their spears, costing 1 silver each, as it is a mundane artefact and the spears count as a primary combat weapon.

The fortheġn pays 10 silver for his coating and the werwulfas' coating, leaving him 439 silver.

#### Shot Weapons

Shot weapons (including those of shot engines) can only have weapon coatings applied to their armament, and only one weapon coating may be applied per armament type. Again, the cost of a shot weapon coating is per warrior's armament, not per unit. Shot weapon coatings can only be applied to primary shot weapons.

#### EXAMPLE

The Wulfblood weapon coating can also be mustered for shot weapons, which the ceorl bowmen could use. The fortheġn decides to go for the Wödewistle weapon coating instead for his bowmen, paying 2 per warrior, costing him 20 silver.

This reduces his silver remaining to 419.

Weapon coatings cannot be applied to spray, crush or gaze shot weapons.

### 1 • 4 • 6 • 3 • 6 ARMAMENT

Shot weapons often consist of two parts: the shot weapon itself and its **armament**. For example, a bow (the shot weapon) shoots an arrow (the armament), and in the same vein a sling shoots a stone and a bolt-thrower shoots a bolt. Conversely, a throwing spear shot weapon is both the shot weapon and its armament.

#### EXAMPLE

The armament for a ceorl Bowman's bow is an arrow.

Some warriors have access to different armaments as an option. Warriors are not limited to one armament type and may purchase as many as they wish, but the cost of this armament is shown per warrior, not per unit. The cost of armament options for shot engines is per engine, not per crew.

### 1 • 4 • 6 • 4 ARMOUR OPTIONS

A good number of warrior profiles list **armour options**, which could replace their standard armour entirely or add to it somehow, or is additional armour they may use in a battle.

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.

## 1 • 4 • 6 • 4 • 1 STANDARD ARMOUR

Most warriors include armour on their warrior profile (called **standard armour**) and these do not need to be purchased - they are already included in the warrior's silver cost. Whenever a warrior is mustered, he is mustered with his standard armour.

### EXAMPLE

The standard armour of a werewolf thegn is a corselet, which they bear whenever they are mustered.

## 1 • 4 • 6 • 4 • 2 ADDITIONAL ARMOUR

Additional armour is mustered in addition to other armour and has the 'add' rule. 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

A werewolf thegn may muster an additional helmet or shield, or even both, should he choose to. The fortheñ coughs up 3 silver for both options, leaving him with 416 silver.

However, armour is slightly different to weapons in that a warrior may only purchase one set of armour, one helm (unless he has more than one head!), one shield and so on. The limitations of how much armour a warrior can actually wear is usually built into a profile's armour options, but the **Armour Limits Table** shown below must be adhered to when purchasing armour artefacts.

*Armour Limits Table*

<i>Armour</i>	<i>Armour Limit</i>
helmet	1 per head
light armour	1 per body
heavy armour	1 per body
corselet	1 per body
pauldrons	1 per 2 hands
greaves	1 per 2 hands and 2 legs
arm greaves	1 per 2 hands
leg greaves	1 per 2 legs
shield	1 per 2 hands
barding	1 per body

If in doubt, examine the miniature of the warrior in question as a degree of common sense is required here - a man could not wear two helmets, for example, unless he has two heads, in which case he can!

## 1 • 4 • 6 • 4 • 3 REPLACEMENT ARMOUR

Armour with the rule 'replace (x)' is mustered in exchange for the standard armour named x. For example, an optional shield with the rule 'replace (buckler)' means that the warrior's standard buckler must be exchanged for the shield.

### EXAMPLE

The fortheñ may muster a stronger corselet, a guthbyrne, instead of his standard corselet, and he does so at the cost of 2 silver, now leaving him with 414 silver.

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.

## Multiple Replacements

Optional replacement armour may list more than one armour element 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.

## 1 • 4 • 6 • 4 • 4 ARMOUR EMBLEM

Shields are the obvious example of armour that can display an **armour emblem**, but breastplates and pauldrons often display them. In normal circumstances armour emblems simply inform other warriors which lord that warrior belongs to or fights for, but some may have a sorcerous effect or boost the morale of friendly warriors.

An armour element may only have one armour emblem attached to it, and every warrior in a unit must have the same armour emblem on the same armour element. The cost of an armour emblem is listed per warrior, not per unit.

## 1 • 4 • 6 • 5 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 his artefact options when mustering or from his kindred's **Artefact List**.

## 1 • 4 • 6 • 5 • 1 ARTEFACT LIMIT

No general may spend more than **10%** of the host cost (rounding any fractions down) upon artefacts. This is called the **artefact limit**.

### EXAMPLE

The artefact limit of a 999 silver host is 99 silver - 10% of 999, rounding fractions down.

### Artefact Mass Limit

Warriors larger than mass 10 may not muster artefacts at all except for brands. This is called the **artefact mass limit**.

### Cost + M

Many artefacts cost more silver when purchased by a larger warrior and this is noted by '+M' next to the artefact's silver cost, meaning, plus mass. The mass of the musterer is added to the cost shown to find the artefact's full cost.

### EXAMPLE

The fortheñ wishes to purchase the Wulf's Edge combat weapon artefact, which has a silver cost of 12+M. The fortheñ's mass is 1, so the Wulf's Edge costs 13 silver. If the werewolf thegn was to purchase the Wulf's Edge, however, it would cost 14 silver as his mass is 2.

