

YSIANS

KINDRED MUSTER

for Darklands: Second Edition

v2.07



Ker-Ys



last updated 1st January 2024

MIERCE
MINIATURES



YSIAN MUSTER

version 2.0:

	Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT SILVER	Mass	Orders
GENERAL:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMPANIONS:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
HOST SILVER													

YSIANS MUSTER WENDLIST

Changes to the Ysians muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The shadow-master noble option only gains the 'marksman' ability if he is a commander
	The Sairen-Sword weapon of the death-melusine and sword-melusine gain the 'thwart' rule
	The Sairen-Sickle weapon of the death-morvargh and sickle-morvargh gain the 'quick strike', 'quick parry', 'thwart' and 'vicious damage' rules
	The focus range of all sorcerers has been reduced
	The Bond-Nothing enchanted artefact has been altered so that only one enemy warrior is incapacitated
	Altered the Groundsel artefact of Euryalia's to be activated at any point in her activation or reactivation
	Reduced the gaze damage of the Eye of Malgven enchanted artefact, as well as its range
	Altered the kill-drune's muster boxes as a rider
	Cost of drune-hounds and hound-aberrants is reduced slightly
	Increased SKILL and WOUNDS of Abhorrents slightly
	Ensured the Mutate invocation can also increase the shoot dice of Marked units
	Altered the Flayed Pudenda artefact to only increase invoke dice by D5.
	Clarified the augur-drune and seer-drune's ability to re-roll fumbles.
	Clarified the spike-favour combat weapon artefact and frenzied attack dice
	Removed bow-drune as sworn unit option for a war-drune and battle-drune
	Added the reave-drune profile
v2.03	Added meat-bone combat weapon to the meat-hulk profile
	Added horn-butt combat weapon to the margh-drune profile
	Added horn-butt combat weapon option to the margh profile
	Added the ability to <i>Bind</i> to drune-hounds to the margh-drune profile
	Split the 'Helm and Greaves' armour element to separate 'Helm' and 'Greaves' armour elements on the war-drune, battle-drune, reave-drune and kill-drune
	Added horn-butt combat weapon option to the drune-hound profile
	Added the uthard's chimera mount option to the kill-drune and the kill-drune's muster box
	Changed the margh-drune unit to available
	Changed the hound-horse's profile name to hound-margh
	Altered goad-drune minimum unit size to 3
	Curse of Kernunnos invocation altered to modify the CURSE TEST per invoked die
	Added corruption damage and damage* of 2 to milk-hulk Thumping Fists weapon
	Added the 'stomp' rule to death-abhorrent and abhorrent
	Ensured nithings may perform a <i>linked Walk or Run action</i> after a <i>Scavenge action</i>
	<i>Scavenge actions</i> now add the mass of the dead warrior object to the nothing's Flesh
	The wounds of warriors created by a flesh-drune are now 1 per 5 Flesh expended
	Removed quick strike from the death-melusine's scythe combat weapon
	Fixed sword-melusine sairen-swords M+W
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
v2.04	Changed the milk-hulk title to filth-hulk
	Added +10 TEMPER to augur-drune and seer-drune if they ride a karnun-beast
	Altered the Black-Blood weapon coating to render warriors insane in the same way as effect damage, and reduced the cost
v2.05	Changed Blood-Greaves to +D5 SKILL per blood-lust token, not +D10.
	Added a maximum amount of blood-lust to the Mark of Blood brand
	Clarified the Elixir of Andia and sacrificing WOUNDS
	Altered the privilege of the bone-aberrant, meat-hulk and filth-hulk to Beast
v2.06	The Raging Terror brand clarified so that Counter-Engagers with this brand always <i>Attack</i> first
	Ensured the Ruinous Standard banner artefact makes the bearers resistant to corruption themselves
	Added the 'tactician' ability to the Carrowek of Carn Dhu, war-drune, The Rose of Ker-Ys, death-melusine, death-morvargh, battle-drune and reave-drune profiles
	Ensured that scouting nobles cannot be the general
	Added the 'disciplined' ability to a number of profiles
	Increased the SKILL of most drunes that are not Levy or Wild by +10
	Slightly reduced the AUTHORITY of all humans
	Removed the 'fearless' trait from almost all warriors
	Reduced the cost of noble shot weapon options
v2.07	Clarified when Black-Blood tokens are removed
	Altered the focus range and silver costs of all sorcerers
	Altered the shoot dice of most and silver cost of all non-gaze shot weapons
	Altered the silver cost of Gigantic monsters
	Added the 'thwart' rule to the Witch-Blade combat weapon artefact
	Clarified the Gigh-Scream tune

YSIAN MUSTERING

version 2.07

YSIAN HOST

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.

host's realm cost
50%+

artefact limit
0 to 10%

contingent limit
0% to 33.333r%

Realm	Compulsory Commands	Host Commands	Realm Commands
KER-YS HOST	<div><div>Ker-Ys General 1</div><div>Ker-Ys Command 1</div></div>	<div><div>Ker-Ys Command 0-1+</div><div>Allied Contingent 0-1</div></div>	<div><div>Ker-Ys Command 0-1+</div></div>

COMMANDS

At least one command must be present in the host, either the general's command or a commander's command (the host's command does not count).

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>0-4</div>	<div>Pledged Unit</div> <div>< 0-1+</div> <div>Bind Units</div>			
	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>		<div>Pledged Unit</div> <div>< 0-1+</div> <div>Bind Units</div>	<div>Influenced Warchief</div> <div>< 0-1</div>	<div>Petitioned Unit</div> <div>< 0-1+</div> <div>Bind Units</div>	
				<div>Influenced Warchief</div> <div>< 0-1</div>	<div>Petitioned Unit</div> <div>< 0-1+</div> <div>Bind Units</div>	
				<div>Influenced Warchiefs</div> <div>< 0-1</div>	<div>Petitioned Units</div> <div>< 0-1+</div> <div>Bind Units</div>	
without General's Command, at least one command				<div>Allied Commander's Influenced Warchief</div> <div>< 0-1</div>	<div>Allied Commander's Petitioned Units</div> <div>< 0-1+</div> <div>Bind Units</div>	
any number of other commands	<div>Sworn Units</div> <div>1</div> <div>Bind Units</div>		<div>Pledged Units</div> <div>< 0-1+</div> <div>Bind Units</div>			
allied contingent	<div>Allied Commander's Sworn Unit</div> <div>1</div> <div>Bind Units</div>		<div>Allied Commander's Pledged Unit</div> <div>< 0-1</div> <div>Bind Units</div>			
COMPANIONS	<div>Sorcerer</div> <div>< 0-1</div>	<div>Host Champion</div> <div>< 0-1</div>	<div>Host Banner Bearer</div> <div>< 0-1</div>	<div>Host Herald</div> <div>< 0-1</div>	<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>< 0-1</div>	

COMMANDER'S COMMAND	<table><tr><td>Commander</td><td>Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander must choose a unit within his sworn box as his sworn unit.</p>	Commander	Sworn Unit	1	1	Bind Units		<table><tr><td>Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>A commander may choose a unit within his pledge box to be one of his pledged units.</p>	Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Influenced Warchief</td><td>Petitioned Unit</td></tr><tr><td>< 0-1</td><td>< 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander may choose a unit within his petition box to be one of his petitioned units.</p>	Influenced Warchief	Petitioned Unit	< 0-1	< 0-1+	Bind Units	
	Commander	Sworn Unit																
	1	1																
	Bind Units																	
Pledged Unit																		
< 0-1+																		
Bind Units																		
Influenced Warchief	Petitioned Unit																	
< 0-1	< 0-1+																	
Bind Units																		
with option	<table><tr><td>Commander</td><td>Optioned Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>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.</p>	Commander	Optioned Sworn Unit	1	1	Bind Units		<table><tr><td>Optioned Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>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.</p>	Optioned Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Optioned Petitioned Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>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.</p>	Optioned Petitioned Unit	< 0-1+	Bind Units			
Commander	Optioned Sworn Unit																	
1	1																	
Bind Units																		
Optioned Pledged Unit																		
< 0-1+																		
Bind Units																		
Optioned Petitioned Unit																		
< 0-1+																		
Bind Units																		
with restrictive option	<table><tr><td>Commander</td><td>Restricted Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr></table> <p>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.</p>	Commander	Restricted Sworn Unit	1	1	<table><tr><td>Restricted Pledged Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>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.</p>	Restricted Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Restricted Petitioned Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>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.</p>	Restricted Petitioned Unit	< 0-1+	Bind Units					
Commander	Restricted Sworn Unit																	
1	1																	
Restricted Pledged Unit																		
< 0-1+																		
Bind Units																		
Restricted Petitioned Unit																		
< 0-1+																		
Bind Units																		
<table><tr><td>companion warchiefs are indicated with 'CW'</td><td>Noble</td></tr><tr><td>CW</td><td>0-1</td></tr></table>		companion warchiefs are indicated with 'CW'	Noble	CW	0-1	<table><tr><td>Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a unit is joined to a noble by a double line known as a noble path, that noble <u>must</u> be mustered within a command before the unit on that path can be mustered.</p>	Unit	< 0-1+	Bind Units	<table><tr><td>Realm Unit</td></tr><tr><td>< 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>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.</p>	Realm Unit	< 0-1+	Bind Units					
companion warchiefs are indicated with 'CW'	Noble																	
CW	0-1																	
Unit																		
< 0-1+																		
Bind Units																		
Realm Unit																		
< 0-1+																		
Bind Units																		

MINIATURE AVAILABILITY	<table><tr><td>Unit n n-n Available</td><td>Unit n n-n Coming Soon</td><td>Unit n n-n Unavailable</td></tr></table>	Unit n n-n Available	Unit n n-n Coming Soon	Unit n n-n Unavailable	<p>A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.</p> <p>If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.</p> <p>If the text colour is blue, that miniature has a scheduled production date and will be available soon.</p> <p>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.</p> <p>Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.</p>
Unit n n-n Available	Unit n n-n Coming Soon	Unit n n-n Unavailable			

YSIAN UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

Commander	Sworn Units	Pledged Units	Petitioned Units
<div><div>Ker-Ys</div><div>EURYALIA</div><div>107</div></div>	<div><div>Sword-Melusine</div><div>0-1</div></div> <div><div>Death-Abhorrent</div><div>CW0-1</div></div>	<div><div>Sword-Melusine</div><div>250-1+</div></div> <div><div>Sickle-Morvargh</div><div>330-1+</div></div> <div><div>Abhorrent</div><div>330-1+</div></div>	<div><div>Goad-Drune</div><div>180-1+any Ysian Beast, any Ysian Monstrous Infantry</div></div> <div><div>Bone-Aberrant</div><div>460-1</div></div> <div><div>Flesh-Drune</div><div>560-1</div></div> <div><div>Filth-Hulk</div><div>390-1Corruptor</div></div> <div><div>Avatar of Kernunnos</div><div>410-1</div></div> <div><div>Sell-Sword</div><div><0-1</div></div>
<div><div>Ker-Ys</div><div>CARROWEK OF CARN DHU</div><div>95</div></div> <div><div>as rider of Margedig</div></div>	<div><div>Death-Drune</div><div>0-1</div></div> <div><div>Ax-Drune</div><div>0-1</div></div> <div><div>Death-Brute</div><div>CW0-1</div></div> <div><div>Margh-Drune</div><div>0-1Drune-Hound</div></div>	<div><div>Death-Drune</div><div>270-1</div></div> <div><div>Ax-Drune</div><div>170-1+</div></div> <div><div>Brute</div><div>330-1+Corruptor+, Brute-Beast+</div></div> <div><div>Margh-Drune</div><div>170-1+Drune-Hound</div></div>	<div><div>Bow-Drune</div><div>130-1+</div></div> <div><div>Shadow-Drune</div><div>200-1+</div></div> <div><div>Margh-Drune</div><div>170-1+Drune-Hound</div></div> <div><div>Meat-Hulk</div><div>450-1</div></div> <div><div>Goad-Drune</div><div>180-1+any Ysian Beast, any Ysian Monstrous Infantry</div></div> <div><div>Drune-Brute</div><div>170-1+</div></div> <div><div>Sell-Sword</div><div><0-1</div></div>
<div><div>Ker-Ys</div><div>THE ROSE OF KER-YS</div><div>86</div></div> <div><div>Ulric</div></div>	<div><div>Sword-Melusine</div><div>1</div></div> <div><div>Death-Abhorrent</div><div>CW0-1</div></div>	<div><div>Sword-Melusine</div><div>250-1+</div></div> <div><div>Abhorrent</div><div>330-1+</div></div>	<div><div>Sickle-Morvargh</div><div>330-1+</div></div> <div><div>Bone-Aberrant</div><div>460-1</div></div> <div><div>Filth-Hulk</div><div>390-1Corruptor</div></div>

