

YSIAN MUSTER Version 2.07

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HOST SILVER

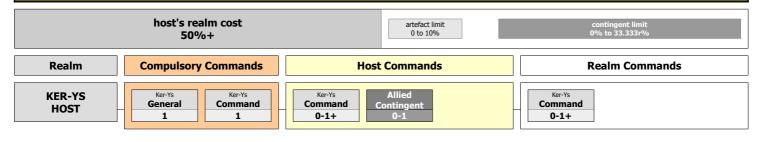
YSIANS MUSTER WENDLIST Changes to the Ysians muster are recorded here.

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-Nithing 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 linked Walk or Run action after a Scavenge action
	Scavenge actions now add the mass of the dead warrior object to the nithing'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	
V2.06	The Raging Terror brand clarified so that Counter-Engagers with this brand always Attack 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
V2.07	
	Altered the focus range and silver costs of all sorcerers
	Altered the shoot dice of most and 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

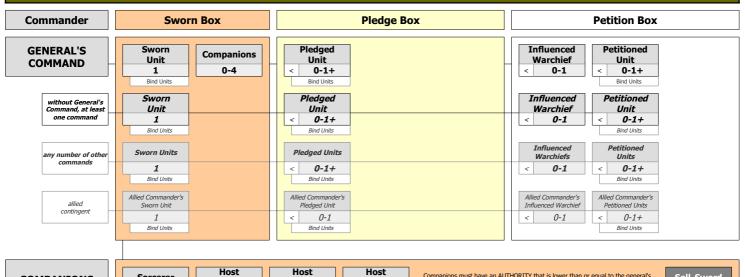
YSIAN HOST

vays be the noble with the highest AUTHORITY. nust be spent on warriors from the same realm as the general. ngent. Up to 10% of your host may be spent on artefacts.



COMMANDS

At least one command must be present in the host, either the general's command or a command or a



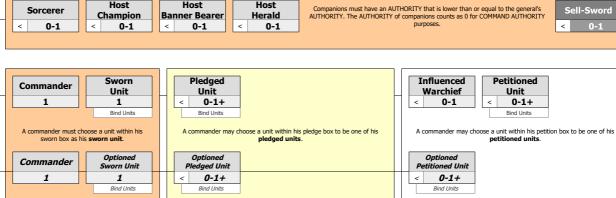


COMMANDER'S

COMMAND

with option

restrictive option



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 Restricted Commander Sworn Unit

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' CW 0-1+

Pledged Unit

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

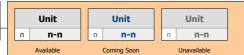
If a unit is joined to a noble by a double line known as a **noble path**, that noble <u>must</u> be mustered within a command before the unit on that path can be mustered.

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.

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**. 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.

MINIATURE AVAILABILITY



Noble

0-1

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.

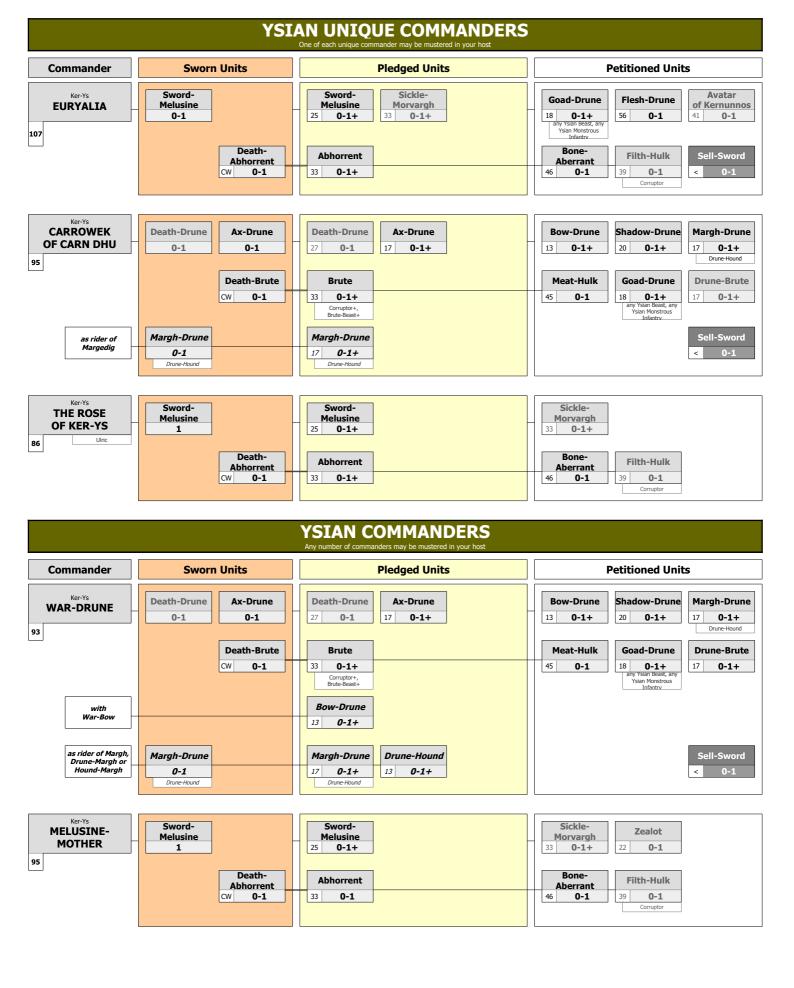
Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.