The fortheñ goes for it and purchases the Wulf's Edge; this has the rule 'add or replace', and rather than keep his mundane sword he decides to replace it with the new one. Remembering that the weapon coating from his mundane sword cannot be used on an artefact, nor on a spear, he removes it entirely.

In the case of mounted warriors mustering artefacts, only the mass of the rider or crew member is added to the cost. In the case of brands, only the mass of the mount or draught animal is added to the cost.



## Cost + UM or UM

Artefacts that are designed to be used by a unit, such as a banner or a brand, sometimes cost more silver when borne by larger warriors. This is noted by '+UM' or just 'UM' next to the artefact's silver cost, meaning, plus unit mass or unit mass. The mass of the musterer's unit (including the musterer) is added to the cost shown to find the artefact's full cost.

### EXAMPLE

The unit of five wulfas Bound to the fortheġn musters the Wulfshhead brand, which has a cost listed as 5+UM. As there are five warriors in the unit, and the mass of a wulf is 1 (giving a unit mass of 5), the brand costs 10 silver. This, together with the fortheġn's Wulf's Edge combat weapon, costs 24 silver in total and reduces his hoard to 391 silver.

## 1 • 4 • 6 • 5 • 2 STANDARD ARTEFACTS

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

### EXAMPLE

The wiglere has a standard artefact - his Wulfstæf - and so he has used 1 of his artefact privilege limit.

Standard artefacts may be replaced during mustering, as long as the replacement is of the same equipment type. For example, a sorcerer's staff artefact may only be replaced by another staff artefact.

## Unique Warriors and Artefacts

Unique warriors almost always have one or more standard artefacts, but these can never be replaced. Additionally, unique warriors can never purchase more artefacts than those they already have. Their profiles are set in stone!

## 1 • 4 • 6 • 5 • 3 MUSTERED ARTEFACTS

Warriors may only purchase artefacts from a particular **Artefact List** which is either noted on his profile or is, by default, that of his own kindred's muster, further divided by his realm, should a realm have its own **Artefact List**.

### EXAMPLE

The fortheġn, being of the Anglecynn kindred, may use the Heirlooms of the Anglecynn **Artefact List**, but no other **Artefact List** as this is not indicated on his profile.

The Far Thule general may use the **Artefact List** of his realm, but not that of any other Fomoraic realm.

When purchased, 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.

Most artefacts are unique - meaning, no more than one of any particular artefact may be purchased in a host (except for mundane artefacts). If an opponent has the very same artefact, it's obviously a fake, and doomed to fail just when it's required!

## Mounts

Mounts may only choose artefacts from the same **Artefact List** as their riders.

## Draught Animals

Draught Animals may only choose artefacts from the same **Artefact List** as their engine's leader.

## 1 • 4 • 6 • 5 • 4 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	Warrior Privilege Limit
Elite Noble	5
Veteran Noble	4
Fanatical Noble	4
Drilled Noble	3
Other Noble	2
High Born Vassal	1 (mustered unit command warriors only)
Vassal or Undead Banner Bearer*	1 (banner artefacts only)
Vassal or Undead Herald*	1 (instrument artefacts only)
Vassal	1 (mundane artefacts only)
Undead	1 (mundane artefacts only)
Beast	1 (brand only)
Engine	1 (emblem only)
Any other Privilege	0

\*if they are of the Acuity Drilled, Veteran or Elite

### EXAMPLE

The fortheġn's privilege is that of a noble and his acuity is Veteran, so he could have four artefacts if he wished. The wiglere is a Wild noble, so he could have two artefacts if he wished, but one of them is the wulfstæf, so he can only muster one additional artefact.

Some warriors' artefact privilege limits may be more, or less, than the artefact privilege limits listed above, and such differences are listed on their profile.

## Conflicting Privileges

It can sometimes be the case that a warrior is a mix of different privileges, such as a Jute wiht thain, which is both a veteran noble and undead. For any warrior with a mix of privileges, the highest artefact privilege limit possible is their artefact privilege limit.

## 1 • 4 • 6 • 5 • 5 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 or Cap	1 per head
Pendant	1
Cloak or Mantle	1
Brooch	2

Vambrace	hands
Ring	hands
Staff, Rod or Sceptre	hands
Belt	1
Belt-Hung	3
Armour Emblem	1 per armour element
Banner Emblem	1 per banner
Engine Emblem	1 per engine
Breath	1 per head
Hand	hands
Scar	3
Brand	1 per beast
Augment	1 per construct
Other	1
Weapon, Armour and Invocation Artefacts	as per their limitations

### EXAMPLE

The fortheġn has already used up one from his artefact privilege limit, for the Wulf's Edge combat weapon; this means he can purchase up to three more artefacts. He chooses Eostre's Tears, a belt-hung artefact, along with Brihtnoth's Brew, which is also a belt-hung artefact. As he can have up to three belt-hung artefacts and he only has two, he has adhered to the artefact type limits and pays the 13 silver for the two artefacts, leaving him with 378 silver.

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.