YSIAN COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Units	Pledged Units	Petitioned Units
<div><div>Ker-Ys</div><div>WAR-DRUNE</div><div>93</div></div> <div><div>with War-Bow</div></div> <div><div>as rider of Margh, Drune-Margh or Hound-Margh</div></div>	<div><div>Death-Drune</div><div>0-1</div></div> <div><div>Ax-Drune</div><div>0-1</div></div> <div><div>Death-Brute</div><div>CW0-1</div></div> <div><div>Margh-Drune</div><div>0-1Drune-Hound</div></div>	<div><div>Death-Drune</div><div>270-1</div></div> <div><div>Ax-Drune</div><div>170-1+</div></div> <div><div>Brute</div><div>330-1+Corruptor+, Brute-Beast+</div></div> <div><div>Bow-Drune</div><div>130-1+</div></div> <div><div>Margh-Drune</div><div>170-1+Drune-Hound</div></div> <div><div>Drune-Hound</div><div>130-1+</div></div>	<div><div>Bow-Drune</div><div>130-1+</div></div> <div><div>Shadow-Drune</div><div>200-1+</div></div> <div><div>Margh-Drune</div><div>170-1+Drune-Hound</div></div> <div><div>Meat-Hulk</div><div>450-1</div></div> <div><div>Goad-Drune</div><div>180-1+any Ysian Beast, any Ysian Monstrous Infantry</div></div> <div><div>Drune-Brute</div><div>170-1+</div></div> <div><div>Sell-Sword</div><div><0-1</div></div>
<div><div>Ker-Ys</div><div>MELUSINE-MOTHER</div><div>95</div></div>	<div><div>Sword-Melusine</div><div>1</div></div> <div><div>Death-Abhorrent</div><div>CW0-1</div></div>	<div><div>Sword-Melusine</div><div>250-1+</div></div> <div><div>Abhorrent</div><div>330-1</div></div>	<div><div>Sickle-Morvargh</div><div>330-1+</div></div> <div><div>Zealot</div><div>220-1</div></div> <div><div>Bone-Aberrant</div><div>460-1</div></div> <div><div>Filth-Hulk</div><div>390-1Corruptor</div></div>

<div>Ker-Ys</div> <div>BATTLE-DRUNE</div> <div>83</div>	<div>Ax-Drune</div> <div>0-1</div>	<div>Death-Drune</div> <div>270-1</div> <div>Ax-Drune</div> <div>170-1+</div>
<div>with War-Bow</div>		<div>Bow-Drune</div> <div>130-1+</div>
<div>as Shadow-Master</div>	<div>Shadow-Drune</div> <div>0-1</div>	<div>Shadow-Drune</div> <div>200-1+</div>
<div>as Hound-Master</div> <div>DH, HA</div>	<div>Drune-Hound</div> <div>0-1</div>	<div>Drune-Hound</div> <div>130-1+</div> <div>Goad-Drune</div> <div>180-1+</div> <div>any Ysian Beast</div>
<div>as rider of Margh, Drune-Margh or Hound-Horse</div>	<div>Margh-Drune</div> <div>0-1</div> <div>Drune-Hound</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div> <div>130-1+</div>
		<div>Bow-Drune</div> <div>130-1+</div> <div>Shadow-Drune</div> <div>200-1+</div> <div>Death-Drune</div> <div>270-1</div> <div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div> <div>Goad-Drune</div> <div>180-1+</div> <div>any Ysian Beast, any Ysian Monstrous Infantry</div> <div>Drune-Brute</div> <div>170-1+</div> <div>Sell-Sword</div> <div><0-1</div> <div>Hound-Aberrant</div> <div>200-1+</div>

<div>Ker-Ys</div> <div>REAVE-DRUNE</div> <div>53</div>	<div>Ax-Drune</div> <div>0-1</div>	<div>Ax-Drune</div> <div>170-1+</div>	<div>Bow-Drune</div> <div>130-1+</div> <div>Shadow-Drune</div> <div>200-1+</div>
<div>with War-Bow</div>	<div>Bow-Drune</div> <div>0-1</div>	<div>Bow-Drune</div> <div>130-1+</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div> <div>Goad-Drune</div> <div>180-1+</div> <div>any Ysian Beast, any Ysian Monstrous Infantry</div> <div>Drune-Brute</div> <div>170-1+</div>
<div>as Shadow-Master</div>	<div>Shadow-Drune</div> <div>0-1</div>	<div>Shadow-Drune</div> <div>200-1+</div>	
<div>as Hound-Master</div> <div>DH, HA</div>	<div>Drune-Hound</div> <div>0-1</div>	<div>Drune-Hound</div> <div>130-1+</div> <div>Goad-Drune</div> <div>180-1+</div> <div>any Ysian Beast</div>	<div>Hound-Aberrant</div> <div>200-1+</div>
<div>as rider of Margh, Drune-Margh or Hound-Margh</div>	<div>Margh-Drune</div> <div>0-1</div> <div>Drune-Hound</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div> <div>130-1+</div>	

<div>Ker-Ys</div> <div>KILL-DRUNE</div> <div>79</div>	<div>Ax-Drune</div> <div>0-1</div>	<div>Ax-Drune</div> <div>170-1+</div>	<div>Death-Drune</div> <div>270-1</div> <div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div> <div>Drune-Brute</div> <div>170-1+</div>
	<div>Death-Brute</div> <div>CW0-1</div>	<div>Brute</div> <div>330-1+</div> <div>Corruptor+, Brute-Beast+</div>	<div>Meat-Hulk</div> <div>450-1</div> <div>Goad-Drune</div> <div>180-1+</div> <div>any Ysian Beast, any Ysian Monstrous Infantry</div>
<div>as rider of Margh, Drune-Margh or Hound-Margh</div>	<div>Margh-Drune</div> <div>0-1</div> <div>Drune-Hound</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div>	<div>Hound-Horse</div> <div>250-1</div>
<div>as rider of Mantichora</div>	<div>Margh-Drune</div> <div>0-1</div> <div>Drune-Hound</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div>	<div>Mantichora</div> <div>470-1</div> <div>Hound-Margh</div> <div>250-1</div>
<div>as rider of Uthard's Chimaera</div>	<div>Margh-Drune</div> <div>0-1</div> <div>Drune-Hound</div>	<div>Margh-Drune</div> <div>170-1+</div> <div>Drune-Hound</div>	<div>Uthard's Chimera</div> <div>460-1</div> <div>Mantichora</div> <div>470-1</div> <div>Hound-Margh</div> <div>250-1</div>

<div>Ker-Ys</div> <div>DEATH-MELUSINE</div> <div>77</div>	<div>Sword-Melusine</div> <div>1</div>	<div>Sword-Melusine</div> <div>250-1+</div>	<div>Sickle-Morvargh</div> <div>330-1+</div> <div>Zealot</div> <div>220-1</div>
	<div>Death-Abhorrent</div> <div>CW0-1</div>	<div>Abhorrent</div> <div>330-1</div>	

<div>Ker-Ys</div> <div>DEATH-ZEALOT</div> <div>31</div>	<div>Zealot</div> <div>1</div>	<div>Zealot</div> <div>220-1+</div>	<div>Scum</div> <div>30-1+</div>
---	--------------------------------	-------------------------------------	----------------------------------

Ker-Ys

DEATH-MORVARGH

89

Sickle-Morvargh

1

Death-Abhorrent

CW0-1

Sickle-Morvargh

330-1+

Abhorrent

330-1

Sword-Melusine

250-1+

Ker-Ys

FLESH-DRUNE

56

Nithing

Nithing

1

Death-Brute

CW0-1

Death-Abhorrent

CW0-1

Nithing

60-1+

Scum

30-1+

Drune-Brute

170-1+

Brute+, Corruptor+, Brute-Beast+

Brute

330-1

Corruptor+, Brute-Beast+

Brute-Corruptor

320-1

Abhorrent

330-1

Man-Masher

330-1

Flesh-Thresher

360-1

Mule-Brute

420-1

Brute-Beast

420-1

Meat-Hulk

450-1

Bone-Aberrant

460-1

Filth-Hulk

390-1

Corruptor

Uthard's Chimera

460-1

Conjunct X

450-1

Conjunct XIII

550-1

Mantichora

470-1

Chimaera

450-1

Joining XX

310-1

Ker-Ys

DEATH-BRUTE

56

Brute

1

Corruptor+, Brute-Beast+

Drune-Brute

170-1+

Brute+, Corruptor+, Brute-Beast+

Brute

330-1+

Corruptor+, Brute-Beast+

Brute-Corruptor

320-1

Brute-Beast

420-1

Man-Masher

330-1

Flesh-Thresher

360-1

Meat-Hulk

450-1

Filth-Hulk

390-1

Corruptor

Mule-Brute

420-1

Ker-Ys

DEATH-ABHORRENT

57

Abhorrent

1

Abhorrent

330-1

Bone-Aberrant

460-1

Conjunct X

450-1

Conjunct XIII

550-1

Filth-Hulk

390-1

Corruptor

Joining XX

310-1

YSIAN SELL-SWORD COMMANDERS

Up to a third of the silver cost of your host may be spent on sell-swords and allies
Sell-Sword commanders not listed here may not be Ysian generals or commanders

ALIX OF CARN BRAN

79

Beast unit

any Kindred Beast Unit

Sell-Sword

1

any Kindred Beast Unit

Sell-Sword

<0-1

Goad-Drune

180-1+

any Ysian Beast

Ogre

Sell-Sword

330-1+

ALLIES

Up to a third of the silver cost of your host may be spent on sell-swords and allies