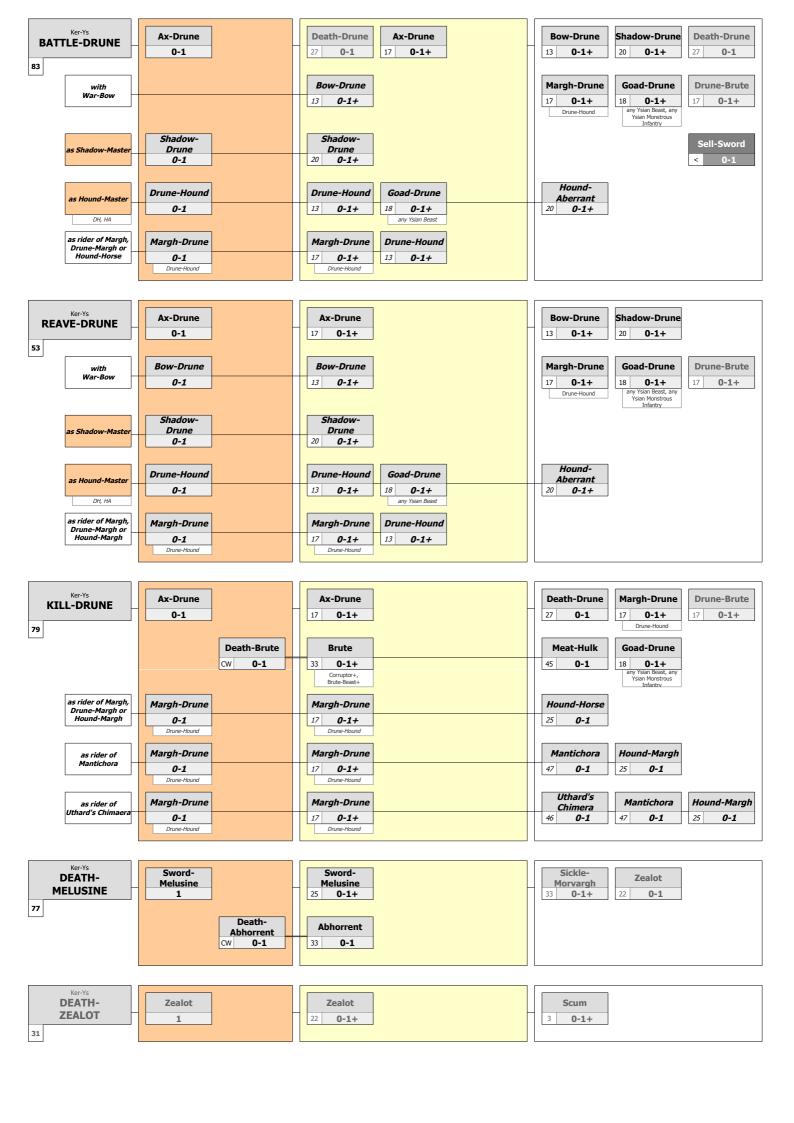
Restricted

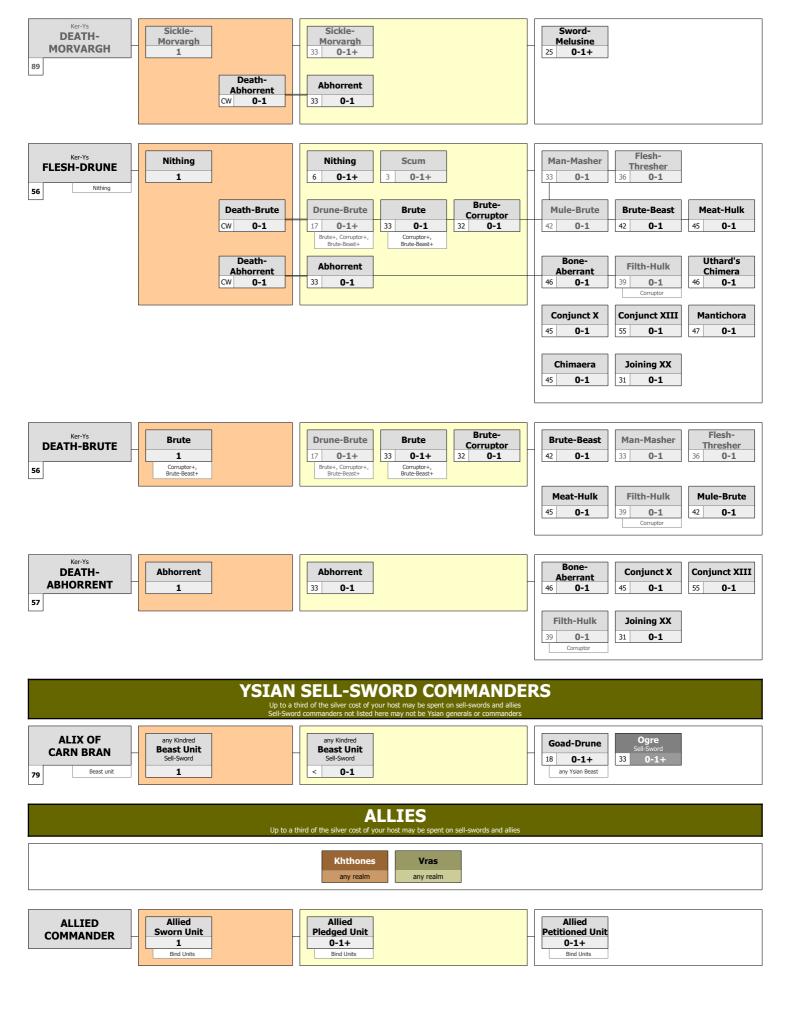
Petitioned Unit

0-1+

Bind Units







		P	OW	ER (OF	Ysian Inve	Cation Lis	ORI	NEI) G	OD				
				realm may must											
	INVOCATION	Invoke Di	oe e	Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules		Cost		
1	Blind Focus	1 2	Rules	ediate and Const :: Once per Mark; N			hat do not ha	ive the 'unsee	ing' trait beco	ome unsight	ed.		5		
2	Bones of the Lost Sight	1 2 3 4 5 6 7 11 12 13 14 15 16 17		43	0"	6"	32"	40"	1				5		
3	Bursting Flesh Focus	1 2 3 4 5 6 7	8 9	53					1	Rules: Dist	inct Mark; Ig	nores Armour; Corruption Damage	9		
4	Sweet Corruption Focus	1 2 3	Imme Const	ediate Effect: Mar tant Effect: The M	** Marks: Marked unit may only be an enemy unit with the Living trait. **Idiate Effect: Marked unit suffers D5 invoke damage per invoked die (the damage from which is distributed randomly amongst its Marked warriors). **Int Effect: Marked unit suffers D5 invoke damage per invoked die, attached to each Different Mark's wounded warrior first. **Corruption Damage**										
5	Curse of Kernunnos	1 2 3	Const Marke modifi Rules	tant Effect: The M d warrior suffers u	unit: Marked warrior may be any one warrior within total focus range. # 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 varrior 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* and other damage modifiers are applied. If the CURSE TEST is passed, nothing happens. istinct Mark										
11	Blades of the Horned God Sight	1 2 3 4 5 6 7	8 9 10	52	0"	6"	36"	48"	2	Corruption	Damage		6		
7	Mutate Focus	1 2 3 4 5	damag invoke	ge per invoked die,	farked unit be distributed ra nary combat	ecomes a Mut andomly amor weapon or +1	tated unit and an angst the Muta	nd each Mutat ited warriors.	ed warrior be In addition to	comes or ren	nains frenzie attack die, ead	d. The Marked unit immediately suffers 1 invoke th Mutated warrior gains either +1 attack die per as +D10 MIGHT per invoked die.	12		
8	Blood Sacrifice Focus	1 2 3	Consi	dly Marks: Marker tant Effect: One Naused by one Attac s: Once per Mark	1arked warrio	or - the Sacrif	iced warrio	r - from the M	larked unit di		the remaining	g Marked warriors may double the amount of dam	13		
9	Wrath of Kernunnos Focus	1 2	vigour the Ch battle Const curren	lendly 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 our state for requirements purposes) against an enemy unit determined by the Invoker, thus also becoming a Charging Wrathful unit. Resolve the Charge action of 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 tile hour) - before continuing with the Invoker's activation. Instant Effect: The Marked unit becomes a Wrathful unit and each Marked warrior - also called a Wrathful warrior - becomes or remains frenzied (regardless of his rent heart). Add a frenzied attack die to each Wrathful warrior, even if it already has one. Mes: Once per Mark; Units Mark; Unstable									18		
10	Rampaging Fury	1 2	enemy Once t		ed unit immed nvoker. The N ry dissipates,	diately become Marked unit m the Marked un	es frenzied a just immediat	and under the ely perform a	control of the Rampage rea	e Invoker's pla action. Resolv		rked unit treats any other unit on the battlefield as n before continuing with the Invoker's activation.	an 21		
11	Horned Fury Sight	1 2 3 4 5 6 7	8 9 10	65	0"	6"	48"	60"	2	Pierce			13		
12	Fate's Sting	1 2 3 4 5		tant Effect: The M :: Once per Mark; E			s dice, fallen	dice and dissip	pated dice, as	well as any A	ATTRIBUTE T	EST it is required to make. The second roll is bindi	ng. 18		
	Gift of Kernunnos Focus	1 2 3	equal invoke		Marked warrior's mass an rior's mass an rge+ value is	or gains an ex nd the M+W is double the re	tra Kernunn equal to the	os' Horns co Marked warri	mbat weapor or's MIGHT p	lus the Weap	on+ or Charg	wn below. The attack dice of Kernunnos' Horns are e+ value. The Weapon+ value is equal to D10 per			
13	COMBAT WEAPON	Attack Die	e Weap	on+ M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	25		
	Kernunnos' Horns				0.5"				1	0	Natural	Impact Mighty Strike; Charge+			
14	Scry Focus	1 2 3	Friend alread Addition hour. Enem	y got one) and the onally, the Retainer	iate Effect: I next time he r may attemp	If the Marked attempts to t to Retain the	unit is a frier Retain the Ini e Initiative in	idly general or itiative he auto the current b	commander omatically pas attle hour eve	in the Invoke ses his INITI n if the Retai	ATIVE TEST v ner's host has	Retainer), he gains a retain token (even if he h without having to make his INITIATIVE ROLL. s already Retained the Initiative in the current batt ins he carries are removed.			
15	Rapturous Visions Focus	1 2 3	becom 4" Ra Imme Consi an EN ENRAF have t Futur Vision:	nes the unit within pturous Visions ediate Effect: Each tant Effect: Each IRAPTURED TEST PTURED TEST is far to take an ENRAPT!	the Rapturous Template: p th warrior with Marked unit of with an ENR iled, the Mark URED TEST. nd of each ba	s Visions with place the centr hin the Raptur containing war APTURED RO ked unit's livin uttle hour, befo	the highest 1 re of the 4" Ra rous Visions viriors with the LL. If the ENI g warriors ma	TEMPER value apturous Vision vith the 'living e 'living' trait to RAPTURED TE ay not Move. I	ns Template ' trait become hat wishes to ST is passed, Marked warric	upon the Mar es immobile . Move whilst the Marked tors without th	ked point. within the Ra unit may <i>Mov</i> e 'living' trait	ect terrain. When placed upon units, the Mark pturous Visions must take a FORTITUDE TEST call e as normal but becomes confused. If the are not affected by the Rapturous Visions and do urous Visions become immobile but if the Raptur	14		