### Belt-Hung Artefacts

Some artefacts will be noted as 'belt-hung x' where 'x' is the type of artefact, such as a belt-hung potion, or belt-hung shard. In such cases, the artefact type limit is as per belt-hung, not as per x.

### EXAMPLE

The fortheġn has two belt-hung artefacts that are also potions. If these artefacts just had the type 'potion', they would be of the 'other' artefact type and so he'd only be allowed to have one, but as they are also belt-hung they simply count as two belt-hung artefacts.

1 • 4 • 6 • 5 • 6

### BANNER ARTEFACTS

Host banner bearers and high born vassal banner bearers - and one low born vassal banner bearer who is in the general's command - may bear a **banner artefact**, and whilst they are limited to one banner artefact per warrior the banner itself may also bear a **banner emblem artefact** and a **finial artefact**.

### EXAMPLE

The fanaberend decides to muster a banner artefact, the Banner of the Wolfborn, costing 12 silver plus his mass of 1, so 13 silver in total. He applies this emblem to his host banner and reduces his general's hoard to 365 silver.

Thus, a banner artefact could be a combination of three different artefacts, but they are not dependent on the other - a banner bearer does not have to have a banner artefact to have a banner emblem artefact and so on. He just needs to have a banner!

### EXAMPLE

The fanaberend also decides to combine his banner with a banner artefact emblem, Wermund's Honour, costing 7 silver, leaving his general with 358 silver.

Some warriors' Banner Artefact Limits may be more, or less, than the Banner Artefact Limits Table listed below, and such differences are shown on their profile.

### Vassal Banner Bearers

Vassal banner bearers may only bear banner artefacts, banner emblem artefacts or finial artefacts if such artefacts have the 'mundane artefact' rule or some other rule allows them to. Such artefacts are rare!

### EXAMPLE

If the fortheġn had mustered a unit of ġesith - which are high born vassals - the unit's banner bearer could bear an artefact banner, as high born vassal units have an artefact privilege limit of 1. Of course, the fanaberend can simply *join* a unit in his command so that they gain the benefits from his banner.

### Banner Artefact Limits Table

Artefact Type	Artefact Type Limit
Banner	1
Banner Emblem	1 per banner
Finial	1 per banner

1 • 4 • 6 • 5 • 7

### INSTRUMENT ARTEFACTS

Host heralds and high born vassal heralds - and one low born vassal herald in the general's command - may bear an **instrument artefact**. Again, instrument artefacts are limited to one per warrior, but a herald may know as many **tune artefacts** as he wishes; and a herald does not have to have an instrument artefact to have a tune artefact - just an instrument.

### EXAMPLE

The fortheġn likes the look of some of the instrument artefacts so decides to muster a guthornblawere as a companion, costing him 14 silver. He musters the Forester's Horn instrument and the Battle Dirge tune, costing him another 14 silver. This reduces the general's silver to 330.

### Vassal Herald's

Vassal heralds may only bear instrument artefacts or tunes if such artefacts have the 'mundane artefact' rule.

### Instrument Artefact Limits Table

Artefact Type	Artefact Type Limit
Instrument	1
Tune	as many as required

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

1 • 4 • 6 • 5 • 8

### 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.

Unless they have the ‘add’ or ‘add or replace’ rule, equipment artefacts will always replace a primary combat weapon, primary shot weapon, primary armour element or primary invocation - i.e., they would have the ‘replace’ rule.

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

The wiglere’s Wulfstaf is of the type ‘staff’, so counts as 1 staff per hand as well as 1 towards his artefact privilege limit.

## 1 • 4 • 6 • 5 • 9 BRAND ARTEFACTS

Not all beasts have a **brand** - a marking or stigma that shows who owns or controls that animal - but those that do can sometimes have sorcerous brands or brands that inspire devotion in others. Some slaves have a brand, too!

A warrior of beast privilege (including a mount or draught animal) or slave privilege may have one brand marked upon it, but every beast or slave in a unit must have the same brand. The cost of a brand is listed per beast or slave in a unit, not per unit.

### EXAMPLE

The fortheġn decides to muster a brand for his mægenwulf, going for the Black-Claw brand. This costs 3 silver plus the mægenwulf’s mass of 9, so 12 in total, reducing the general’s silver to 318.

### Mass

In the case of mounts and draught animals bearing brands, the mount mass or draught animal mass is used to calculate costs, should the suffix ‘+M’ or ‘+UM’ be present.

### EXAMPLE

The fortheġn’s mount could muster a brand such as Cynegil’s Brand, which would cost 6 silver plus the mount’s mass of 3, so 9 in total. The fortheġn decides against it though. His hoard is dwindling rapidly with all these artefacts!

## 1 • 4 • 6 • 5 • 10 AUGMENT ARTEFACTS

Some constructs can bear **augments**, which upgrade their abilities in a similar manner to brands. Some can be sorcerous augments or some mechanical or natural in nature, but only warriors of the ‘construct’ privilege can bear them. Every construct in a unit must have the same augment and the cost of an augment is listed per warrior in a unit, not per unit.

### Mass

In the case of mounts and draught animals bearing augments, the mount mass or draught animal mass is used to calculate costs, should the suffix ‘+M’ or ‘+UM’ be present.