Khthones

any realm

Vras

any realm

ALLIED COMMANDER

Allied Sworn Unit

1

Bind Units

Allied Pledged Unit

0-1+

Bind Units

Allied Petitioned Unit

0-1+

Bind Units

Ysian Invocation List

Invocation		Invoke Dice		Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules		Cost	
1	Blind Focus	1	2			Immediate and Constant Effect: Marked units that do not have the 'unseeing' trait become un sighted . Rules: Once per Mark; Majority Mark; Transient							5	
2	Bones of the Lost Sight	1	2	3	4	5	6	7	8	9	10			
		11	12	13	14	15	16	17	18					
3	Bursting Flesh Focus	1	2	3	4	5	6	7	8	9				
4	Sweet Corruption Focus	1	2	3			Enemy Marks: Marked unit may only be an enemy unit with the Living trait. Immediate Effect: The Marked unit suffers D5 invoke damage per invoked die (the damage from which is distributed randomly amongst its Marked warriors). Constant Effect: The Marked unit gains 1D10 corruption effect tokens per invoked die, attached to each Different Mark's wounded warrior first. Rules: Corruption Damage							16
5	Curse of Kernunnos Focus	1	2	3			Marked unit: Marked warrior may be any one warrior within total focus range. Constant Effect: The Marked warrior must take a TEMPER TEST (called a CURSE TEST), modified by +2D10 per invoked die. If the CURSE TEST is failed, any damage the Marked warrior suffers until the end of its next activation becomes corruption damage (as well as any other type of damage it may be) and is doubled, after damage* modifiers and other damage modifiers are applied. If the CURSE TEST is passed, nothing happens. Rules: Distinct Mark							6
11	Blades of the Horned God Sight	1	2	3	4	5	6	7	8	9	10			
		11	12											
7	Mutate Focus	1	2	3	4	5			Marked Flesh: Marked unit must contain friendly warriors of the Kin Brute, Abhorrent, Aberrant, Conjurct or Hulk. Constant Effect: Each Marked unit becomes a Mutated unit and each Mutated warrior becomes or remains frenzied . The Marked unit immediately suffers 1 invoke damage per invoked die, distributed randomly amongst the Mutated warriors. In addition to its frenzied attack die, each Mutated warrior gains either +1 attack die per invoked die upon his primary combat weapon or +1 shoot die per invoked die upon his primary shot weapon, as well as +D10 MIGHT per invoked die. Rules: Once per Mark; Entire Mark; Transient					12
8	Blood Sacrifice Focus	1	2	3			Friendly Marks: Marked unit may only be a friendly unit with the ' living ' trait. Constant Effect: One Marked warrior - the sacrificed warrior - from the Marked unit dies. In return, the remaining Marked warriors may double the amount of damage dice caused by one Attack action they perform in their next activation, after any damage* modifiers. Rules: Once per Mark							13
9	Wrath of Kernunnos Focus	1	2			Friendly Marks: Marked unit may only be a friendly unit. Immediate Effect: If the Wrathful unit was already frenzied, the Wrathful unit immediately becomes active and performs a compulsory Charge action (disregarding its vigour state for requirements purposes) against an enemy unit determined by the Invoker, thus also becoming a Charging Wrathful unit . Resolve the Charge action of the Charging Wrathful unit - including any linked Charge Attack actions (which occur regardless of how many times the unit has used its combat weapons in the current battle hour) - before continuing with the Invoker's activation. Constant Effect: The Marked unit becomes a Wrathful unit and each Marked warrior - also called a Wrathful warrior - becomes or remains frenzied (regardless of his current heart). Add a frenzied attack die to each Wrathful warrior, even if it already has one. Rules: Once per Mark; Entire Mark; Unstable							18	
10	Rampaging Fury Focus	1	2			Wild or Feral Marks: Marked unit must have the acuity Wild or Feral, or is a frenzied unit. Constant Effect: Marked unit immediately becomes frenzied and under the control of the Invoker's player. The Marked unit treats any other unit on the battlefield as an enemy unit, except the Invoker. The Marked unit must immediately perform a Rampage reaction . Resolve this reaction before continuing with the Invoker's activation. Once the Rampaging Fury dissipates, the Marked unit reverts to the control of its original player. Rules: Once per Mark; Entire Mark; Transient							21	
11	Horned Fury Sight	1	2	3	4	5	6	7	8	9	10			
12	Fate's Sting Focus	1	2	3	4	5			Constant Effect: The Marked unit may re-roll miss dice, fallen dice and dissipated dice, as well as any ATTRIBUTE TEST it is required to make. The second roll is binding. Rules: Once per Mark; Entire Mark; Unstable					18
13	Gift of Kernunnos Focus	1	2	3			Friendly Marks: Marked unit may only be a friendly unit with the ' living ' trait. Constant Effect: Each Marked warrior gains an extra Kernunnos' Horns combat weapon of the type Horns as shown below. The attack dice of Kernunnos' Horns are equal to the Marked warrior's mass and the M+W is equal to the Marked warrior's MIGHT plus the Weapon+ or Charge+ value. The Weapon+ value is equal to D10 per invoked die and the Charge+ value is double the resulting Weapon+ value. Write the values in the boxes provided. Rules: Once per Mark; Entire Mark; Permanent							25
	COMBAT WEAPON	Attack Dice		Weapon+		M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules	
	Kernunnos' Horns Horns						0.5"			1	0	Natural	Impact Mighty Strike; Charge+	
14	Scry Focus	1	2	3			Marked Leaders: the Marked unit must be either host's general or one of either host's commanders. Friendly Mark Immediate Effect: If the Marked unit is a friendly general or commander in the Invoker's host (the Retainer), he gains a retain token (even if he has already got one) and the next time he attempts to Retain the Initiative he automatically passes his INITIATIVE TEST without having to make his INITIATIVE ROLL. Additionally, the Retainer may attempt to Retain the Initiative in the current battle hour even if the Retainer's host has already Retained the Initiative in the current battle hour. Enemy Mark Immediate Effect: If the Marked unit is the enemy general or an enemy commander, any retain tokens he carries are removed. Rules: Distinct Mark							7
15	Rapturous Visions Focus	1	2	3			Marked Point or Unit: Marked point cannot be within other Rapturous Visions effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Rapturous Visions with the highest TEMPER value. 4" Rapturous Visions Template: place the centre of the 4" Rapturous Visions Template upon the Marked point. Immediate Effect: Each warrior within the Rapturous Visions with the 'living' trait becomes immobile . Constant Effect: Each Marked unit containing warriors with the 'living' trait that wishes to Move whilst within the Rapturous Visions must take a FORTITUDE TEST called an ENRAPTURED TEST with an ENRAPTURED ROLL. If the ENRAPTURED TEST is passed, the Marked unit may Move as normal but becomes confused. If the ENRAPTURED TEST is failed, the Marked unit's living warriors may not Move . Marked warriors without the 'living' trait are not affected by the Rapturous Visions and do not have to take an ENRAPTURED TEST. Future Effect: At the end of each battle hour, before continuous effects are resolved, living warriors within the Rapturous Visions become immobile but if the Rapturous Visions invocation is dissipated they become mobile once more. Rules: Mutable							14

FAVOURS OF KERNUNNOS													
Ysian Artefact List													
Up to 10% of an Ysian host's cost may be spent on Favours of Kernunnos. Ysian nobles of mass 10 or less may muster any artefact as an artefact option except for brands, which may only be mustered as an artefact option by warriors of Beast privilege of any mass. Mundane artefacts may be mustered by any vassal warrior of mass 10 or less. Jealous artefacts do not allow other artefacts to be mustered with them.													
COMBAT WEAPON ARTEFACT		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost
1	Blade of Ruin Sorcerous Sword <i>Dripping with corruption</i>	+ 1 2	15	+15	0.5"				2	2	Borne	Add or Replace; Corruption Damage	6+M
Foul: the bearer of the Blade of Ruin gains the 'loathsome' trait and the 'insensate' trait, as well as the 'resist (corruption)' trait.													
1	Sword of Kernunnos Sorcerous Sword <i>The Horned God's gift</i>	+ 1 2 3	16	+16	0.5"				2	1	Borne	Add or Replace; Parry	13+M
2		+ 1 2	32	+32	0.5"				3	2	Borne	Add or Replace; Parry; Foot only	
Skilled: Only warriors with a SKILL attribute of 50 or more may bear the Sword of Kernunnos.													
1	Witch-Blade Sorcerous Sword <i>Swift and deadly</i>	1 2 3 4 5 6 7	22	+22	0.5"				2	2	Borne	Add; Quick Strike; Quick Parry; Thwart	9+M
Bone sharp: Enemy warriors perform parries against the Witch-Blade with a +2 parry modifier. Sairen only: Only warriors of the Kin 'Melusine' or 'Morvargh' may bear the Witch-Blade.													
1	Grey Sickle Sorcerous Sickle-Sword <i>The agony of the ages</i>	+ 1 2 3	11	+11	0.5"				1	1	Borne	Replace; Vicious Damage	10+M
4		+ 1 2	22	+22	0.5"				2	2	Borne	Replace; Vicious Damage; Foot only	
Screaming Blade: The Grey Sickle causes enemy warriors to perform parries with a +1 parry modifier.													
1	Petroc's Vengeance Sorcerous Axe <i>A swift death</i>	+ 1 2	24	+24	1.5"				2	2	Borne	Replace; Hook	13+M
Splintering Axe: Fated strikes caused by Petroc's Vengeance are doubled.													
1	Korndelen Sorcerous Sword <i>Infused with cracked horn</i>	+ 1 2 3 4 5 6	10	+10	0.5"				1	1	Borne	Add or Replace; Quick Strike; Mordant	8+M
6		+ 1 2 3 4	20	+20	0.5"				2	2	Borne	Add or Replace; Foot only; Quick Strike; Mordant	
Blinding speed: the bearer of Korndelen may force enemy warriors to re-roll graze dice.													
1	Uther's Bane Sorcerous Axe <i>The ancient edge of murder</i>	+ 1 2	22	+22	0.5"				1	1	Borne	Replace; Hook; Terrible Damage	13+M
7		+ 1	44	+44	0.5"				2	2	Borne	Replace; Foot only; Hook; Terrible Damage	
Slow: the SKILL of any warrior wielding Uther's Bane is reduced by D10, rolled for in the battle rolls step of the Joining Battle Sequence. Heavy: only warriors with a basic MIGHT of 40 or more may wield Uther's Bane.													
1	Spike-Favour Sorcerous Spikes <i>Swift and murderous</i>	+ 1 2 3 4 5 6	23	+23	1"				2	0	Natural	Replace; Pierce; Quick Strike; Vicious Damage	9+M
Grafted spikes: the bearer of Spike-Favour cannot muster any other weapons that use Hands, as the spikes have replaced them, and gains 2 frenzied attack dice rather than the usual 1. Feral: the bearer of the Spike-Favour becomes frenzied at the beginning of the battle.													
1	Axe of Deroch Sorcerous Axe <i>The anger within</i>	+ 1 2 3 4 5	15	+15	0.5"				1	1	Borne	Add or Replace; Pierce; Hook	14+M
9		+ 1 2 3 4	30	+30	0.5"				2	2	Borne	Add or Replace; Pierce; Hook; Foot only	
Fury: the bearer of the Axe of Deroch becomes frenzied at the beginning of the battle, but gains 3 frenzied attack dice rather than the usual 1. Additionally, the Axe of Deroch causes vicious damage.													
1	Traitor Sorcerous Sword <i>Medraut's heirloom</i>	+ 1 2 3 4	10	+10	0.5"				1	1	Borne	Add or Replace; Ignores Armour	9+M
10		+ 1 2	20	+20	0.5"				2	2	Borne	Add or Replace; Foot only; Ignores Armour	
Sneaky: The bearer of Traitor ignores natural armour as well as worn and borne armour. Additionally, when Traitor is used to perform blind strikes, its attack dice are doubled.													