FAVOURS OF KERNUNNOS

MBAT WEAPON ARTEFACT	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules	Cost			
Blade of Ruin	+ 1 2	15	+15	0.5"			2	2	Borne	Add or Replace; Corruption Damage	6+M			
Dripping with corruption	Foul: the bearer of the	Blade of Ruin g	ains the 'loa	thsome' trait	and the 'inser	sate' trait, as well a	s the 'resist (corrupti	on)' trait.						
Sword of Karniinnos	+ 1 2 3	16	+16	0.5"			2	1	Borne	Add or Replace; Parry	13+N			
Sorcerous Sword 2	+ 1 2	32	+32	0.5"			3	2	Borne	Add or Replace; Parry; Foot only	13+1			
The Horned God's gift	Skilled: Only warriors	Skilled: Only warriors with a SKILL attribute of 50 or more may bear the Sword of Kernunnos.												
Witch-Blade	1 2 3 4 5 6 7	22	+22	0.5"			2	2	Borne	Add; Quick Strike; Quick Parry; Thwart	9+N			
Sorcerous Sword 3 Swift and deadly	Bone sharp: Enemy v Sairen only: Only wa	Sairen only: Only warriors of the Kin 'Melusine' or 'Morvargh' may bear the Witch-Blade.												
Grev Sickle	+ 1 2 3	11	+11	0.5"			1	1	Borne	Replace; Vicious Damage	10.1			
	+ 1 2	22	+22	0.5"			2	2	Borne	Replace; Vicious Damage; Foot only	10+M			
The agony of the ages	Screaming Blade: Th	ne Grey Sickle ca	uses enemy	warriors to p	erform parries	with a +1 parry mo	odifier.							
Petroc's Vengeance Sorcerous Axe 5	+ 1 2	24	+24	1.5"			2	2	Borne	Replace; Hook	13+			
A swift death	Splintering Axe: Fate	ed strikes caused	by Petroc's	Vengeance a	re doubled.									
Korndelen	+ 1 2 3 4 5 6	10	+10	0.5"			1	1	Borne	Add or Replace; Quick Strike; Mordant	8+1			
Sorcerous Sword 6	+ 1 2 3 4	20	+20	0.5"			2	2	Borne	Add or Replace; Foot only; Quick Strike; Mordant	0.14			
Infused with cracked horn	Blinding speed: the bearer of Korndelen may force enemy warriors to re-roll graze dice.													
	+ 1 2	22	+22	0.5"			1	1	Borne	Replace; Hook; Terrible Damage	13+			
Uther's Bane Sorcerous Axe 7	+ 1	44	+44	0.5"			2	2	Borne	Replace; Foot only; Hook; Terrible Damage	13+			
The ancient edge of murder	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.													
Spike-Favour	+ 1 2 3 4 5 6	23	+23	1"			2	0	Natural	Replace; Pierce; Quick Strike; Vicious Damage	9+1			
Sorcerous Spikes 8 Swift and murderous	Grafted spikes: the b						s the spikes have rep	laced them,	and gains 2	frenzied attack dice rather than the usual 1.				
	+ 1 2 3 4 5	15	+15	0.5"			1	1	Borne	Add or Replace; Pierce; Hook	14+			
Sorcerous Axe	+ 1 2 3 4	30	+30	0.5"			2	2	Borne	Add or Replace; Pierce; Hook; Foot only	141			
	Fury: the bearer of the	e Axe of Deroch	becomes fre	nzied at the b	begining of the	e battle, but gains 3	frenzied attack dice	rather than t	he usual 1. A	dditionally, the Axe of Deroch causes vicious damage	е.			
Traitor	+ 1 2 3 4	10	+10	0.5"			1	1	Borne	Add or Replace; Ignores Armour	0,11			
Sorcerous Sword		20	+20	0.5"			2	2	Borne	Add or Replace; Foot only; Ignores Armour	9+M			

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
Net of Spikes	1 2 3 4	11	+11	0"	0"	6"	9″	1	0	Borne	Add	3+M
Sorcerous Net 1 the spiked web	Entangler: enemy warri the end of their next activ			lower than th	e bearer) tha	t suffer at lea	st one fated s	shot die from t	he Net of Sp	ikes are imm	nediately entangled and may not attempt to <i>Disenta</i>	angle until
opinicering Arrons	Equal	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow)	5+M
Sorcerous Arrows 2 thrice-split	Splintering: the shoot of	ice of the bea	arer of the Sp	olintering Arro	ws is tripled,	but his shots	with the Splin	itering Arrows	have a +1 sl	hoot modifie	ır.	
Kern-Bow	+ 1 2	27	+27	0"	3"	48"	72"	2	1	Borne	Add or Replace	12+1
Sorcerous Bow shaved from the horned god	Traitor Horns: the Kern-Bow gains the 'terrible damage' rule against enemy warriors that have a combat weapon of the type 'Horn'.											
Spear of Karaez	1 2 3	18	+18	0"	6"	15"	18"	2	1	Borne	Add; Vicious Damage	9+M
Sorcerous Throwing Spear 4 agonising pain awaits	Wibrating 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.											
Sickle-Daggers	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
Sorcerous Throwing Daggers 5 wickedly barbed	Serrated pain: graze di	ce rolled by the	he Target of t	the Sickle-Dag	gers become	damage dice	instead.					
Blackfeathers	Equal	-	-	-	-	-	-	1	-	Borne	Add; Muster with (Bow)	15+N
Sorcerous Arrows ⁶ the feathers of vengeful carrion	Winged Death: fated shots caused by the blackfeathers, when used to Shoot 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 Soar and thus become Circling warriors.											
Filth-Balls	1 2 3	1	+1	0"	0"	12"	15"	1	2	Borne	Add; Combat Shot Weapon; No Lethal Range; Move and Shoot; Shots (3); Corruption Damage	7+M
Sorcerous Balls of bloody pus and black ordure	Covered in Filth: Enemy Targets that suffer shot dice or fated shot dice (i.e., that have been Shot by the Filth-Balls successfully) that do not have the 'insensate' trait instantly become shaken.											
Blood-Seeker	+ 1 2 3 4	12	+12	0"	6"	36"	48"	1	2	Borne	Add or Replace; Distinct Shot	9+M
Sorcerous Bow blood-soaked thirst	Lust for Blood: the bea	rer of Blood-9	Seeker, when	Shooting aga	inst enemy T	argets that ha	ve blood-lust	tokens attach	ed to them,	has a -1 sho	ot modifier per blood-lust token to a minimum of 1.	
Eye of Malgven	1 2 3	1D5	1	0"	0"	12"	18"	1	0	Borne	Gaze; Soul Damage; Distinct Shot	11+N
Sorcerous Eye the sorrow of the lost	Un-sight: The Eye of Ma Greedy: if the Eye of Ma											
Bow of Shadows	+ 1 2 3 4	15	+15	0"	6"	32"	36"	1	2	Borne	Add or Replace	8+M
Sorcerous Bow 10 the lurking menace	Unseen Threat: enemy For the Skilled: only wa						ows, to a ma	ximum of 9.				