## 1 • 4 • 6 • 5 • 11 ADDITIONAL ARTEFACTS

**Additional artefacts** - artefacts with the ‘add’ rule - are mustered in addition to other equipment, bearing in mind the artefact privilege limits and artefact type limits. The warrior in question would be able to use his equipment and any standard artefacts (if he has any) as well as any additional artefacts in battle.

### EXAMPLE

Despite all the cost the fortheġn decides he needs the Wulfborn armour element, which has the ‘add’ rule and costs him 3 silver (leaving him with 315). He has now used up his artefact privilege limit, however.

## 1 • 4 • 6 • 5 • 12

## REPLACEMENT ARTEFACTS

Artefacts with the ‘**replace (x)**’ rule are mustered in exchange for the equipment item of the type named x. If x is not present on the artefact it simply replaces equipment of the artefact’s type.

### EXAMPLE

The wiglere is not happy with his Wulfstaf and decides to purchase the Pelstaff, which has the ‘replace’ rule, meaning it must replace equipment of the type ‘staff’. This costs 10 silver - artefact replacements don’t give refunds! - leaving 305 left in his general’s coffers.

If x is not present on a warrior (either as standard equipment or as an option), or if the artefact’s type is not present on a warrior, the replacement artefact cannot be mustered by that warrior.

### EXAMPLE

A fortheġn could not muster the Pelstaff, as it has the ‘replace’ rule and he does not have a staff himself.

If x is only present as an option on a warrior, that option must be purchased before the artefact can replace it. This signifies that a warrior must be trained in the use of that equipment before he can bear an artefact that would be far too advanced for a novice to use.

### EXAMPLE

The fortheġn could, however, muster a shot weapon artefact of the type ‘bow’ as an option for a bow is present on his profile, as well as any artefacts of the type ‘arrow’.

A warrior’s equipment item may not be replaced more than once. If there are multiple replace options for the same equipment item, only one can be chosen.

Optional replacement artefacts may list more than one artefact 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 artefact may only replace one of the equipment items listed, not multiple equipment items. In the case of a ‘+’ sign, the replacement artefact replaces all of the equipment listed.

## 1 • 4 • 6 • 5 • 13

## ADD OR REPLACE

Artefacts with the ‘**add or replace**’ rule are mustered as additional artefacts if a warrior does not already bear a equipment of the same type, and are mustered as replace artefacts if he does bear (or can purchase as an option) equipment of the same type.

### EXAMPLE

The fortheġn could muster the Hama’s Helm armour artefact instead of the Wulfborn armour element, either as an additional helm artefact or as a replacement helm artefact, as he already wears a helm. He could not have two helms, however, as he only has one head!

## 1 • 4 • 6 • 5 • 14

## JEALOUS ARTEFACTS

Some artefacts (and especially sorcerous ones) subtly take over the mind of their bearers, and some simply do not allow other artefacts of equal or greater power nearby. Such artefacts, noted by the ‘**jealous artefact**’ rule, ensure that the bearer, regardless of his artefact privilege limit, may only purchase and bear that artefact.

This means that if a warrior already has one or more standard artefacts, the jealous artefact must replace all of the standard artefacts and cannot be additional to them. This occurs regardless of the types of the standard and jealous artefacts.

1 • 4 • 6 • 5 • 15

## MUNDANE ARTEFACTS

Usually only nobles or high born vassals have access to artefacts, and even then such objects are incredibly rare. However, some artefacts such as weapon coatings or banner emblems may be mustered by vassals. An artefact with the rule ‘**mundane artefact**’ may be purchased by any vassal unit as well as any noble.

### EXAMPLE

The fortheġn’s duguth ċored muster the Loam-Path brand as it is a mundane artefact and they are vassals. This costs 16 silver as their unit mass is 15, reducing his hoard to 289.

### *Mundane Artefacts are Not Unique*

Mundane artefacts are not unique and so more than one unit may purchase them in a host. Additionally, mundane artefacts do not count towards any artefact limits.

### EXAMPLE

The fortheġn could muster another duguth ċored and give them the Loam-Path brand too, as it is a mundane artefact.

### *Mundane (n)*

Some mundane artefacts, while able to be used by vassals, may only be mustered by **n** number of units in a host, perhaps because of scarcity. This rule does not apply to nobles, who may muster mundane artefacts without restriction, and do not count towards the **n** number of units in a host.

1 • 4 • 6 • 5 • 16

## ENSLAVING ARTEFACTS

Warriors that do not have the ‘sorcerer’ ability may perform *Invoke actions* with artefacts that perform invocations called **slaved invocations** (as the invocations are enslaved within an artefact). Such artefacts are called **enslaving artefacts**.

Sorcerers can also purchase and perform invocations with enslaving artefacts, and using an enslaving artefact to perform a slaved invocation does not count towards a sorcerer’s animus.

1 • 4 • 6 • 6

## BEAST OPTIONS

The hosts of the land of darkness often bring beasts and monsters into battle for their strength and size are legendary, not to mention their terrifying roar or horrendous smell! Such creatures are difficult to control but the owners of such beasts have ways and means to ensure their horns and teeth are directed to the right part of the battlefield.

1 • 4 • 6 • 6 • 1

## BEAST EQUIPMENT OPTIONS

A few beasts have **beast equipment options** but these are few and far between and almost always take the form of some kind of armour for mounts and draught animals. Even so, there are a few that have access to differing weapons than just their teeth and claws, although such things are usually strapped tightly to the beasts to ensure they do not rip them off.