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+ Gz Dmg	M+W Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules	Cost
1	Net of Spikes Sorcerous Net <i>the spiked web</i>	1 2 3 4		11	+11	0"	0"	6"	9"	1	0	Borne	Add	3+M
		1 Entangler: enemy warriors (of a mass equal to or lower than the bearer) that suffer at least one fated shot die from the Net of Spikes are immediately entangled and may not attempt to <i>Disentangle</i> until the end of their next activation or reactivation.												
1	Splintering Arrows Sorcerous Arrows <i>thrice-split</i>	Equal		-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow)	5+M
		2 Splintering: the shoot dice of the bearer of the Splintering Arrows is tripled, but his shots with the Splintering Arrows have a +1 shoot modifier.												
1	Kern-Bow Sorcerous Bow <i>shaved from the horned god</i>	+ 1 2		27	+27	0"	3"	48"	72"	2	1	Borne	Add or Replace	12+M
		3 Traitor Horns: the Kern-Bow gains the 'terrible damage' rule against enemy warriors that have a combat weapon of the type 'Horn'.												
1	Spear of Karaez Sorcerous Throwing Spear <i>agonising pain awaits</i>	1 2 3		18	+18	0"	6"	15"	18"	2	1	Borne	Add; Vicious Damage	9+M
		4 Vibrating agony: A Living Target that suffers damage dice caused by the Spear of Karaez immediately becomes unconscious and prone, such is the pain it has to endure. Heavy: only warriors with a basic MIGHT of 40 or more may bear the Spear of Karaez.												
1	Sickle-Daggers Sorcerous Throwing Daggers <i>wickedly barbed</i>	1 2 3 4 5 6 7 8 9 10		9	+9	0"	0"	12"	15"	1	1	Borne	1 2 Add; Combat Shot Weapon; Move and Shoot; Quick Shot; Shots (2)	8+M
		5 Serrated pain: graze dice rolled by the Target of the Sickle-Daggers become damage dice instead.												
1	Blackfeathers Sorcerous Arrows <i>the feathers of vengeful carrion</i>	Equal		-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow)	15+M
		6 Winged Death: fated shots caused by the blackfeathers, when used to <i>Shoot</i> enemy warriors that have a FLIGHT attribute, reduce their FLIGHT attribute by D10 per fated shot for the rest of the battle. If their FLIGHT attribute is reduced to less than their PACE attribute, those Flyers cannot <i>Soar</i> and thus become Circling warriors.												
1	Filth-Balls Sorcerous Balls <i>of bloody pus and black ordure</i>	1 2 3		1	+1	0"	0"	12"	15"	1	2	Borne	1 2 3 Add; Combat Shot Weapon; No Lethal Range; Move and Shoot; Shots (3); Corruption Damage	7+M
		7 Covered in Filth: Enemy Targets that suffer shot dice or fated shot dice (i.e., that have been <i>Shot</i> by the Filth-Balls successfully) that do not have the 'insensate' trait instantly become shaken.												
1	Blood-Seeker Sorcerous Bow <i>blood-soaked thirst</i>	+ 1 2 3 4		12	+12	0"	6"	36"	48"	1	2	Borne	Add or Replace; Distinct Shot	9+M
		8 Lust for Blood: the bearer of Blood-Seeker, when <i>Shooting</i> against enemy Targets that have blood-lust tokens attached to them, has a -1 shoot modifier per blood-lust token to a minimum of 1.												
1	Eye of Malgven Sorcerous Eye <i>the sorrow of the lost</i>	1 2 3		1D5	1	0"	0"	12"	18"	1	0	Borne	Gaze; Soul Damage; Distinct Shot	11+M
		9 Un-sight: The Eye of Malgven does not require line of sight to its Target; its Target only needs to be within range. Greedy: if the Eye of Malgven cannot Target an enemy warrior within range, it must Target a friendly warrior instead.												
1	Bow of Shadows Sorcerous Bow <i>the lurking menace</i>	+ 1 2 3 4		15	+15	0"	6"	32"	36"	1	2	Borne	Add or Replace	8+M
		10 Unseen Threat: enemy warriors suffer an evade modifier of +D5 against the Bow of Shadows, to a maximum of 9. For the Skilled: only warriors with a SKILL attribute of 50 or more may bear this weapon.												

WEAPON COATING		Weapon Coating Artefact Rules		Class	Cost
1	Fire Shot Weapon Coating	1	Brazier: a brazier object must be placed within 2" of the unit purchasing the Fire weapon coating. Rules: Add; Fire Damage; Mundane Artefact	Borne	1
1	Medraut's Gleam Sorcerous Combat Weapon Coating	2	Swift: a weapon coated in Medraut's Gleam gains the 'Mordant' rule. Rules: Add	Borne	5
1	Filth Weapon Coating	3	Rules: Add; Mundane Artefact; Corruption Damage	Borne	2
1	Black-Blood Weapon Coating	4	Insanity: Living warriors that suffer fated damage from a weapon coated with Black-Blood must have a Black-Blood token attached to them for each fated damage dice caused. Each warrior Crippled in this manner (i.e., has as many Black-Blood tokens as his mass, in the same way as continuous effects) becomes entangled . Such warriors cannot perform a <i>Disentangle action</i> until the end of the current battle hour. If a <i>Disentangle action</i> is successful, all Black-Blood tokens are removed from the warriors affected. Frenzied warriors cannot be affected by Black-Blood. Rules: Add; Mundane Artefact	Borne	2
1	Droug-Delenn Weapon Coating	5	Agonising Pain: Living warriors that suffer fated damage from a weapon coated with Droug-Delenn must have a Droug-Delenn token attached to them for each fated damage dice caused. Each warrior Crippled in this manner (i.e., has as many Droug-Delenn tokens as his mass, in the same way as continuous effects) becomes unconscious and prone until the end of the battle hour. Rules: Add	Borne	4

ARMOUR ARTEFACT		Armour+	C+A				Hands	Class	Armour Artefact Rules		Cost
-----------------	--	---------	-----	--	--	--	-------	-------	-----------------------	--	------

1	Mask of Carn Dhu Sorcerous Helmet <i>primeval terror</i>	7	+7	0	Worn	Add or Replace	12+M
1		Terrifying: the wearer of the Helm of Carn Dhu gains the 'terrifying' trait. Mask of Terror: enemies wishing to <i>Engage</i> the wearer of the Helm of Carn Dhu must perform a VALOUR TEST, even if they are Fearless or Frenzied. If that VALOUR TEST is passed, the Engagers become afraid of the wearer. If that VALOUR TEST is failed, the enemy Engagers must immediately perform a <i>Flee reaction</i> , even if they are Fearless or Frenzied (Frenzied units immediately lose their frenzy). Some terrors cannot be borne.					
1	Shining Greaves Sorcerous Arm Greaves <i>swift and strong</i>	5	+5	0	Worn	Add or Replace	4+M
		Shot-Seeker: The wearer of the Shining Greaves gains a -2 evade modifier (except for shots from spray, throw or gaze weapons).					
1	Skull-Plate Sorcerous Light Armour <i>horned and ancient</i>	12	+12	0	Worn	Add or Replace	9+M
1		To be Feared: the wearer gains the 'fearsome' trait. Break them: enemy units that have been Defeated by the wearer of the Skull-Plate (or by the unit he has <i>Joined</i>) must re-roll a successful PANIC TEST from being Defeated, using their own FORTITUDE and without any negative modifiers, before their heart state changes. The wearer and any unit he has <i>Joined</i> must <i>compulsorily Chase</i> enemy units that <i>Flee</i> as a result of being Defeated, however.					
1	Helm of Many Horns Sorcerous Helmet <i>forged within drunemeton</i>	13	+13	0	Worn	Add or Replace	5+M
1		Seer-Helm: The wearer of the Helm of Many Horns gains a -1 parry, evade and sight invoke modifier.					
1	Blood-Greaves Sorcerous Arm Greaves <i>the unquenchable thirst</i>	4	+4	0	Worn	Add or Replace	8+M
1		Lustful: for each blood-lust token attached to the wearer, he gains +D5 SKILL. Calculate this each time the amount of blood-lust on the bearer changes.					
1	Cracked Armour of Beuzeg Sorcerous Light Armour <i>cracked and blighted</i>	18	+18	0	Worn	Replace	8+M
1		Corrupted armour: enemy warriors in base contact with the wearer of the Blasted Armour of Beuzeg gain 1D5 corruption tokens at the end of each activation after they first come into contact. Once the enemy warriors are not in base contact with the wearer, they gain no further corruption tokens from the wearer.					
1	Armour of Lug Sorcerous Breastplate <i>sun-bright</i>	11	+11	0	Worn	Add	10+M
1		Blinding: <i>Attack actions</i> against the bearer have a +2 strike modifier. Additionally, the bearer is seen D10 .					
1	Drip-Helm Sorcerous Helmet <i>the inner eye</i>	9	+9	0	Worn	Replace	13+M
1		Predicted: the wearer always counts as having a SKILL one SKILL BAND higher than any enemy warrior <i>Attacking</i> him, unless his own SKILL would be two or more SKILL BANDS higher.					
1	Gore-Pauldrons Pauldrons <i>brutal spikes</i>	5	+5	0	Worn	Add or Replace	8+M
1		Spiked: Enemy warriors in base contact with the wearer that are of an equal or lower mass - and that cause one or more damage to the wearer in an <i>Attack action</i> - immediately suffer D5 WOUNDS after they have resolved their <i>Attack action</i> against the wearer.					
1	Rust-Cage Sorcerous Heavy Armour <i>flaking corrosion</i>	18	+18	1	Worn	Add or Replace	8+M
1		Rusted Bands: enemy warriors in base contact with the wearer of the Rust-Cage gain one corrosion effect token for each activation after they first come into contact. Once the enemy warriors are not in base contact with the wearer, they gain no further corrosion tokens from the wearer. Brutes and Abhorrents only: Only warriors of the Kin 'Brute' or 'Abhorrent' may wear this armour, disregarding the normal rules for artefact privilege limits for Feral warriors.					

ARTEFACT BANNER		Artefact Banner Rules		Cost
1	Scare-Crow Sorcerous Finial	1	Scare the Crows: a unit bearing Scare-Crow gains the 'terrifying' trait against warriors that have a FLIGHT attribute. Enemies with a FLIGHT attribute that <i>Engage</i> a unit bearing the Scare-Crow must perform a VALOUR TEST, even if they have the 'terrifying' trait or are Fearless. If the VALOUR TEST is failed, the Engaging unit must either <i>Soar</i> (if it has the 'soarer' ability) or immediately halt where it is on the battlefield (if it does not).	11+M
1	The Horned God's Pain Sorcerous Banner	2	The Agony of Defeat: Enemy units Defeated in combat by the bearer and any unit he has <i>Joined</i> suffer the Horned God's pain before any <i>Combat Result reactions</i> are performed. The bearer must roll 2D10 per unit Defeated by his own unit; the result is the amount of mass of Living Defeated warriors that immediately become unconscious and prone. The bearer's player may choose which warriors suffer so.	9+M
1	The Third Eye Sorcerous Emblem	3	Foreseen: The bearer and any unit he has <i>Joined</i> - if they are the Mark of any invocation - may force the Invoker to re-roll all of his invoked dice, including fated invoked dice, but not dissipated dice. The second roll is binding.	8+M
1	Banner of War Sorcerous Banner	4	Murder-Banner: the bearer and the unit he has <i>Joined</i> have a -1 strike modifier when using their primary combat weapon. Host Banner Bearer: the Banner of War may only be borne by a host banner bearer.	8+M
1	Blood-Banner Sorcerous Banner	5	Glorious Victory: The bearer and any unit he has <i>Joined</i> begin the battle in an exulted heart state and with 2D5 blood-lust tokens attached to it.	2+M
1	Horned Wrath Sorcerous Banner	6	Angered: The bearer and any unit he has <i>Joined</i> become frenzied at the start of the battle, adding +1 frenzied attack die to their primary combat weapons.	2+M
1	Gwrach-Gigh Sorcerous Finial	7	Burning Lust: the bearer and the unit he has <i>Joined</i> causes enemy warriors to <i>Attack</i> them with a +2 strike modifier. Sairen only: only warriors of the Kin 'Melusine' or 'Morvargh' may bear the Gwrach-Gigh.	8+M
1	Horns of Kernunnos Sorcerous Finial	8	Lost Bones: the banner contains the Bones of the Lost invocation as a slaved invocation, which may be <i>Invoked</i> with its own TEMPER of 20 + 4D10 (rolled for in the battle rolls step of the Joining Battle Sequence), although it is controlled by the bearer, to all intents and purposes. The bearer must suffer the result of any fumbles.	6+M
1	Ruinous Standard Sorcerous Banner	9	Corrupted: the bearer and any unit he has <i>Joined</i> gain corruption damage on their primary combat weapons and +2D10 CONSTITUTION, rolled for in the battle rolls step of the Joining Battle Sequence, as well as the 'Resistant (Corruption)' trait.	6+M
1	Banner of Carn Dhu Banner	10	The Dreaded Host: the bearer of the Banner of Carn Dhu, and any unit he has <i>Joined</i> , gains the 'fearsome' trait. Such is the reputation of the warriors of Carn Dhu that the bearer and the unit he has <i>Joined</i> double their combat mass whenever it requires calculation. Host Banner Bearer: the Banner of Carn Dhu may only be borne by a host banner bearer.	6+M