WEAPON COATING	Weapon Coating Artefact Rules	Class	Cost
1 Fire Shot Weapon Coating	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	Rules: Add; Mundane Artefact; Corruption Damage	Borne	2
Black-Blood Weapon Coating	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 bisentangle action until the end of the current battle hour. If a Disentangle action is successful, all Black-Blood tokens are removed from the warriors affected. Frenzied warriors cannot be affected by Black-Blood. Rules: Add: Mundane Artefact Rules: Add: Mundane Artefact	Borne	2
Droug-Delenn Weapon Coating	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	Hand	ıds C	Class	Armour Artefact Rules	Cost
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	7	+7		0	Worn	Add or Replace	12+N			
Mask of Carn Dhu Sorcerous Helmet primeval terror	Terrifying: the wearer of the Helm of Carn Dhu gains the 'terrifying' trait. Mask of Terror: enemies wishing to Engage 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 Flee reaction, even if they are Fearless or Frenzied (Frenzied units immediately lose their frenzy). Some terrors cannot be borne.									
Shining Greaves	5	+5		0	Worn	Add or Replace	4+M			
Sorcerous Arm Greaves swift and strong	Shot-Seeker: The wearer of the Si	nining Greav	gains a -2 evade modifier (except for s	shots from spray, throw or gaze weapon	s).					
Skull-Plate	12	+12		0	Worn	Add or Replace	9+M			
Sorcerous Light Armour horned and ancient	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 Joined) 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 Joined must compulsorily Chase enemy units that Fiee as a result of being Defeated, however.									
elm of Many Horns	13	+13		0	Worn	Add or Replace	5+M			
Sorcerous Helmet forged within drunemeton	Seer-Helm: The wearer of the Heli	m of Many H	ns gains a -1 parry, evade and sight in	oke modifier.			'			
Blood-Greaves	4	+4		0	Worn	Add or Replace	8+M			
Sorcerous Arm Greaves the unquenchable thirst	Lustful: for each blood-lust token a	ittached to t	wearer, he gains +D5 SKILL. Calculate	this each time the amount of blood-lus	t on the beare	er changes.	'			
Cracked Armour of	18	+18		0	Worn	Replace	8+M			
Beuzeg Sorcerous Light Armour cracked and blighted	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.									
Armour of Lug	_ 11	+11		0	Worn	Add	10+N			
Sorcerous Breastplate sun-bright	Blinding: Attack actions against the bearer have a +2 strike modifier. Additionally, the bearer is seen D10".									
Drip-Helm	9	+9		0	Worn	Replace	13+N			
Sorcerous Helmet the inner eye	Predicted: the wearer always coun	ts as having	SKILL one SKILL BAND higher than an	enemy warrior Attacking him, unless h	is own SKILL	would be two or more SKILL BANDS hi	gher.			
Gore-Pauldrons	5	+5		0	Worn	Add or Replace	8+M			
Pauldrons brutal spikes	Spiked: Enemy warriors in base con have resolved their Attack action ag			ass - and that cause one or more damage	ge to the wear	rer in an <i>Attack action</i> - immediately su	iffer D5 WOUNDS after the			
Rust-Cage	18	+18		1	Worn	Add or Replace	8+M			
Sorcerous Heavy Armour flaking corrosion	Rusted Bands: enemy warriors in base contact with the wearer, they grutes and Abhorrents only: Only	gain no furth	corrosion tokens from the wearer.	ne corrosion effect token for each activation this armour, disregarding the normal rule.		•	my warriors are not in			

ARTEFACT BANNER		Artefact Banner Rules	Cost
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 Engage 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 Soar (if it has the 'soarer' ability) or immediately halt where it is on the battlefield (if it does not).	11+M
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 Joined suffer the Horned God's pain before any Combat Result reactions are performed. The bearer must roll 2010 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
The Third Eye Sorcerous Emblem	3	Foreseen: The bearer and any unit he has Joined - 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
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
Blood-Banner Sorcerous Banner	5	Glorious Victory: The bearer and any unit he has Joined begin the battle in an exulted heart state and with 2D5 blood-lust tokens attached to it.	2+M
Horned Wrath Sorcerous Banner	6	Angered: The bearer and any unit he has Joined become frenzied at the start of the battle, adding +1 frenzied attack die to their primary combat weapons.	2+M
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
Horns of Kernunnos Sorcerous Finial	8	Lost Bones: the banner contains the Bones of the Lost invocation as a slaved invocation, which may be Invoked 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
Ruinous Standard Sorcerous Banner	9	Corrupted: the bearer and any unit he has Joined 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
Banner of Carn Dhu Banner	10	The Dreaded Host: the bearer of the Banner of Carn Dhu, and any unit he has Joined, gains the 'fearsome' trait. Such is the reputation of the warriors of Carn Dhu that the bearer and the unit he has Joined 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
Breus-Gwerz Sorcerous Tune	Quail the Foe: if the bearer performs the Breus-Gwerz one Living enemy unit within instrument range must immediately perform a Panic reaction. If the enemy unit chosen is frenzied, it must immediately perform a Convulse reaction as per the Defeated Frenzied Combat Result reaction 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 2 Sorcerous Tune	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 'Morvardh' may play this tune.	9+M
Cracked Horn Sorcerous Instrument	The Lust: If the bearer performs a successful Inspire action 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 must Charge the closest unit - friend or enemy - in its next activation and then Attack them. The Lustful unit counts as an enemy unit of the unit they have Charged until their Attack action, and any Attack reactions against them, are resolved. Combat result reactions must be performed as normal.	11+M
1 Gigh-Song 4 Sorcerous Tune	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 5	Aggravating Noise: If the bearer performs an Inspire action with the Infuriate tune, one friendly warrior with the 'Roarer' ability within instrument range immediately performs an embedded Roar action, 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
Blood Fury Tune	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
Drune-Horn Sorcerous Instrument	Quail the Foe: all enemy units of the Kin (Man) that fail a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction.	7+M
Horn of the Grove Sorcerous Instrument	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 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 10 Sorcerous Instrument	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	Lyr's bidding: the bearer of Melusine Tears gains the 'amphibious' trait and can never be Ambushed themselves by enemies Emerging from water features.	Worn	2+M
Seerstone Sorcerous Ring	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 passes the initiative. The enemy player must activate the Foretold unit when the initiative is passed to him, regardless of the Activation Sequence. The enemy general cannot choose to pass the initiative if he has a Foretold unit.	Worn	12+M
Onakorn Sorcerous Pendant	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
Glass of the Black Gate Sorcerous Brooch	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
The Gribblous Eye Sorcerous Brooch	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
Sprig of Drunemeton Sorcerous Pendant	Kernunnos' Favour: enemy warriors Attacking, Shooting and Invoking against the wearer of the Spring of Drunemeton do so with a +2 strike, +2 shoot and +2 invoke modifier.	Worn	13+M
Ring of Cynan Sorcerous Vambrace	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
Elixir of Andia Sorcerous Belt-Hung Potion	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 action. Rules: One Use Only	Worn	8+M
1 Heart of Carn Dhu Sorcerous Pendant	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
Blooded Horn Sorcerous Pendant	The lust for blood: the wearer of the Blooded Horn (and any unit he has Joined) 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 Joined gains +2D5 blood-lust tokens instead of the usual 2.	Worn	2+M