1 • 4 • 6 • 7

## MOUNT EQUIPMENT OPTIONS

Many warriors, if they are able to purchase mount options, also include **mount equipment options**, for weapons, armour or artefacts on the mount itself, 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.

### EXAMPLE

The fortheġn is riding a horsa and has the option to purchase Horsward, armour for his horsa. This costs him 1 silver.

Bear in mind, too, that warriors that have mount options usually have equipment options with the ‘**mounted only**’ or ‘**mounted impact strike**’ rule, among others. Watch out for any rules regarding being mounted, because it is often well worth purchasing those options!

### EXAMPLE

The fortheġn is wielding a spear, and this has the ‘**mounted impact strike**’ and ‘**mounted charge+**’ rules, which means the spear is much more effective when the fortheġn is mounted!

1 • 4 • 6 • 8

## ENGINE OPTIONS

Engine warriors are mustered at Master level in the same way as at Journeyman level but **options** for crew, engines themselves and draught animals are brought into play.

1 • 4 • 6 • 8 • 1

## CREW OPTIONS

Some engines have **crew options**, normally for weapons and armour, just like other warriors. All of the crew of the same profile (including the driver of a carriage engine) of a war engine must purchase the same crew option and the cost shown is per engine (of the same profile) in the unit, and not per crew member.

### EXAMPLE

The tusk hunter crew of the tusk thrower shot engine have the option to become Drilled warriors as well as mustering a champion, both of which are well worth purchasing.

1 • 4 • 6 • 8 • 2

## ARMAMENT OPTIONS

All of the engines within a unit must purchase the same **armament options**. If a shot engine unit’s armament is replaced by fire bolts, for example, all of the shot engines in the unit must swap their bolts for fire bolts. The cost shown, however, is per shot engine, not per shot engine unit (i.e., per **engine size**).

### EXAMPLE

A Byzantii skorpio has a couple of armament options; the Malleolus bolt replaces the Sagitta bolt and costs 1 silver per engine, so if there are three engines in the unit it would cost 3 silver in total.

1 • 4 • 6 • 8 • 3

## CARRIAGE ENGINE OPTIONS

Some engines have **carriage engine options** such as scythed wheels or a banner. Unless otherwise stated, all of the carriage engines within a unit must purchase the same engine option and the cost shown is per carriage engine in the unit (i.e., per **engine size**).

### EXAMPLE

The mammoth war tower in the Fomorac host has options to increase its armour with Hung Shields or to bear a banner or host banner. Any costs for these are only paid once as there is only one war tower per mammoth!

1 • 4 • 6 • 8 • 4

## DRAUGHT ANIMAL EQUIPMENT OPTIONS

Some draught animals have **draught animal equipment options** for weapons or armour on the draught animals, which could replace their equipment entirely or add to it. These draught



animal equipment options follow the exact same option rules as other warriors' option rules.

### EXAMPLE

The mammoth war tower has an option to replace a combat weapon with a spiked trunk and add armour such as a helmet and a breastplate.

All of the draught animals within a carriage engine unit must purchase the same equipment options. If barding is purchased for a draught animal, for example, all of the draught animals within the unit (of the same profile) must purchase barding. The cost shown, however, is per carriage engine, not per draught animal (i.e., per **engine size**).

## 1 • 4 • 6 • 8 • 5 ENGINE EMBLEMS

Like armour, engines may have an **engine emblem** marked or displayed upon them; such symbols normally show who owns the engine, but some may have a sorcerous effect or boost the morale of friendly warriors.

An engine may only have one engine emblem attached to it, and every engine in a unit has to have the same engine emblem. The cost of an engine emblem is listed per engine in a unit, not per unit.

## 1 • 4 • 7 MUSTERING CONTINGENTS

At Master level hosts 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 silver on these units.

## 1 • 4 • 7 • 1 CONTINGENT LIMIT

No general may spend more than a **third** - or **333333%** recurring - of the host cost (rounding any fractions down) upon sell-swords or allies. This is called the **contingent limit**.

### EXAMPLE

Instead of mustering another unit of warriors from Mierce, the fortheġn could muster an allied command or a sell-sword. If he did so, he could not exceed the contingent limit for 1,500 silver, which is 500 silver. As he's only got 288 silver remaining, this is moot, but worth remembering!

## 1 • 4 • 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 unit in their host if the muster chart for the host's kindred allows it and he has enough silver; and as long as the sell-sword's profile allows it, too, for many such mercenaries will only fight for certain kindreds or realms.

### EXAMPLE

The fortheġn could call upon Sáthach's help in the battle ahead. Sáthach's silver cost is 40, well within the contingent limit. Including Sáthach in his host would leave him 248 silver.

Sell-swords are mustered in exactly the same way as any other warrior within a host, i.e., if there is a sell-sword box present in the sworn, pledged or petitioned boxes, their **AUTHORITY** adding to the commander's **COMMAND AUTHORITY** as normal; and while sell-sword nobles may be mustered as one of the general's companions, they can never be mustered as influenced warchiefs.