ARTEFACT INSTRUMENT		Artefact Instrument Rules		Cost
1	Breus-Gwerz Sorcerous Tune	1	Quail the Foe: if the bearer performs the Breus-Gwerz one Living enemy unit within instrument range must immediately perform a <i>Panic reaction</i> . If the enemy unit chosen is frenzied, it must immediately perform a <i>Convulse reaction</i> as per the <i>Defeated Frenzied Combat Result reaction</i> table. If the enemy unit chosen is Fearless, that unit must perform a FORTITUDE TEST; if it fails, it is no longer Fearless.	10+M
1	Gigh-Scream Sorcerous Tune	2	Shocking scream: an Inspirer playing the Gigh-Scream must roll 2D10, called the mass roll . Living enemy warriors of a total mass up to the mass roll within host instrument range of the Inspirer playing the Gigh-Scream become unconscious and prone. For example, if the mass roll is 12, one warrior of mass 12 could be affected, or 12 warriors of mass 1, or 3 of mass 4, etc. Perform the mass roll before choosing which warriors become unconscious and prone. Sairen only: only host heralds of the Kin 'Melusine' or 'Morvargh' may play this tune.	9+M
1	Cracked Horn Sorcerous Instrument	3	The Lust: If the bearer performs a successful <i>Inspire action</i> with the Cracked Horn, one enemy unit within instrument range (called the Lustful unit) that has one or more blood-lust tokens attached to it becomes frenzied, gaining +1 frenzied attack die (+2 if it is already frenzied), and <u>must</u> <i>Charge</i> the closest unit - friend or enemy - in its next activation and then <i>Attack</i> them. The Lustful unit counts as an enemy unit of the unit they have <i>Charged</i> until their <i>Attack action</i> , and any <i>Attack reactions</i> against them, are resolved. <i>Combat result reactions</i> must be performed as normal.	11+M
1	Gigh-Song Sorcerous Tune	4	Naked Lust: one Living enemy unit within host instrument range of the Inspirer must immediately perform a <i>Run action</i> directly toward the Inspirer's unit, but instead of using the enemy unit's PACE, the distance <i>Moved</i> is equal to 2D10". If this <i>Run action</i> brings the enemy unit into contact with a deep water feature or the edge of a cliff, the enemy unit is destroyed. Sairen only: only host heralds of the Kin 'Melusine' or 'Morvargh' may play this tune.	9+M
1	Infuriate Tune	5	Aggravating Noise: If the bearer performs an <i>Inspire action</i> with the Infuriate tune, one friendly warrior with the 'Roarer' ability within instrument range immediately performs an <i>embedded Roar action</i> , regardless of his vigour, with a -10 ROAR TEST modifier for each blood-lust token attached to the Roarer. His roar range is increased by D10 per blood-lust token attached to the bearer. Similarly, enemy FRIGHT TESTS are modified by +10 for each blood-lust token attached to the Roarer.	3+M
1	Blood Fury Tune	6	Bloodletting: a Living unit that is <i>Inspired</i> by a herald performing Blood Fury becomes frenzied (if it was not frenzied already), immediately gains D5 blood-lust tokens and gains +D5 frenzied attack dice until the end of the battle hour.	8+M
1	Drune-Horn Sorcerous Instrument	7	Quail the Foe: all enemy units of the Kin (Man) that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> .	7+M
1	Horn of the Grove Sorcerous Instrument	8	Rapturous Glory: If the bearer performs a successful <i>Inspire action</i> with the Horn of the Grove, all Living friendly units within instrument range become exulted if they were not already exulted or frenzied.	8+M
1	Goad-Call Tune	9	Yielded: should the bearer perform a successful <i>Inspire action</i> and play the Goad-Call tune, the next <i>Goad action</i> performed by a friendly Goading unit within instrument range in the current battle hour has a GOAD TEST modifier of -5D10. Perform this roll before the GOAD TEST is made.	2+M
1	Horn of the Horned God Sorcerous Instrument	10	The Horned are Mine: If the bearer performs a successful <i>Inspire action</i> with the Horn of the Horned God, one enemy unit within instrument range (called the Horned unit) that has a combat weapon of the type 'Horn' immediately becomes controlled by the bearer's player for the remainder of the current battle hour. If the Horned unit is part of a mounted unit, the Horned unit becomes confused instead.	13+M

TALISMAN ARTEFACT		Talisman Artefact Rules		Class	Cost
1	Melusine Tears Pendant	1	Lyr's bidding: the bearer of Melusine Tears gains the 'amphibious' trait and can never be <i>Ambushed</i> themselves by enemies Emerging from water features.	Worn	2+M
1	Seerstone Sorcerous Ring	2	Foresight: Once per battle hour, at any point in the Seerstone wearer's activation, the wearer may choose one enemy unit (that is either on or off the battlefield) called the Foretold unit to activate when the wearer's player <i>passes the initiative</i> . The enemy player <u>must</u> activate the Foretold unit when the initiative is <i>passed</i> to him, regardless of the Activation Sequence. The enemy general cannot choose to <i>pass the initiative</i> if he has a Foretold unit.	Worn	12+M
1	Onakorn Sorcerous Pendant	3	Dragonbane: The bearer gains the 'resistant (fire, hellfire)' trait. Additionally, spray shot weapons used against the wearer cannot become easy shots and are instead difficult shots.	Borne	7+M
1	Glass of the Black Gate Sorcerous Brooch	4	Reflected Power: the wearer of the Glass of the Black Gate adds the SKILL of one enemy warrior within 2" to his own (chosen by the wearer's player at any point in his activation or reactivation) until the end of his current activation or reactivation. That enemy warrior's SKILL is reduced by the wearer's basic SKILL until the end of his current activation or reactivation.	Worn	9+M
1	The Gribblous Eye Sorcerous Brooch	5	Uncorruptible: the wearer of The Gribblous Eye gains the 'resistant (corruption)' trait. Additionally, all corruption tokens attached to any unit within 6" of the wearer will be sucked into the Gribblous Eye and dissipate as soon as the wearer moves into range.	Worn	5+M
1	Sprig of Drunemeton Sorcerous Pendant	6	Kernunnos' Favour: enemy warriors <i>Attacking</i> , <i>Shooting</i> and <i>Invoking</i> against the wearer of the Spring of Drunemeton do so with a +2 strike, +2 shoot and +2 invoke modifier.	Worn	13+M
1	Ring of Cynan Sorcerous Vambrace	7	When in Need: the wearer may, at any point in his activation or reactivation, reduce the WOUNDS of any warrior within 6" by D5 and add those WOUNDS to his own. This may increase his WOUNDS attribute beyond its basic value. Rules: One Use Only	Worn	10+M
1	Elixir of Andia Sorcerous Belt-Hung Potion	8	Painkiller: when drunk at any point in his activation or reactivation, the Elixir of Andia gives the drinker the 'tough' trait until the end of the battle hour. Additionally, should the drinker be reduced to 0 WOUNDS in the same battle hour after the Elixir of Andia is drunk (no matter how many times he is killed), he will remain on 1 WOUND until the end of that battle hour. For the purposes of sacrificing WOUNDS for Invoking, Earthing and so on, the bearer can only sacrifice one WOUND per <i>action</i> . Rules: One Use Only	Worn	8+M
1	Heart of Carn Dhu Sorcerous Pendant	9	For Kernunnos: the wearer gains the 'fearless' trait. Glorious Death: when the wearer of the Heart of Carn Dhu dies he causes 4D10 damage upon any unit within 5" of him. This damage is applied as a whole and not per unit, and it must be distributed randomly between units, friend or enemy.	Worn	12+M
1	Blooded Horn Sorcerous Pendant	10	The lust for blood: the wearer of the Blooded Horn (and any unit he has <i>Joined</i>) gains +D5 blood-lust tokens instead of the usual 1 if he is part of a Victorious unit. If the wearer is frenzied, he and any unit he has <i>Joined</i> gains +2D5 blood-lust tokens instead of the usual 2.	Worn	2+M