ENCHANTED ARTEFACT	Enchanted Artefact Rules	Class	Cost
Flayed Pudenda Sorcerous Food	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
Black Book of Gradion Sorcerous Belt-Hung Book	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 Invoked 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
Hidden Manikin Sorcerous Belt-Hung Doll	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
Witch-Hood Sorcerous Hood	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
Gem of Dahut Sorcerous Pendant	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
Bond-Nithing Familiar	Surprisel: the bearer of the Bond-Nithing may, when he is engaged with or beset by an enemy warrior in a Challenge action, unleash the Bond-Nithing upon his foes. One enemy warrior within attack range of the bearer, chosen by the bearer, must Attack the Bond-Nithing while it lives and cannot Attack any other warrior in their current activation or reactivation regardless of whether they kill the Bond-Nithing or not. The Bond-Nithing will perform his Attack actions before any other warrior regardless of any other rule. Sword-Friend: the Bond-Nithing is a Nithing warrior with +10 SKILL and bears a sword instead of a dagger, with a Weapon+ value of 11. A Bond-Nithing miniature must be placed on the battlefield next to the bearer, which Displaces any other warrior have a +1 strike modifier when Attacking him.	Borne	5
Zinzac's Brew Sorcerous Belt-Hung Potion	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 DS WOUNDS and cannot perform a Wake action 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
Gnarled Staff Sorcerous Staff	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 'arrogater invoke' rule. Temper: the TEMPER of the Gnarled Staff <u>must</u> be used instead of the bearer's TEMPER, which is 270-ph 100 to a maximum of 98. This must be generated randomly whenever the bearer wishes to perform an <u>Invoke action</u> . The focus range of the Gnarled Staff is 505°, again, generated randomly in the same manner. Rules: Add or Replace	Borne	18+M
Cracked Bracers Sorcerous Vambraces	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 Charge 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
Grow-Gland Sorcerous Belt-Hung Potion	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 Displacing any warriors around him regardless of their mass) and becomes frenzied. Enemy warriors within 6" of the bearer must immediately perform a Panic reaction 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 2010. 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	Bra	and Artefact Rules	Class	Cos
Scar-Hound Sorcerous Brand		mping Bite: The bearers of the Scar-Hound brand gain the 'quick strike' rule on any combat weapon they have of the type Bite. unds only: Only warriors of the Kin 'Hound-Aberrant', 'Hound-Horse' and 'Drune-Hound' may bear this brand.	Borne	UI
Flesh-Eater Brand Sorcerous Brand	2 the	crificial 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, 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 apon. The frenzed attack dice return to normal at the end of the current battle hour.	Borne	4+
Raging Terror Sorcerous Brand	3 a Con acti	surmountable Rage: The bearer of the Raging Terror brand becomes frenzied and can never alter his heart state under any circumstances. The bearer, when performing Frenzied mbat Result Reactions or Frenzied Invoke Result Reactions, will perform the following on the reaction roll: 0-4, Flay; 5, Roar; 6-9, Rampage. gered: 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 bunter-Engage reaction and then an embedded Counter-Engage Attack action against any enemy unit that Moves closer to it (and that is in Engagement range) regardless of the ion that enemy unit is performing and regardless of the bearer's current vigour. Additionally, the bearer will always perform their Counter-Engage Attack action before the Engaged t, not in SKILL order. Should the bearer Counter-Engage when it is weary, however, it will suffer D10 damage at the end of its Counter-Engage Attack action. **Tor: 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 Goad it.	Borne	8+
Collar of the Carns Sorcerous Collar	of to the must Cag	Ilar 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 he 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 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 stered in this manner regardless of the minimum size shown on its warrior profile. ged 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 in the battle rolls step of the Joining Battle Sequence.	Worn	8-
Witch-Mark Sorcerous Brand	5 Ma	rk 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+
Mark of Carn Dhu Sorcerous Brand		arger: the Mark of Carn Dhu increases the PACE of the bearer by +2D10, rolled for immediately after a Charge action is declared. Once that Charge action is completed, the bearer fers 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+
Tarnish of Ys Sorcerous Brand	7 Spc	oiled: the bearer gains corruption damage on his primary combat weapon.	Borne	2+
Mark of Blood Sorcerous Brand		e 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 ached 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+
	M	1 Utation 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.		
	M			
		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.		
		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.		
		A bony carapace grows from the bearer's back, giving him an extra +2D10 CONSTITUTION and the 'tough' trait.		
		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.		
Scars of Uthard		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 trike' 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.		
Sorcerous Brand	9	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 damages* and has the 'wicious 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.	Borne	15
		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.		
		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.		
		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 'Wickious Damage'.		
	Thu	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',		

MUTATIONS	Mutation Rules	Class	Cost
	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-Aberrant', 'Hound-Horse' and 'Drune-Hound' may bear this brand.	Borne	MU

					EU	JRY YUR-i-	AL AH-Ii-ə	IA						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	quity		nds 4	Unit Size	Cost
Ysians	Ker-Ys	Euryalia	War	lord	No	ble	El	ite		egendary +	М	ass 6	Base Size 60mm	320
EURY	ALIA	Pace	Sk	ill	Mig	ght	Consti	itution	Wot	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate; F Fearless;		8	9	4	6	8	7	8	3	7	g	7	107	88
Abil	, -	Bind (Sword-Melusine)); Bulk Charger;	Disciplined;	Dissipater; Ea	rther; Sorcer	er (3); Tactic	ian; Overlord						Focus Range: 21"
Wound	l Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36					Eart	h Dice: 1 2 3 4 5 6
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Sickle-Arn	of Cynan	1 2 3 4	22	90	3 "				2	2	Borne	Cynan's Bla	de	
Sorcerous Polearm Cynan's ancient	; Sorcerous Sickle	Cynan's Blade: Eurya Cynan to 8 and double									ot an impact s	trike in order	to double the attack dice of	f the Sickle-Arm of
Sea-Blade	of Gradion	1 2 3 4 5	16	84	1 "				1	1	Borne	Surging Sea	s; Pierce; Parry	
Forged under the waves by metals are imbued with	Gradion himself, its ancient	Surging Seas: the Se Sea-Blade of Gradion is								d to parry the	Sea-Blade o	f Gradlon, thos	se parries are difficult parri	es. Additionally, if the
Whip		1 2 3 4	9	77	4 "				2	1	Borne	Wicked Bart	os	
Sorcero The wickedly barbed Whip to all str	of Ys causes agonising pain	Wicked Barbs: Any w of 1.	varrior that takes	attack dam	age from the	Whip of Ys ha	lves the attac	k dice of one	of his weapo	ns (Euryalia's	choice) in hi	s next Attack	action, rounding down any	fractions to a minimum
Barbed Ten	tilla	1 2	6	74	0"				3	0	Natural	Sightless St	rike; Venom Damage	
Tramplin Tran		1 2 3	8	76	1"				1	0	Natural	Sightless St	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
Sea-Plate	of Gradion		12	90						0	Worn	Ebbing Seas	5	
Sorcerous L Forged under the waves by metals are imbued with	Gradion himself, its ancient	Ebbing Seas: the Sea is an easy parry, evade		n is difficult t	to pierce by w	eapons of the	earth. When	Euryalia pari	ries any strike	, shot or invo	ke from any	non-sorcerous	weapon with the Sea-Plate	e of Gradion, that parry
ARTEI	ACTS	Artefact Rules												
Grou	ndsel nunnos multiplies	The Black Root: Eury use only.	alia may consur	ne Groundse	el at any point	in her activat	on or reactive	ation. When o	consumed, Gr	oundsel doub	les her focus	range for her	next <i>Invoke action</i> (i.e., fo	or one invocation). One
INVOC	ATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules			
Piercin		1 2 3 4	5	4	0"	9″	18"	30"	1	Ignores Arr	mour			
Glamour	of Dahut	1	Effect: Mar	ked unit mus	st immediately	perform a Ri	ın action (eve	en if it is wear	y) toward an	y point on the	e battlefield t	nat Euryalia de	sires.	
WARRIO	R RULES	Rules												
Eurvalia's	Maidens	Sword-Melusines: E mustered in her comm		ole the maxir	mum size of a	Sword-Melus	ine unit or Sid	kle-Morvargh	unit mustere	d in her com	mand. Howev	er, she must	Bind to that unit and no ot	ner unit may be
		mustered in her COMM	ariu.		_ Y	SN-KYS-00	05 - Eurva	lia						