## I • IV • V KINDRED ALLIANCES

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

### Kindred Alliance Table

kindred and realm	may ally with kindreds or realms of the...
<b>Albainn</b> -	Brythoniaid, Érainn
<b>Anglecynn</b> (Mierce)	Brythoniaid (Gwynedd or Powys), Friesians, Jutes
<b>Anglecynn</b> (Beornica, Dēra, Eofora)	Friesians, Jutes
<b>Anglecynn</b> (Northumbreland)	Seaxna, Franks
<b>Atalantes</b> -	Byzantii, Friesians
<b>Brythoniaid</b> (Gwynedd, Powys)	Albainn, Anglecynn (Mierce)
<b>Brythoniaid</b> (Ceredigion, Gwaelod)	Albainn
<b>Byzantii</b> -	Atalantes, Infernii (Dis)
<b>Érainn</b> -	Albainn
<b>Fomoraic</b> (Far Thule)	Norse
<b>Franks</b> -	Friesians, Seaxna, Visigoths, Ysians
<b>Friesians</b> -	Anglecynn (Beornica, Dēra, Eofora, Mierce), Franks, Jutes, Norse, Visigoths
<b>Infernii</b> (Dis)	Byzantii
<b>Jutes</b> -	Friesians, Anglecynn (Beornica, Dēra, Eofora, Mierce)
<b>Khthones</b> -	Ysians, Vras
<b>Norse</b>	Friesians, Fomoraic (Far Thule), Visigoths
<b>Seaxna</b> -	Anglecynn (Northumbreland), Franks
<b>Vras</b>	Ysians, Khthones
<b>Visigoths</b> -	Franks, Friesians, Norse
<b>Ysians</b> -	Franks, Vras, Khthones
<b>Sell-Swords</b> -	Friesians

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 • 4 • 7 • 2 • 1 HOST'S PAYMASTER

Sell-swords fight for one thing: silver. Thus, if their paymaster surrenders or dies, it is unlikely they will remain on the battlefield. The rules for this eventuality are covered in the Darklands rule book, but during mustering a **host's paymaster** must be identified if one or more sell-sword units are present.

It is usually easiest to ensure the general is the host's paymaster, but it can be any noble within the host. Whoever it is, sell-swords will be watching them keenly!

### EXAMPLE

The fortheġn would be Sáthach's paymaster, but he could instruct his werewolf theġn to be the paymaster instead. However, that's risky - the werewolf theġn is more

expendable than the fortheġn, so Sáthach may leave early if he dies!

## 1 · 4 · 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.

The **Kindred Alliances Table** above, which matches with the allies found at the bottom of each kindred's muster chart, indicate the allegiances found within the lands of darkness.

## 1 · 4 · 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 fortheġn decides to call upon his allies, the Brythoniaid of the Gwynedd realm. He musters an uchelwr (20 silver) as the allied commander and a unit of 20 sworn rhyfelwr (140 silver), which means the allied contingent costs 160 silver in total, well within the contingent limit.

This reduces his silver to 148, so he asks the allied commander to bring three dyndraig with him as a petitioned unit to add a punch, costing him another 108 silver, leaving him with 20 silver remaining. That's his host pretty much mustered!

Checking his allies with the contingent limit, the total of 268 silver for the Brythoniaid is well below the 500 silver allowed.

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

## 1 · 4 · 8 HOST CHECKLIST

Once a host has been mustered, it is often wise to check the various host restrictions to see if they have been met against the Host Checklist below. The limits of the table below is for a 1,500 silver host and corresponds with the examples.

*Host Checklist*

restriction		limit	example
<b>Host Cost</b>	1,500	1,500	1,479
<b>Host Realm Cost</b>	50%+	750	1,211
<b>General's Companions</b>	less than general's command	441	140
<b>Host's Warlords</b>	1 per 999	2	1
<b>Host's Animus</b>	1 per 499	4	1
<b>Artefact Limit</b>	10%	150	96
<b>Contingent Limit</b>	33.3331%	500	268

Needless to say, should any of these limits be broken, a muster will have to be revised, but if there's a few silver left over as a whole it's easy to add a few equipment options to nobles or

maybe an artefact or two to bring the host as close as possible to the host cost.

### EXAMPLE

As he's got 20 silver remaining and some legroom with the artefact limit, the fortheġn decides to give the werwulf theġn the Axe of Wællhall combat weapon artefact. This will cost him 14 silver, leaving him with 6; so he gives the wiglere another invocation, Unseen Prowler. That's all his silver used up!

## 1 · 4 · 9 MUSTERING GUARDS

During the course of a campaign or tournament some musters may need to be split into two or more **guards** such as a vanguard, a mainguard and a rearguard, and while a muster can be designed to be split and work with guards from scratch (**mustered guards**) this is not always possible, resulting in **improvised guards**. Each guard will have a silver cost limit, called a **guard limit**, and this must be adhered to where possible.

## 1 · 4 · 9 · 1 MUSTERED GUARDS

If a host is to be designed to work with guards from scratch, each guard must comprise complete commands - i.e., commands cannot be split across guards in the way that they can with improvised guards.

### EXAMPLE

The fortheġn's player decides to play a scenario where his host has to be divided into a mainguard of no more than 50% and a rearguard of no more than 50%, or 750 silver each. As he's mustering his host to play this scenario, he can make sure his commands are not split across guards.