ENCHANTED ARTEFACT		Enchanted Artefact Rules		Class	Cost
1	Flayed Pudenda Sorcerous Food	1	<div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> </div> Harvested Pudenda: The bearer must roll D5 in the battle rolls step of the Joining Battle Sequence; the result is the amount of pudenda the bearer carries. Soul Eater: The bearer may consume one pudenda during any of his <i>Invoke actions</i> before the invoke roll, thus reducing the pudenda total by 1. The consumed pudenda increases the invoke dice of the bearer's next invocation by D5, but (unless the bearer is a Harvest-Drune) reduces the bearer's TEMPER by the same amount.	Borne	6+M
1	Black Book of Gradlon Sorcerous Belt-Hung Book	2	The Book That Bites: the bearer gains 1 invocation from the Power of the Horned God invocation list, determined randomly in the battle rolls step of the Joining Battle Sequence by rolling 2D10 with a book roll . Book rolls higher than 15 must be re-rolled until an invocation result is gained. The invocation contained within the Black Book of Gradlon may be <i>Invoked</i> as an enslaved invocation by the bearer, even if he is not a Sorcerer. The bearer's TEMPER counts as that of the Black Book of Gradlon, 65, even if his own TEMPER is higher. The bearer suffers fumbled invoked dice as if he were the Invoker. Rules: Add or Replace	Borne	11+M
1	Hidden Manikin Sorcerous Belt-Hung Doll	3	Victimised: The bearer of the Hidden Manikin may, if he becomes engaged with or beset by an enemy unit, nominate any one warrior of the Kin 'Man' within that unit to become the Hidden Manikin's victim for the rest of the battle. Any fated strikes or shots suffered by the Hidden Manikin's victim are doubled. Rules: Add or Replace; One Use Only	Borne	6+M
1	Witch-Hood Sorcerous Hood	4	Females only: only female warriors may wear the Witch-Hood. This must be reflected on the miniature that represents the wearer of the Witch-Hood. Highly Skilled: the wearer's primary combat weapon gains the 'mordant' rule.	Worn	6+M
1	Gem of Dahut Sorcerous Pendant	5	Difficult or Easy: the bearer may activate the Gem of Dahut at any point in his activation. Should he do so he must choose to turn the gem brown or to turn the gem pink. Brown Gem: if the Gem of Dahut turns brown, the bearer's SKILL, MIGHT and CONSTITUTION are increased by +4D10 until the end of the current battle hour, at which point the bearer's AUTHORITY and FORTITUDE is reduced by the same amount. Pink Gem: if the Gem of Dahut turns pink, the bearer's SKILL is increased by +2D10 until the end of the battle. Rules: One Use Only	Borne	12+M
1	Bond-Nothing Familiar	6	Surprise! the bearer of the Bond-Nothing may, when he is engaged with or beset by an enemy warrior in a <i>Challenge action</i> , unleash the Bond-Nothing upon his foes. One enemy warrior within attack range of the bearer, chosen by the bearer, must <i>Attack</i> the Bond-Nothing while it lives and cannot <i>Attack</i> any other warrior in their current activation or reactivation regardless of whether they kill the Bond-Nothing or not. The Bond-Nothing will perform his <i>Attack actions</i> before any other warrior regardless of any other rule. Sword-Friend: the Bond-Nothing is a Nothing warrior with +10 SKILL and bears a sword instead of a dagger, with a Weapon+ value of 11. A Bond-Nothing miniature must be placed on the battlefield next to the bearer, which <i>Displaces</i> any other warrior around him regardless of their mass. So quick is the Bond-Nothing that he has the 'quick strike' rule and enemy warriors have a +1 strike modifier when <i>Attacking</i> him.	Borne	5
1	Zinzac's Brew Sorcerous Belt-Hung Potion	7	Incredible Strength: the bearer may drink Zinzac's Brew at any point in his activation or reactivation. When drunk, Zinzac's Brew increases his MIGHT by +10D10 until the end of the current battle hour. Once the battle hour ends, the drinker of Zinzac's Brew becomes prone and unconscious, suffers D5 WOUNDS and cannot perform a <i>Wake action</i> until the end of the battle hour after Zinzac's Brew has been drunk, if he is still alive. Rules: One Use Only	Borne	5+M
1	Gnarled Staff Sorcerous Staff	8	Sorcerer: If the bearer is not already a Sorcerer, the bearer gains the Sorcerer [1] ability and may muster invocations from the Power of the Horned God Invocation List. The bearer does not gain earth dice nor the Earther ability, however. Any invocations thus mustered have the 'arrogant invoke' rule. Temper: the TEMPER of the Gnarled Staff <u>must</u> be used instead of the bearer's TEMPER, which is 20+10D10 to a maximum of 98. This must be generated randomly whenever the bearer wishes to perform an <i>Invoke action</i> . The focus range of the Gnarled Staff is 5D5', again, generated randomly in the same manner. Rules: Add or Replace	Borne	18+M
1	Cracked Bracers Sorcerous Vambraces	9	Blood-lust: the bearer becomes frenzied at the beginning of the battle, but gains 2 frenzied attack dice instead of the usual 1. Clear of Thought: the bearer does not have to <i>Charge</i> the nearest enemy unit, but may choose any of the potential Charged units to become the Charged unit. Feral: Feral units may wear the Cracked Bracers.	Worn	5+M
1	Grow-Gland Sorcerous Belt-Hung Potion	10	Agonising Growth: the bearer may eat the Grow-Gland at any point in his activation. Should he do so, he instantly (and rather horrifically) transmogrifies into a Death-Brute (thus <i>Displacing</i> any warriors around him regardless of their mass) and becomes frenzied. Enemy warriors within 6" of the bearer must immediately perform a <i>Panic reaction</i> after the Death-Brute is placed. The bearer's SKILL remains the same as when he was not a Death-Brute and his other attributes are that of a Death-Brute except for his WOUNDS, which are equal to his WOUNDS immediately before he became a Death-Brute plus 2D10. The bearer retains all of his original combat weapon equipment (which means he must add their Weapon+ values to his MIGHT to find his COMBINED MIGHT), but all of his other equipment is lost. The Death-Brute counts as wearing Half-Armour. If the player does not possess a Death-Brute to place on the battlefield, the bearer dies. Drune only: only warriors of the Kin 'Drune' may bear the Grow-Gland. Rules: One Use Only	Borne	12+M

BRAND ARTEFACT		Brand Artefact Rules	Class	Cost																								
1	Scar-Hound Sorcerous Brand	1 Clamping Bite: The bearers of the Scar-Hound brand gain the 'quick strike' rule on any combat weapon they have of the type Bite. Hounds only: Only warriors of the Kin 'Hound-Aberant', 'Hound-Horse' and 'Drune-Hound' may bear this brand.	Borne	UM																								
1	Flesh-Eater Brand Sorcerous Brand	2 Sacrificial Lamb: One warrior with the 'goad' ability within goad weapon attack range may be fed to the bearer of the Flesh-Eater Brand (willingly or unwillingly). Should this occur, the bearer slaughters that goader, thus killing him, but the bearer instantly gains +D5 blood-lust tokens and the same amount of extra frenzied attack dice on his primary combat weapon. The frenzied attack dice return to normal at the end of the current battle hour.	Borne	4+UM																								
1	Raging Terror Sorcerous Brand	3 Insurmountable Rage: The bearer of the Raging Terror brand becomes frenzied and can never alter his heart state under any circumstances. The bearer, when performing <i>Frenzied Combat Result Reactions</i> , <i>Frenzied Shoot Result Reactions</i> or <i>Frenzied Invoke Result Reactions</i> , will perform the following on the reaction roll: 0-4, Flay; 5, Roar; 6-9, Rampage. Angered: The bearer of the Raging Terror brand begins the battle with D10 blood-lust tokens, rolled for in the battle rolls step of the Joining Battle Sequence. The bearer will perform a <i>Counter-Engage reaction</i> and then an <i>embedded Counter-Engage Attack action</i> against any enemy unit that <i>Moves</i> closer to it (and that is in <i>Engagement range</i>) regardless of the action that enemy unit is performing and regardless of the bearer's current vigour. Additionally, the bearer will always perform their <i>Counter-Engage Attack action</i> before the Engaged unit, not in SKILL order. Should the bearer <i>Counter-Engage</i> when it is weary, however, it will suffer D10 damage at the end of its <i>Counter-Engage Attack action</i> . Terror: The bearer of the Raging Terror brand gains the 'terrifying' trait and gives a +2D10 goad modifier to any GOAD TEST performed by warriors attempting to <i>Goad</i> it.	Borne	8+UM																								
1	Collar of the Carns Sorcerous Collar	4 Collar wearer: one Living warrior of the class 'Beast' and of the privilege 'Beast' - called the Collared Beast - may be mustered from any kindred at its usual silver cost as the wearer of the Collar of the Carns, and thus counts as of the Ysian kindred and the Ker-Ys realm. The Collared Beast cannot have the trait 'mount only' or 'draught beast only' and cannot be of the class 'Monstrous Beast'. The Collared Beast may only be mustered as part of a Bound unit with a warrior that has the 'Beast Handler' ability. Only one Collared Beast can be mustered in this manner regardless of the minimum size shown on its warrior profile. Caged and starved: the wearer of the Collar of the Carns becomes Feral and frenzied, gaining +D5 frenzied attack dice on its primary combat weapon instead of the usual 1, rolled for in the battle rolls step of the Joining Battle Sequence.	Worn	8+M																								
1	Witch-Mark Sorcerous Brand	5 Mark of Witches: The bearer of the Witch-Mark gains +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence.	Borne	6+UM																								
1	Mark of Carn Dhu Sorcerous Brand	6 Charger: the Mark of Carn Dhu increases the PACE of the bearer by +2D10, rolled for immediately after a <i>Charge action</i> is declared. Once that <i>Charge action</i> is completed, the bearer suffers D5 damage due to its exertions. If the Mark of Carn Dhu is applied to a unit, the damage is suffered by the unit's wounded warrior.	Borne	2+UM																								
1	Tarnish of Ys Sorcerous Brand	7 Spoiled: the bearer gains corruption damage on his primary combat weapon.	Borne	2+UM																								
1	Mark of Blood Sorcerous Brand	8 The Insatiable Lust: the bearer of the Mark of Blood, if it was not frenzied already, becomes frenzied. The bearer's frenzied attack dice are equal to the amount of blood-lust tokens attached to him (so if he has none, there are no extra dice, and so on), to a maximum of the bearer's mass.	Borne	3+UM																								
1	Scars of Uthard Sorcerous Brand	9 Mutating Monster: In the hour rolls step of the An Hour Passes Sequence, the bearer of the Scars of Uthard must roll a D10, called the mutation roll. The Mutation Table must then be consulted and the result of the mutation roll applied to the bearer: <table><tr><th colspan="2">Mutation Table</th></tr><tr><th>Mutation Roll</th><th>Result</th></tr><tr><td>0</td><td>The bearer's feet mutate horrifically, merging and melding. The bearer's PACE attribute is reduced by D5 to a minimum of 1.</td></tr><tr><td>1</td><td>An extra pair of eyes grow from the bearer's head, giving him +1D10 SKILL but makes him frenzied if he is not frenzied already, giving him 1 frenzied attack die on his primary combat weapon.</td></tr><tr><td>2</td><td>The bearer's muscles grow and mutate and his skin thickens, increasing his WOUNDS by +D5. This can increase his WOUNDS attribute beyond its basic value.</td></tr><tr><td>3</td><td>A bony carapace grows from the bearer's back, giving him an extra +2D10 CONSTITUTION and the 'tough' trait.</td></tr><tr><td>4</td><td>A small head develops underneath the bearer's own, which looks pathetic but adds +2D10 to his TEMPER. If this increases the bearer's TEMPER to beyond 99, the head explodes in a shower of gore and horribleness, decreasing the bearers WOUNDS by D5.</td></tr><tr><td>5</td><td>The bearer grows a tail, which counts as a combat weapon of the type 'Tail', which has D5 attack dice, a Weapon+ of 2D10, an attack range of 1", has a damage* value of 1 and has the 'blind strike' and 'sightless strike' rules. If the bearer already has a tail from the Mutation Table, he gains another one, but reduces his PACE by 1 for every tail he sprouts after the first.</td></tr><tr><td>6</td><td>If the bearer has a Hands value higher than 0, one of those hands develops into a pincer. This pincer can hold a combat weapon but becomes a combat weapon in itself, so has the 'Switch (weapon)' rule where 'weapon' is the combat weapon held in that hand. The pincer has 2D5 attack dice, has a Weapon+ value of 3D10, an attack range of 1", causes 2 damage* and has the 'vicious damage' rule. If the bearer does not have a Hands value, the end of one of the bearer's legs develops into a pincer as above, but reduces the bearer's PACE by 1. Each time the bearer rolls this mutation, one of his limbs (as noted by the miniature that represents the bearer) changes as above, until he has no more limbs to mutate, at which point this mutation has no effect.</td></tr><tr><td>7</td><td>The bearer, if he did not already have wings, sprouts a pair of wings that give him a FLIGHT attribute that is double his PACE. If the bearer already has wings, it adds +D5 FLIGHT to them.</td></tr><tr><td>8</td><td>A number of the teeth of the bearer grow very long if rather painfully, increasing the damage* of the bearer's Bite weapon by 1. If the bearer does not already have a Bite weapon, this mutation has no other effect.</td></tr><tr><td>9</td><td>The bearer is truly favoured by Kernunnos as gigantic, lethal horns sprout from his head. If the bearer did not already have a combat weapon of the type 'Horns', it gains a pair that have 2D5 attack dice, a Weapon+ of 4D10 (with a Charge+ of double that amount), a damage* of 1 and the rules 'Impact Mighty Strike', 'Charge+' and 'Vicious Damage'. If the bearer already has a combat weapon of the type 'Horns', its attack dice increase by D5 and its Weapon+ increase by D5.</td></tr></table> Repeated Mutations: the bearer can have the same mutation more than once, and if the result of this is not explicitly stated, any changes in attributes or other values is cumulative. Thus, if the bearer mutates with a bony carapace twice, he gains +4D10 CONSTITUTION. Solitary: the bearer of the Scars of Uthard must be of the subclass 'Solitary'.	Mutation Table		Mutation Roll	Result	0	The bearer's feet mutate horrifically, merging and melding. The bearer's PACE attribute is reduced by D5 to a minimum of 1.	1	An extra pair of eyes grow from the bearer's head, giving him +1D10 SKILL but makes him frenzied if he is not frenzied already, giving him 1 frenzied attack die on his primary combat weapon.	2	The bearer's muscles grow and mutate and his skin thickens, increasing his WOUNDS by +D5. This can increase his WOUNDS attribute beyond its basic value.	3	A bony carapace grows from the bearer's back, giving him an extra +2D10 CONSTITUTION and the 'tough' trait.	4	A small head develops underneath the bearer's own, which looks pathetic but adds +2D10 to his TEMPER. If this increases the bearer's TEMPER to beyond 99, the head explodes in a shower of gore and horribleness, decreasing the bearers WOUNDS by D5.	5	The bearer grows a tail, which counts as a combat weapon of the type 'Tail', which has D5 attack dice, a Weapon+ of 2D10, an attack range of 1", has a damage* value of 1 and has the 'blind strike' and 'sightless strike' rules. If the bearer already has a tail from the Mutation Table, he gains another one, but reduces his PACE by 1 for every tail he sprouts after the first.	6	If the bearer has a Hands value higher than 0, one of those hands develops into a pincer. This pincer can hold a combat weapon but becomes a combat weapon in itself, so has the 'Switch (weapon)' rule where 'weapon' is the combat weapon held in that hand. The pincer has 2D5 attack dice, has a Weapon+ value of 3D10, an attack range of 1", causes 2 damage* and has the 'vicious damage' rule. If the bearer does not have a Hands value, the end of one of the bearer's legs develops into a pincer as above, but reduces the bearer's PACE by 1. Each time the bearer rolls this mutation, one of his limbs (as noted by the miniature that represents the bearer) changes as above, until he has no more limbs to mutate, at which point this mutation has no effect.	7	The bearer, if he did not already have wings, sprouts a pair of wings that give him a FLIGHT attribute that is double his PACE. If the bearer already has wings, it adds +D5 FLIGHT to them.	8	A number of the teeth of the bearer grow very long if rather painfully, increasing the damage* of the bearer's Bite weapon by 1. If the bearer does not already have a Bite weapon, this mutation has no other effect.	9	The bearer is truly favoured by Kernunnos as gigantic, lethal horns sprout from his head. If the bearer did not already have a combat weapon of the type 'Horns', it gains a pair that have 2D5 attack dice, a Weapon+ of 4D10 (with a Charge+ of double that amount), a damage* of 1 and the rules 'Impact Mighty Strike', 'Charge+' and 'Vicious Damage'. If the bearer already has a combat weapon of the type 'Horns', its attack dice increase by D5 and its Weapon+ increase by D5.	Borne	15+M
Mutation Table																												
Mutation Roll	Result																											
0	The bearer's feet mutate horrifically, merging and melding. The bearer's PACE attribute is reduced by D5 to a minimum of 1.																											
1	An extra pair of eyes grow from the bearer's head, giving him +1D10 SKILL but makes him frenzied if he is not frenzied already, giving him 1 frenzied attack die on his primary combat weapon.																											
2	The bearer's muscles grow and mutate and his skin thickens, increasing his WOUNDS by +D5. This can increase his WOUNDS attribute beyond its basic value.																											
3	A bony carapace grows from the bearer's back, giving him an extra +2D10 CONSTITUTION and the 'tough' trait.																											
4	A small head develops underneath the bearer's own, which looks pathetic but adds +2D10 to his TEMPER. If this increases the bearer's TEMPER to beyond 99, the head explodes in a shower of gore and horribleness, decreasing the bearers WOUNDS by D5.																											
5	The bearer grows a tail, which counts as a combat weapon of the type 'Tail', which has D5 attack dice, a Weapon+ of 2D10, an attack range of 1", has a damage* value of 1 and has the 'blind strike' and 'sightless strike' rules. If the bearer already has a tail from the Mutation Table, he gains another one, but reduces his PACE by 1 for every tail he sprouts after the first.																											
6	If the bearer has a Hands value higher than 0, one of those hands develops into a pincer. This pincer can hold a combat weapon but becomes a combat weapon in itself, so has the 'Switch (weapon)' rule where 'weapon' is the combat weapon held in that hand. The pincer has 2D5 attack dice, has a Weapon+ value of 3D10, an attack range of 1", causes 2 damage* and has the 'vicious damage' rule. If the bearer does not have a Hands value, the end of one of the bearer's legs develops into a pincer as above, but reduces the bearer's PACE by 1. Each time the bearer rolls this mutation, one of his limbs (as noted by the miniature that represents the bearer) changes as above, until he has no more limbs to mutate, at which point this mutation has no effect.																											
7	The bearer, if he did not already have wings, sprouts a pair of wings that give him a FLIGHT attribute that is double his PACE. If the bearer already has wings, it adds +D5 FLIGHT to them.																											
8	A number of the teeth of the bearer grow very long if rather painfully, increasing the damage* of the bearer's Bite weapon by 1. If the bearer does not already have a Bite weapon, this mutation has no other effect.																											
9	The bearer is truly favoured by Kernunnos as gigantic, lethal horns sprout from his head. If the bearer did not already have a combat weapon of the type 'Horns', it gains a pair that have 2D5 attack dice, a Weapon+ of 4D10 (with a Charge+ of double that amount), a damage* of 1 and the rules 'Impact Mighty Strike', 'Charge+' and 'Vicious Damage'. If the bearer already has a combat weapon of the type 'Horns', its attack dice increase by D5 and its Weapon+ increase by D5.																											
1	Mark of Kermpfer Brand	10 Swift Steeds: the bearers of the Mark of Kemper gain +D5 PACE, rolled for in the battle rolls step of the Joining Battle Sequence. Mounts only: only beasts of the Kin 'Horse' or 'Drune-Horse' that are mounts may bear this brand.	Borne	2+MM (mount mass)																								