		C	AR	RO	WE	K (F (k ov karn d	CAR	RNI	DH	U					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity	На	nds	Unit	Size	Co	st
Ysians	Ker-Ys	Drune	War	ord	No	ble	Е	ite	Unique	+ Rare	М	ass		e Size	7	3
CARROWEK C	OF CARN DHU	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Tem	per
Insensate; Fea	Insensate; Fearless; Unseeing 5 92 56 53 8 95 95 30 Abilities Disciplined; Tactician															0
Abil	Insensate; Fearless; Unseeing 5 92 56 53 8 95 95 30															
Wound	Abilities Disciplined; Tactician Wound Track 1 2 3 4 5 6 7 8															
COMBAT	Wound Track 1 2 3 4 5 6 7 8															
The Bl	ack Ax	1 2 3 4 5 6 7 8	18	74	1 "				3	2	Borne	Ax of Black	Renown			
	Great Axe cinspires fear	Ax of Black Renown:	While wielding	The Black A	x, Carrowek o	f Carn Dhu is	Fearsome.									
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
	Carn Dhu		14	67						0	Worn					
WARRIO	R RULES	Rules														
Drune	e-Lord	Lord of Drunes: Carrov	vek is a War-D	rune.												
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Margedig	Ardent Mount	May ride Margedig; Carr	owek gains the	e Flanker abi	ility								4	7	74	26
					YSN-KYS	5-0101 - Ca	rrowek of	Carn Dhu								

					M		SEDI	G						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubiq	juity	На	nds	Unit Size	Cost
Ysians	Ker-Ys	Drune-Margh	Bea Ardent Mount		Ве	ast	Wi	ld	Uncor	mmon	M	ass 4	Base Size 70x40mm	23
MARG	EDIG	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate,	: Stubborn	8	20	6	4	7	3	5	8	3	5	2	18	28
Abili	ities	Bulk Charger												
Wound	l Track	1 2 3 4 5 6 7 8 9 1	D											
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Drune-		1 2 3 4 5 6	13	60	0"	26	86		1	0	Natural	Impact Migl	hty Strike; Charge+	
Tramplin Tran		1 2 3	5	52	0"				1	0	Natural	Sightless St	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
Horse			8	43						0	Worn			

						WOR	droon									
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 2	Unit	Size	Co	st
Ysians	Ker-Ys	Drune	Warl	ord	No	ble	Vete	ran	Uncon	nmon		ass	Base		3	7
										-		1	30r			
WAK-	DRUNE	Pace	Sk	111	Mig	ght	Consti	tution	Wou	inas	Fort	itude	Autn	ority	Tem	iper
Insensate	e; Unseeing	5	84	4	5	2	3	7	7	,	9	1	9	3	2	4
Abi	ilities	Disciplined; Tactician														
Woun	nd Track	1 2 3 4 5 6 7														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles			
	r-Ax at Axe	1 2 3 4 5 6	20	72	0.5 "				2	2	Borne	Foot only; H	ook			
OMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			C
War-C	hain Chain	1 2 3 4 5 6 7	18	70	2 "				2	2	Borne	Replace (Wa	r-Ax); Pierce	?		
War-Fal	chion Sword	1 2 3 4 5 6 7	9	61	0.5 "				1	1	Borne	Replace (Wa	r-Ax)	Par	,	
		1 2 3 4 5 6	18	70	0.5 "				2	2	Borne	, ,			ot only	
AX and Faid	chion Axe; Sword	1 2 3 4 5 6 7 8 9	10	62	0.5 "				1	2	Borne	Replace (Wa			ck Strike	_
War-Sick	le Sickle-Sword	1 2 3 4 5 6 7	9 18	61 70	0.5 "				2	2	Borne Borne	Replace (Wa Damage	r-Ax); Viciou		nt only	
		1 2 3 4 5 6 7	9	61	1.5 "	9	70		1	1	Borne	Replace (Wa	r. Mounted I			
War-Gi	laive Glaive	1 2 3 4 5 6	18	70	1.5 "		70		2	2	Borne	Ax)	Foot only			
War-A	4xes Axe	123456789	9	61	0.5 "				1	2	Borne	Replace (Wa	r-Ax); Hook;	Quick Strike		
SHOT WEAF	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			С
War-l	Bow Bow	1 2 3	9	61	0"	9"	36"	48"	1	2	Borne	Add				
ARM	10UR		Armour+	C+A						Hands	Class	Armour Rul	es			
	elm elmet		7	44						0	Worn					
	aves		6	50						0	Worn					
	eaves OPTIONS	Mount Option Rules											Mass	Mount+	C+A	C
	Beast Mount	May ride a Margh; Rider	gains the Flan	ker ability									3			
	rgh Beast Mount	May ride a Drune-Margh			bility								4			-
Hound-Ma		May ride a Hound-Margl											6	13	<i>57</i>	-

				A	UG		-DF DROON	RUN	IE							
Kindred	Realm	Kin	Cla	iss	Priv	rilege	Ac	uity	Ubio	uity		nds 2	Unit	Size	Co	st
· · ·	14 14							et t				ass	Base	e Size	6	^
Ysians	Ker-Ys	Drune	War	lora	No	oble	V	/ild	Ka	are		1	30	mm	0	U
AUGUR	R-DRUNE	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Tem	per
Insensat	te; Unseeing	5	4	1	3	33	3	0	į	5	8	4	3	88	8	2
Ab	ilities	Augurer; Dissipater; Ea	rther; Sorcerer	(2)											Focus Ra	nge: 12"
Wour	nd Track	1 2 3 4 5												Ea	rth Dice: 1	2 3 4 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules			
	Orunemeton ous Sickle	1 2 3	11	44	0 "				2	1	Borne					
	in-Staff rous Staff	1	5	38	1 "				1	1	Borne	Karnun Staff	f Artefact			
ARN	40UR		Armour+	C+A						Hands	Class	Armour Ru	les			
	of Karnun		5	35						0	Worn					
ARTE	FACTS	Artefact Rules														
	ın Staff rous Staff	The Horned God's Po Channel or Absorb read			ır-Drune may	perform an ir	vocation twic	e in the same	battle hour if	he fails to in	voke it the fir	st time (not in	cluding failir	ng because of a	successful E	arth,
WARRIO	OR RULES	Rules														
Augur	r-Drune	Skilled Augurer: An A Foreseen Fumble: An	ugur-Drune add Augur-Drune n	ds +2 to the nay re-roll ar	result of any ny fumble roll	omens roll du once.	iring an <i>Augu</i>	r action, and r	may re-roll an	y omens roll	that results in	a Death Ome	en or Bad On	nen.		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Margh	Beast Mount	May ride a Margh; Ride	r gains the Flan	nker ability									3			5
Karnun-Be	east Beast Mount	May ride a Karnun-Bea	st; Rider gains t	the Flanker a	ability and +1	0 TEMPER							4	9	44	24