The fortheġn's own command costs 656 silver, so it can easily fit into the mainguard, but he'll need another unit to bring it to around 750 silver. As the fortheġn can muster wælwulfas in his command, he decides to take them out of the werwulf theġn's command and include them in his own; that brings his command up to 791 silver, which is within the 50 silver leeway.

The rest of his host then becomes the rearguard!

It is usually desirable for players to muster their hosts in this manner for battle scenarios that use guards, ensuring that each guard complies with guard limits and that does not split commands.

## 1 · 4 · 9 · 1 · 1 SILVER COST LEEWAY

Even when mustering guards, guard limits can be difficult to adhere to; so a leeway of 50 silver above or below the guard limit is allowed.

## 1 · 4 · 9 · 2 IMPROVISED GUARDS

It is often the case, however, that hosts must be split into guards without the advantage of being designed to do so, usually for an ad-hoc game with neither player having time to prepare or perhaps during the course of a campaign where hosts remain constant but have to deal with deaths and replacements. Improvised guards are, by their nature, more difficult to work out and so a degree of leeway is allowed for players whose hosts struggle to work with them.

## 1 · 4 · 9 · 2 · 1 SPLITTING COMMANDS

If a guard cannot be formed entirely from a particular command or its rules require units from various commands to

# I · IV · VI ANGLECYNN HOST

The various examples in these muster rules form a lawful host, of course, and it is worthing showing in the format of those in the kindred musters.

## ANGLECYNN MUSTER

version 2.03

### DEFENDERS OF MIERCE

		Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT SILVER	Mass	Orders
GENERAL:	Fortheġn	Mierce	91	34	Spear, Guthbyrne, Wulf's Edge, Wulfborn, Brihtnoth's Brew, Eostre's Tears	34	68	1	68	Horsa, Horswærd	8	76	1	G
UNIT 2:	Wulf (B)	Mierce	0	5			5	5	25	Wulf'shead	10	35	5	-
UNIT 2:	Duguth (S)	Mierce	0	8			8	20	160	Full Command	0	160	20	M
UNIT 3:	Duguth (PI)	Mierce	19	8			8	10	80		0	80	10	M
UNIT 4:	Ceorl Bowmen (PI)	Mierce	12	6	Wödewistle	2	8	10	80	Drilled	10	90	10	M
UNIT 5:	Duguth Ēored (PI)	Mierce	20	12			12	5	60	Loam-Path	16	76	5	M
COMPANIONS:	Wiġlere	Mierce	0	36	Peltstaff, The Wulf's Charge, The Wulf's Claws, Unseen Prowler	43	79	1	79			79	1	M
CMP 1:	Guthfanaberend (HBB)	Mierce	0	19	Banner of the Wolfborn, Wermund's Honour	20	39	1	39			39	1	M
CMP 2:	Guthornblawere (HH)	Mierce	0	14	Forester's Horn, Battle Dirge	14	28	1	28			28	1	M
CMP 3:														
CMP 4:														
CMP 5:														
COMMANDER:	Werwulf Theġn	Mierce	68	35	helm, shield, Ax of Wællhall	17	52	1	52			52	2	M
UNIT 1:	Werwulf (S)	Mierce	0	14	spear, Wulfblood	-1	13	10	130	Full Command	0	130	20	M
UNIT 2:	Wælwulf (Pe)	Mierce	28	27			27	5	135	Full Command	0	135	15	A
UNIT 3:	Frēawulf (B)	Mierce	0	16			16	5	80			80	15	-
UNIT 4:	Mægenwulf (Pe)	Mierce	40	160			160	1	160	Black-Claw	12	172	9	S
UNIT 5:														
COMMANDER:	Uchelwr	Gwynedd	88	20			20	1	20			20	1	M
UNIT 1:	Rhyfelwr (S)	Gwynedd	0	7			7	20	140	Full Command	0	140	20	M
UNIT 2:	Dyndraig (PI)	Gwynedd	26	36			36	3	108	Full Command	0	108	12	M
UNIT 3:														
UNIT 4:														
UNIT 5:														

Warlord Limit 1 of 2

Sorcerer Limit 1 of 4

Artefact Limit 110 of 150

**HOST SILVER 1,500**

be within it, a commander is allowed to split his command so that its units are spread between various guards.

#### EXAMPLE

The fortheġn's player doesn't have time to change his muster but decides to play a scenario that forces him to make improvised guards from his host. This scenario splits his host into a mainguard and rearguard at 50% or 750 each.

Units always remain part of their original command but form a **subcommand** of their own. A replacement commander must be selected by the units within a subcommand. Units within a subcommand must always be positioned together, using the replacement commander and his command range.

#### EXAMPLE

As the fortheġn's command is 656 silver, he'll need to take a unit from another command to ensure he meets the mainguard limits. He takes the wælwulfas out of the werwulf theġn's command and places them into a subcommand. The highest **AUTHORITY** warrior in this subcommand is the wælwulf unit's champion, so he will be the replacement commander.

#### 1 · 4 · 9 · 2 · 2 SPLITTING UNITS

Even worse than splitting commands, sometimes the requirements of a guard mean that units must be split! This usually occurs with battle sizes of 999 silver or below but can sometimes occur in larger battles if a particular unit costs a lot of silver.