Mutations		Mutation Rules	Class	Cost
1	Scar-Hound Sorcerous Brand	1 Clamping Bite: The bearers of the Scar-Hound brand gain the 'quick strike' rule on any combat weapon they have of the type Bite. Hounds only: Only warriors of the Kin 'Hound-Aberant', 'Hound-Horse' and 'Drune-Hound' may bear this brand.	Borne	UM

YUR-i-AH-li-a

YSN-KYS-0005 - Euryalia

Kə-ROH-wek ov karn doo

YSN-KYS-0101 - Carrowek of Carn Dhu

Mə-GE-dig

YSN-KYS-0101-700 - Carrowek of Carn Dhu on Margedig

WOR-droon

YSN-KYS-0101 - Carrowek of Carn Dhu; YSN-KYS-0201 - Crom of Carn Wrach

OR-ger DROON

YSN-KYS-0260 - Kerazek; YSN-KYS-1260 - Kernuor

MELUSINE-MOTHER

mel-YOO-seen MUTH-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost								
							2	1									
							Mass	Base Size									
Ysians	Ker-Ys	Melusine	Warlord	Noble	Elite	Rare	1	30mm		39							
MELUSINE-MOTHER		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper								
Insensate; Unseeing		5	83	33	36	7	94	95	54								
Abilities		Disciplined; Sorcerer (2); Tactician							Focus Range: 9"								
Wound Track		1	2	3	4	5	6										
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules					
1	Death-Claws Claws	1	2	3	4	5	6		8	41	0.5 "			1	2	Borne	Quick Strike; Quick Parry
INVOCATIONS		Invoke Dice		Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules						
1	Sairen-Song Focus	1		<p><i>Singing Swords:</i> the Mother-Melusine unit does not have to forgo a combat weapon if Sairen-Song is performed as a combat invocation.</p> <p><i>Marked Unit:</i> the Marked unit must be a friendly unit of the Kin Melusine or Morvargh.</p> <p><i>Constant Effect:</i> the Marked unit becomes a Sairen unit, gaining +3 attack dice upon each Marked warrior's primary combat weapon. Sairen units are Difficult Targets and Difficult Marks, and any unit engaged with the Sairen unit that is not a construct or does not have the 'insensate' trait (called the Sung unit), and is a noble or a vassal, immediately becomes confused. If the Sairen unit contains a mustered herald, the Sung unit immediately becomes entangled and confused.</p> <p><i>Rules:</i> Combat Invocation; Once per Mark; Entire Mark; Mutable</p>													
ENGINE OPTIONS		Engine Option Rules										Engine+	C+A	Cost			
Birthing Chair Engine Leader		Gains the Engine Leader (Birthing Chair) ability in addition to the crew. The Birthing Chair as a whole becomes a noble warrior and may still Join a unit of Sword-Melusines. recuna: one melusine-mother may, once per battle, perform a birth action (which is a wearying action) in her activation, whereupon she gives birth and immediately sacrifices the babe to the glory of Kernunnos. Should she do so, she must immediately Animate an Avatar of Kernunnos by passing a SKILL TEST called an ANIMATION TEST . If the ANIMATION TEST is failed, the Avatar is not Animated and the Melusine-Mother must immediately roll upon the Fumble Table (consider her invoked dice to be 1).										6	42	51			
YSN-KYS-0127 - Demelza of Ys																	

The ROSE of KER-iss

YSN-KYS-1070-100 - The Rose of Ker-Ys

UL-rik the DE-fyl-er

YSN-KYS-1070-200 - Ulric the Defiler

DETH-mel-YOO-seen

YSN-KYS-1127 - Sairen Rose

SIK-el MOR-var

YSN-KYS-1511 - Morgana

DETH ZEL-ət

YSN-KYS-2xxx - ?

BAT-əl-droon

REAVE-DRUNE														
REEV-droon														
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost			
							2	1						
							Mass	Base Size						
Ysians	Ker-Ys	Drune	Warchief	Noble	Drilled	Common	1	30mm			13			
REAVE-DRUNE		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper					
Insensate; Unseeing		5	66	35	24	5	73	53	18					
Abilities		Disciplined; Tactician												
Wound Track		1	2	3	4									
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
1	Battle-Ax Great Axe	1 2 3	18	53	0.5 "				2	2	Borne	Hook		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		Cost
1	Battle-Chain Chain	1 2 3 4	16	51	2 "				2	2	Borne	Replace (Battle-Ax); Pierce		3
1	Battle-Falchion Sword	1 2 3 4 1 2 3	8 16	43 51	0.5 " 0.5 "				1 2	1 2	Borne Borne	Replace (Battle-Ax); Switch Hands (Battle-Falchion); Parry		0
1	Ax and Falchion Axe; Sword	1 2 3 4 5 6	10	45	0.5 "				1	2	Borne	Replace (Battle-Ax); Quick Strike; Parry or Hook		2
1	Battle-Sickle Sickle-Sword	1 2 3 4 1 2 3	9 18	44 53	0.5 " 0.5 "				1 2	1 2	Borne Borne	Replace (Battle-Ax); Switch Hands (Battle-Sickle); Vicious Damage		1
1	Battle-Glaive Glaive	1 2 3 4 1 2 3	9 18	44 53	1.5 " 1.5 "	9	53		1 2	1 2	Borne Borne	Replace (Battle-Ax); Mounted Impact Strike; Mounted Charge+ Foot only		0
1	Battle-Axes Axe	1 2 3 4 5 6	9	44	0.5 "				1	2	Borne	Replace (Battle-Ax); Quick Strike		1
1	Barbed Whip and Ax Whip; Axe	1 2 3 1 2 3	9 7	44 42	0.5 " 3 "				1 1	1 1	Borne Borne	Replace (Battle-Ax); Hook Goat		-2
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules		Cost
1	Battle-Bow Bow	1 2	9	44	0"	9"	36"	48"	1	2	Borne	Add		2
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules		
1	Helm Helmet		5	29						0	Worn			
2	Greaves Greaves		4	33						0	Worn			
NOBLE OPTIONS		Noble Option Rules												Cost
An-Kern-Drune Host Banner Bearer		May bear the Host's Banner. Gains the Host Banner Bearer ability												7
Kern-Drune Host Herald		May bear the Host's Instrument. Gains the Host Herald ability												7
Hound-Master Beast Handler		Purchased with (Barbed Whip and Ax); Gains the Beast Handler (Drune-Hound, Hound-A aberrant) ability												3
Shadow-Master Scout		Purchased with (Battle-Bow); Foot only; Gains the Scout and Skirmisher abilities and, if he is a commander, the Marksman ability; cannot be the general												3
MOUNT OPTIONS		Mount Option Rules									Mass	Mount+	C+A	Cost
Margh Beast Mount		May ride a Margh; Rider gains the Flanker ability									3			6
Drune-Horse Beast Mount		May ride a Drune-Margh; Rider gains the Flanker ability									4			17
Hound-Margh Ardent Mount		May ride a Hound-Margh; Rider gains the Flanker ability									6	13	42	63
YSN-KYS-0101 - Carrowek of Carn Dhu; YSN-KYS-0201 - Crom of Carn Wrach; YSN-KYS-1201 - Hedroc of Carn Maen; YSN-KYS-1211 - Annik of Carn Wrach;														
YSN-KYS-1275-100 - Jowan of Carn Dhu; YSN-KYS-1230 - Mawdred of Carn Dhu; YSN-KYS-1070-200 - Ulric the Defiler														