			P	1EL	US	INE	E-M	OT	HE	R					
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubio	quity			nit Size	Co	ost
								-				ass B	ase Size		_
Ysians	Ker-Ys	Melusine	War	lord	No	ble	El	ite	Ra	are		1	30mm	3	9
MELUSINE	-MOTHER	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude Au	thority	Ten	nper
Insensate;	: Unseeing	5	8	3	3	3	3	6		7	g)4	95	5	4
Abili	27.22.12.22.22.22.22.22.22.22.22.22.22.22.														ange: 9"
Wound															
COMBAT															
Death-		1 2 3 4 5 6	8	41	0.5 "				1	2	Borne	Quick Strike; Quick P	arry		
INVOCA	ATIONS	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules				
Sairen		1	Marked Un Constant E Marks, and a confused. I	it: the Mark Effect: the Many unit engates If the Sairen	ed unit must be larked unit be	ne a friendly u comes a Sair Sairen unit th a mustered h	unit of the Kin en unit, gain nat is not a co erald, the Sui	Melusine or ling +3 attack instruct or do ing unit immed	Morvargh. dice upon ea es not have th	ich Marked w ne 'insensate'	arrior's prima	a combat invocation. ry combat weapon. Sair the Sung unit), and is sed.			
ENGINE (OPTIONS	Engine Option Rules											Engine+	C+A	Cost
Birthin Engine	g Chair Leader	Gains the Engine Leade Melusines. recuna: I ne meiusine- sacrifices the babe to the TEST. If the ANIMATIO	motner may, or e glory of Kern	nce per patti Junnos. Shou	ie, perтorm a t uld she do so, .	sirtn action (v	vnich is a wea nediately Anin	nrying action) nate an Avata	ın ner activat ar of Kernunna	on, wnereup	on sne gives a SKILL TES	pirtn ana immediately T called an ANIMATION		42	51
					YSN-	KYS-0127	- Demelza	of Ys							

			T	ΗE	RO	SE The ROSE	OF of KER-iss	KE	R-Y	'S				
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	quity		nds	Unit Size	Cost
							_		Unia	ue +		ass	Base Size	
Ysians	Ker-Ys	Melusine	War	chief	No	ble	EI	ite		mmon		1	30mm	58
THE ROSE	OF KER-YS	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Fea	arless; Unseeing	5	8	7	3	3	2	26		5	8	88	86	66
Abil	lities	Adept; Bind (Ulric); Dis	ciplined; Sorce	rer (2); Tact	ician									Focus Range: 10"
Wound	d Track	1 2 3 4 5												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	the Rose	1 2 3 4 5	18	51	1 "				2	2	Borne	Vicious Dam	nage	
ARM	IOUR		Armour+	C+A		*				Hands	Class	Armour Ru	iles	
	the Rose		6	32						0	Worn			
INVOC	ATIONS	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules			
1	to the Rose	1 2 3			warrior may or ic <u>must</u> immed						ttack action h	as been resolv	red, Ulric must immediately	deduct 1 WOUND.
2	Petals	1 2 3			ed unit's SKILL Entire Mark; T		alved, roundi	ng any fractio	ons down.					
,	Thorn cus	1 2 3 4 5 6 7 8	4	2	Ignores Arn	nour								
WARRIO	R RULES	Rules												
The Rose an	nd the Thorn	The Rose of Ker-Ys may	not be muster	ed without r	mustering Ulric	the Defiler,	and must Bine	d to Ulric the	Defiler when :	she is muster	ed.			
					YSN-KYS-	-1070-1 <u>00</u>	- The Rose	of Ker-Ys						

			U	JLR	IC	UL-rik the	E D	却	(LE	R				
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubiq	uity		nds 2	Unit Size	Cost
Ysians	Ker-Ys	Drune	Ward	chief	Sla	ive	Wi	ld	Uncor	nmon	Ma	ass 1	Base Size 30mm	34
ULRIC TH	E DEFILER	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Tough; Insensate;	Fearless; Unseeing	5	6	5	5	0	3	3	7	7	9	5	0	16
Abil	ities	Bound Permanently (The	Rose of Ker-	Ys); Disciplin	ed								'	
Wound	d Track	1 2 3 4 5 6 7												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Ax of the	e Defiler	1 2 3 4	16	66	0.5 "				2	2	Borne	Soul Damag	je	
The Ax of Ulric the Defiler is	KE is said to draw the soul from murders	Eater of Souls: If Ulric	the Defiler kill	s an enemy v	varrior with th	ne Ax of the D	efiler, he imm	ediately gain	s 1 wound. Th	nis cannot tal	ke his WOUNE	S higher than	its basic value.	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Armour of	the Defiler		13	46						0	Worn			
WARRIO	R RULES	Rules												
Auton	omor	Ulric the Defiler must be	mustered whe	en The Rose	of Ker-Ys is m	ustered, and	must be inclu	ded in her co	mmand.					
The	Rose	If the Rose of Ker-Ys die	s, Ulric the De	efiler immedia	ately becomes	Feral and w	ill take 1 dam	age per hour	(immediately	after he is a	ctivated) rega	ardless of any	other rule.	
					YSN-KY	S-1070-20	0 - Ulric the	Defiler						

						DE	ATH	1-N	EL	USI	NE						
Kindred	Realm		к	in	С	ass	Priv	ilege	Ac	uitv	Ubio	ıuitv	На	nds	Unit Size	Co	ost
		+								•		,	м	ass	Base Size		
Ysians	Ker-Ys		Melu	ısine	Wa	rchief	No	ble	El	ite	Uncor	mmon		1	30mm	3	3
DEATH-M	1ELUSINE		Pa	ice	S	kill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	nper
Insensate,	e; Unseeing			5		32	3	5	2	.4	4	1	ç	90	77	5	4
Abil	lities	Ade	ot; Disc	iplined; So	rcerer (1); Tac	tician										Focus R	ange: 7"
Wound	d Track	1 2	3 4														
COMBAT	WEAPON		Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Swords ords	1 2	3 4 5	6 7	9	44	0.5 "				1	2	Borne	Quick Strike	; Quick Parry; Thwart		
COMBAT WEA	PON OPTIONS		Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Death-Sc	cythe Scythe	1 2	3 4 5		18	53	1 "				2	2	Borne	Replace (De	eath-Swords); Vicious Dam	nage	2
ARM	IOUR				Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour				6	30						0	Worn				
INVOC	ATIONS		Invok	e Dice	Po	wer	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules				
	n-Song	1			Marked L Constant Marks, and confused	Init: the Mark Effect: the N any unit eng If the Sairen	ed unit must l larked unit be	oe a friendly u comes a Sair Sairen unit th a mustered h	unit of the Kin en unit, gain nat is not a co erald, the Su	Melusine or ling +2 attack instruct or do ng unit immed	Morvargh. dice upon ea es not have th	ch Marked wa ne 'insensate'	arrior's prima trait (called t	the Sung unit	n. apon. Sairen units are Diffi x), and is a noble or a vass		
NOBLE (OPTIONS	Nob	le Opt	ion Rules													Cost
Mother-Gigh	1 Host Banner Bearer	May	bear ti	ne Host's B	anner. Gains th	e Host Banne	er Bearer abilit	ty									7
Mother-Sai	iren Host Herald	May	bear th	he Host's II	nstrument. Gaii	s the Host H	erald ability w	ith a host ins	trument range	e of 18".							7
							YSI	N-KYS-112	7 - Sairen F	Rose							