A unit that is split in this manner can be split into any ratio, but must attempt to adhere to minimum size rules where possible; the unit itself now counts as two separate units. Unit command warriors must remain in the same unit where possible, the largest unit of the two split units, with the host's player choosing which unit if both are the same size.

#### 1 · 4 · 9 · 3 GUARD LIMITS

Guards will usually comprise a percentage of a host in terms of its silver cost and the most typical guards are listed below in the Guard Limits Table.

### *Guard Limits Table*

Guard	Silver Allowance
Vanguard	25%
Mainguard	50%
Rearguard	25%

Individual battle scenarios could have any size allowance that can be thought of, however!

### **1 · 4 · 9 · 3 · 1** **SILVER COSTS**

Guard limits can be quite tricky to enforce with improvised guards and so players are allowed a little leeway when splitting their host.

#### *Too Few Guard Units*

If there are not enough units available to fulfil a guard's silver cost requirement, other units are usually acceptable to be used instead as long as they are not required for a different guard.

#### *Too Many Guard Units*

If there are more units available for a guard than a silver cost allows (for example, if there are more scout units in a host than required for a vanguard), the remaining units may be included in a different guard. Players may choose which units are included in either guard if this is the case.

#### *Single Units*

If a single unit required to be in a guard costs more than that guard's limit, it cannot be included in that guard and must be included in a different guard unless its cost is within 50 silver of that guard's cost or there is no other choice.

#### *Silver Cost Leeway*

Commands and units must be kept together where possible in improvised guards, but it is understood that this is not always practicable. A leeway of 50 silver above or below the guard limit is allowed before commands and units need to be split.

### **1 · 4 · 9 · 3 · 2** **VANGUARD**

The vanguard represents the 'head' of a host and usually serves to seek out the enemy and secure ground ahead of the mainguard. A vanguard may only include units worth up to 25% of the host's total cost, called the **vanguard cost**.

#### *Scouts and Soarers*

Units with the 'scout' or 'soarer' ability (**scout units** and **soaring units** respectively) must be included in the vanguard. Units that contain mounts with the 'soarer' ability may not be included in the vanguard and must be included in the mainguard. Units that have the 'support' subclass as well as the 'scout' ability may be included in either the vanguard or rearguard.

### **1 · 4 · 9 · 3 · 3** **MAINGUARD**

The mainguard represents the main body of a host and may only include units worth up to 50% of the host's total cost. However, should the vanguard and the rearguard be slightly less than 25%, the remainder may be included in the mainguard.

The general must be included in the mainguard regardless of any other rule. The general's command must also be included in the mainguard, unless units from it are required by other commands to fulfil their silver costs.

While he is *off the battlefield*, the highest AUTHORITY commander upon the battlefield acts as the replacement general.

### **1 · 4 · 9 · 3 · 4** **REARGUARD**

The rearguard represents the reserves of a host, the least mobile troops, the walking wounded or support units, and may only include warriors worth up to 25% of the host's total cost, called the **rearguard cost**.

#### *Support Units and Shot Engines*

Units with the 'support' subclass (**support units**) and **shot engines** (except if mounted on a carriage engine) must be included in the rearguard. Units that have the 'support' subclass as well as the 'scout' ability may be included in either the vanguard or rearguard where required.

#### *Baggage Trains*

Baggage trains must always be included in the rearguard regardless of any other rule.



# 1 • 4 • 10 MUSTER RULES WENDLIST

The Muster Rules Wendlist collates all of the various changes to the Muster Rules since the last version so players do not have to look too hard to see what has altered.

## *Muster Rules Wendlist*

### *version - wend*

- v2.02
  - Changed restrictive muster paths so that influenced warchiefs can be included
  - Added the 'guardian only' muster trait
  - Clarified that a weapon coating that works with both combat and shot weapons can only be applied to one of those weapons, not both
  - Clarified that weapon coatings cannot be applied to artefacts
  - Added the **1.1.12: Mustering Guards** subsection
  - Nobles removed from the allowed companions in the general's command
- v2.03
  - Ensured fanatical nobles can have up to four artefacts
  - Changed the artefact limit to 10%
  - Split muster rules into three levels, Apprentice, Journeyman, Master
  - Allowed equal **AUTHORITY** to the general commanders at larger battle costs
  - Added the Host Checklist table
- v2.04
  - Clarified which artefact list mounts and draught animals may purchase artefacts from
  - Allowed one low born vassal banner bearer that is in the general's command to bear a banner artefact
  - Allowed one low born vassal herald that is in the general's command to bear an instrument artefact
  - Introduced the mundane (n) rule for mundane artefacts
  - Allowed shot engines to muster weapon coatings
  - Jealous artefacts now replace all of the standard artefacts on a warrior
- v2.06
  - Clarified how many banner or instrument artefacts a low born vassal unit may have
- v2.07
  - Clarified how many banner or instrument artefacts an undead unit may have
  - Ensured weapon coatings can be taken by undead warriors
  - The companion limit cannot now include influenced warchiefs





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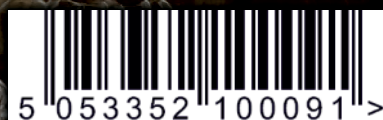
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