KIL-droon

YSN-KYS-1222 - Garth of Kernow

SEE-er DROON

YSN-KYS-0260 - Kerazek; YSN-KYS-1260 - Kernuor

HAR-vest DROON

YSN-KYS-1160 - Zethag of Carn Dhu

FLESH-droon

YSN-KYS-1280-100 - Gondard of Karaez

NI-thing

DETH-brook

DETH *ab-HO-rənt*

DROON-broet

YSN-KYS-2920 - ?

DETH-droom

YSN-KYS-2000 - ?

AX-droon

YSN-KYS-2110 - Axes of Carn Maen; YSN-KYS-2120 - Chains of Carn Maen

SHA-doh DROON

YSN-KYS-2520 - Shadows of Carn Bran; YSN-KYS-2530 - Rogues of Carn Bran

BOH-droon

YSN-KYS-2400 - Bows of Carn Dinas

GOAD-droon

YSN-KYS-2550 - Goaders of Ker-Ys

SORD-MEL-yoo-seen

ZEALOT
ZEL-ət

YSN-KYS-2xxx - ?

SKUM

YSN-KYS-2xxx - ?

BROOT

BRUTE-CORRUPTOR

BROOT co-RUP-ter

YSN-KYS-3940 - Corruptors of Kraozon

ab-HO-rənt

YSN-KYS-3860 - Murderous Abhorrents of Ys; YSN-KYS-3870 - Ruinous Abhorrents of Ys

MAR-droon

SICKLE-MORVARGH													
SICK-el MOR-var													
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost		
							2	5+/5+/10					
							Mass	Base Size					
Ysians	Ker-Ys	Morvargh	Cavalry	Vassal	Elite	Rare	3	60x35mm	24				
SICKLE-MORVARGH		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Insensate; Unseeing		9	74	31	11	6	87	33	45				
Abilities		Adept; Bound (Euryalia); Bulk Charger; Disciplined; Flanker; Sorcerer (1)									Focus Range: 8"		
1 2 3 4 5 6	Sickle-Morvargh 1	1 2 3 4 5 6	Sickle-Morvargh 2	1 2 3 4 5 6	Sickle-Morvargh 3	1 2 3 4 5 6	Sickle-Morvargh 4	1 2 3 4 5 6	Sickle-Morvargh 5				
1 2 3 4 5 6	Sickle-Morvargh 6	1 2 3 4 5 6	Sickle-Morvargh 7	1 2 3 4 5 6	Sickle-Morvargh 8	1 2 3 4 5 6	Sickle-Morvargh 9	1 2 3 4 5 6	Sickle-Morvargh 10				
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	
1	Sairen-Sickle Sickle	1 2 3	16	47	0.5"				2	2	Borne	Quick Strike; Quick Parry; Thwart; Vicious Damage	
2	Shod Hooves Trample	1 2 3	11	42	1"				1	0	Worn	Sightless Strike	
INVOCATION		Invoke Dice	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules				
1	Sairen-Song Focus	1	Singing Swords: the Sickle-Morvargh unit does not have to forgo a combat weapon if Sairen-Song is performed as a combat invocation. Marked Units: the Marked unit must be a friendly unit of the Kin Melusine or Morvargh. Constant Effect: once per turn, upon each Marked warrior's primary combat weapon. Sairen units are Difficult Targets and Difficult Marks, and any unit engaged with the Sairen unit that is not a construct or does not have the 'Insensate' trait (called the Sung unit), and is a noble or a vassal, immediately becomes confused . If the Sairen unit contains a mustered herald, the Sung unit immediately becomes entangled and confused . Rules: Combat Invocation; Once per Mark; Entire Mark; Mutable										
UNIT OPTIONS		Unit Option Rules											Cost
Mother Champion		One Sickle-Morvargh becomes the mustered champion, who gains +1 attack die on her primary combat weapon											6
Gigh Banner Bearer		One Sickle-Morvargh becomes the mustered banner bearer											4
Sairen Herald		One Sickle-Morvargh becomes the mustered herald											4
YSN-KYS-4030 - Sickles of Ys													

MYOOL broot

YSN-KYS-5530 - ?

HOWND AB-ə-rənt

YSN-KYS-7150 - Aberrants of Ys

HOWND-mar

YSN-KYS-8680 - Grazo; YSN-KYS-8680-100 - Grazoac

KAR-nun BEAST

YSN-KYS-7526-100 - Serroc; YSN-KYS-7676-100 - Muloc

DROON-mar

YSN-KYS-7510-100 - Margedig

Mar

YSN-KYS-7470-100 - Ecce; YSN-KYS-7621-100 - Skagan; YSN-KYS-7830-100 - Horses of Carn Maen

DROON-hound

YSN-KYS-7000 - Hounds of Carn Dhu

PIG-BOG

YSN-KYS-1280-223 - Beb on Pig-Bog

KY-meer-a

YSN-KYS-8915 - The Terror of Fortriu

MAN-ti-KOR-ə

YSN-KYS-8665 - Ungefelic

00-thardz KY-meer-ə

YSN-KYS-8670 - Marzaon

JOY-ning TWEN-ti

YSN-KYS-8xxx - Joining XX

KON-junkt THER-teen

YSN-KYS-8920 - Conjunct XIII

KON-junkt TEN

YSN-KYS-8865 - Conjunct X

BOHN-AB-ə-rənt

YSN-KYS-8615 - Torku

MEET-HULK

YSN-KYS-8600 - Druc; YSN-KYS-8601 - Hammer-Druc

FILTH-HULK

YSN-KYS-8450 - Sana

BROOT-beest

YSN-KYS-8250 - Beasts of Colcor; YSN-KYS-8260 - Beasts of Uthard

AV-a-tar ov KER-nun-os

YSN-KYS-8xxx - ?

MAN MASH-ə

YSN-KYS-9xxx - ?

FLESH THRESH-ə

YSN-KYS-9xxx - ?

BIRTHING CHAIR

BERTH-ing CHAIR

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost
							0	1	
							Mass	Base Size	
Ysians	Ker-Ys	Birthing Chair	War Engine Carriage Engine	Vassal	Elite	Rare	9	90x50mm	40

GIGH-MELUSINE CREW

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Crew Size	Base Size
							2		
							Mass		
Ysians	Ker-Ys	Melusine	Infantry <i>War Engine Crew</i>	Vassal	Elite	Rare	1	1	30mm
GIGH-MELUSINE CREW		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper
<i>Insensate; Unseeing</i>		5	76	31	9	3	84	25	45

Gigh-Melusine Crew Abilities		Bind Permanently (Birthing Chair); Disciplined; Driver; Engine Crew							
1	2	3							

Gigh-Melusine

CREW COMBAT WEAPON		Attack Dice			Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules
1	Sairen-Sword <small>Sword</small>	1	2	3	16	47	0.5"				2	2	Borne	Quick Strike; Quick Parry
CREW ARMOUR					Armour+	C+A						Hands	Class	Armour Rules
1	Birthing Chair <small>Carriage Engine</small>				13	22						0	Engine	

BIRTHING CHAIR CARRIAGE ENGINE

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Engine Size	Base Size	
							0			
							Mass			
Ysians	Ker-Ys	Birthing Chair	War Engine <i>Carriage Engine</i>	Engine	Mindless	Rare	2	1	90x50mm	
							2			
BIRTHING CHAIR		4	0	0	56	8	0	0	5	
Birthing Chair Traits & Abilities		Immune (Soul, Petrification, Fume); Resistant (Death, Cold, Freeze, Venom); Tough; Flammable; Hang On!								
1	2	3	4	5	6	7	8	Birthing Chair		

Birthing Chair

ENGINE ARMOUR		Armour+	C+A		Hands	Class	Armour Rules	
1	Wooden Frame Construction	8	64		0	Natural		
ENGINE OPTIONS		Engine Option Rules						Cost
Gigh Bearer Host Banner Bearer		May bear the Host's Banner if a Host Banner Bearer is not already purchased. The Host Banner range is 18". Engine gains the Host Banner Bearer ability						7

GIGH-MELUSINE DRAUGHT ANIMAL

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Draught Animal Size	Base Size
							0		
							Mass		
Ysians	Ker-Ys	Melusine	Infantry <i>Ardent Draught Animal</i>	Vassal	Elite	Rare	1	6	30mm
GIGH-MELUSINE		5	76	32	9	3	84	25	24
Gigh-Melusine Traits & Abilities		Adept; Ardent Draught Animal; Bound Permanently (Birthing Chair); Disciplined; Insensate; Unseeing; Sorcerer (1); Move per Draught Animal							

Gigh-Melusine Traits & Abilities			Adept; Ardent Draught Animal; Bound Permanently (Birthing Chair); Disciplined; Insensate; Unseeing; Sorcerer (1); Move per Draught Animal																																
1	2	3	Gigh-Melusine 1			1	2	3	Gigh-Melusine 2			1	2	3	Gigh-Melusine 3			1	2	3	Gigh-Melusine 4			1	2	3	Gigh-Melusine 5			1	2	3	Gigh-Melusine 6		

DRAUGHT ANIMAL COMBAT WEAPON				Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	
1	Sairen-Sword			1	2	3	8	40	0.5"			1	1	Borne	Quick Strike; Quick Parry	
				Sword												
DRAUGHT ANIMAL ARMOUR						Armour+		C+A					Hands		Class	Armour Rules
1	Birthing Chair						13	22					0	Engine		
				Carriage Engine												
DRAUGHT ANIMAL INVOCATION				Invoke Dice		Power		Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules			

1	Sairen-Song	1		<p>Singing Swords: the Gigh-Melusine draught animals do not have to forgo a combat weapon if Sairen-Song is performed as a combat invocation.</p> <p>Marked Unit: the Marked unit must be a friendly unit of the Kin Melusine or Morvargh.</p> <p>Constant Effect: the Marked unit becomes a Sairen unit, gaining +1 attack dice upon each Marked warrior's primary combat weapon. Sairen units are Difficult Targets and Difficult Marks, and any unit engaged with the Sairen unit that is not a construct or does not have the 'insensate' trait (called the Sung unit), and is a noble or a vassal, immediately becomes confused. If the Sairen unit contains a mustered herald, the Sung unit immediately becomes entangled and confused.</p> <p>Rules: Combat Invocation; Once per Mark; Entire Mark; Transient</p>									
		Focus											

YSN-KYS-9xxx - ?