)EA	λΤΗ	-M	OR'	VAI	RGH	1					
Kindred	Realm	Kin	Cla	icc	Driv	ilege	Acı	uitv	Ubio	mitv		nds	Unit Size	Cos	et
Milarca	Realin	Kill	- Ciu			licge	7.0	arcy	Obiq	laicy		2	5+/5+/10		
Ysians	Ker-Ys	Morvargh	Ward	chief	No	ble	EI	ite	Ra	ire		ass 3	Base Size 60x35mm	56	5
DEATH-M	ORVARGH	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate	e; Unseeing	9	8	7	3	6	2	.5	8	3	8	37	89	57	7
Abil	lities	Adept; Bulk Charger; L	Disciplined; Flant	ker; Sorcere	r (1); Tacticia	7								Focus Ra	nge: 9"
Wound	d Track	1 2 3 4 5 6 7 8													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	-Sickle	1 2 3 4 5	17	53	0.5"				2	2	Borne	Quick Strike	; Quick Parry; Thwart; Vici	ous Damage	
	Hooves mple	1 2 3 4	12	48	1 "				1	0	Worn	Sightless St	rike		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour		6	31						0	Worn				
INVOC	CATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules				
	n-Song	1	Marked Un Constant E Marks, and a confused. I	it: the Mark Effect: the Many unit eng If the Sairen	Death-Morvarg ted unit must be flarked unit be aged with the unit contains ion; Once per	ne a friendly u comes a Sair Sairen unit th a mustered h	init of the Kin en unit, gain nat is not a co erald, the Sur	Melusine or ing +2 attack ing +2 attack instruct or do ing unit immed	Morvargh. dice upon ea es not have th	ch Marked wa ne 'insensate'	arrior's prima trait (called	ry combat we the Sung uni t	n. apon. Sairen units are Diffic t), and is a noble or a vassa	cult Targets an al, immediately	ıd Difficult y becomes
NOBLE (OPTIONS	Noble Option Rules													Cost
Mother-Gigh	1 Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abilit	у									10
Mother-Sai	iren Host Herald	May bear the Host's In	strument. Gains	the Host H	erald ability w	ith a host insi	trument range	of 18".							10

				D	EAT		ZE.	ALC	T					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	juity	На	nds 2	Unit Size	Cost
Ysians	Ker-Ys	Man	Infar	ntry	Va	ssal	Fan	atical	Ra	ire	М	ass 1	Base Size 30mm	18
DEATH-	ZEALOT	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Insensate	; Unseeing	5	5!	5	3	8	2	:5	5	5	9	2	31	23
Abil	Abilities													
Wound	d Track	1 2 3 4 5												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	ail ail	1 2 3 4 5 6	16	54	0.5 "				2	2	Borne	Quick Strike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
	ernunnos		7	32						0	Worn	Horns of Ke	rnunnos Artefact	
ARTE	FACTS	Artefact Rules												
1 Horns of H	Kernunnos met	The horns awaken the Spirit of Kernunnos:		(before any	actions are p	erformed) the	e Death-Zealo	t becomes fr e	enzied, thus	gaining 1 atta	ack dice.			
						YSN-KYS	S-2xxx - ?							

				В	ATI	BAT-ə	-DF	RUN	IE							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	uity	Ha	ands 2	Uni	t Size	Co	ost
		_			<u> </u>							_∠ 1ass	Bas	e Size	_	_
Ysians	Ker-Ys	Drune	Ward	chief	No	ble	Vete	eran	Com	mon		1	30)mm	2	22
BATTLE	-DRUNE	Pace	Sk	cill .	Mi	ght	Consti	tution	Wou	ınds	Fort	titude	Autl	nority	Ten	nper
Insensate	e; Unseeing	5	7	5	4	4	3	5	•	5		85	8	33	2	23
Abi	lities	Disciplined; Tactician	_													
Woun	d Track	1 2 3 4 5 6														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	le-Ax at Axe	1 2 3 4	18	62	0.5 "				2	2	Borne	Hook				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
Battle-0	Chain Chain	1 2 3 4 5	16	60	2 "				2	2	Borne	Replace (Ba	ttle-Ax); Pie	erce		3
Battle-Fa	Ichion Sword	1 2 3 4 5	8	52	0.5 "				1	1	Borne	Replace (Ba Falchion); P		itch Hands (Ba	attle-	-1
		1 2 3 4	16	60	0.5 "				2	2	Borne	,,				_
Ax and Falo	chion Axe; Sword	1 2 3 4 5 6 7	10	54	0.5 "				1	2	Borne	Replace (Ba	ittle-Ax); Qu	ick Strike; Par	ry or Hook	1
Battle-Sic	kle Sickle-Sword	1 2 3 4 5	9	53	0.5 "				1	1	Borne			itch Hands (Ba	attle-	0
		1 2 3 4	18 9	62 53	0.5 " 1.5 "	9	62		2	2 1	Borne Borne	Sickle); Vici		! Impact Strike; M	lounted Charge+	
Battle-G	ilaive Glaive	1234	18	<i>62</i>	1.5 "		02		2	2	Borne	(Battle-Ax)	Foot on		ounted charge r	0
Battle-	-Axes Axe	1 2 3 4 5 6 7	9	53	0.5 "				1	2	Borne	Replace (Ba	ittle-Ax); Qu	ick Strike		1
Rarhed Whin	and Ax Whip; Axe	1 2 3 4 Ax	-	53	0.5 "				1	1	Borne	Replace (Ba	ittle-Ay)	Hook		-5
•		1 2 3 Whi	-	51	3 "				1	1	Borne	, ,		Goad		
	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules			Cos
	Bow Bow	1 2	9	53	0"	9"	36"	48"	1	2	Borne	Add				2
	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	elm _{Imet}		6	41						0	Worn					
	aves		5	46						0	Worn					
NOBLE	OPTIONS	Noble Option Rules														Cost
An-Kern-Drui	1e Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abili	ty										7
Kern-Dru	I ne Host Herald	May bear the Host's In	strument. Gains	the Host H	erald ability											7
Hound-Mas	iter Beast Handler	Purchased with (Barbe	d Whip and Ax),	; Gains the I	Beast Handler	(Drune-Houn	d, Hound-Abe	errant) ability								3
Shadow-	Master Scout	Purchased with (Battle	-Bow); Foot onl	ly; Gains the	Scout and Sk	irmisher abilit	ties and, if he	is a comman	der, the Mark	sman ability;	cannot be t	the general				3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Margh	Beast Mount	May ride a Margh; Ride	er gains the Flar	nker ability									3			7
Drune-Ma	rgh Beast Mount	May ride a Drune-Hors	e; Rider gains ti	he Flanker a	bility								4			21
Hound-Ma	rgh Ardent Mount	May ride a Hound-Marg	gh; Rider gains	the Flanker	ability								6	13	54	63

					EA	V C -	-DR	UN								
Kindred	Realm	Kin	Cla	ee	Driv	ilege	Acı	iitv	Ubiq	uity	Ha	nds	Uni	t Size	Cc	ost
Killuleu	Keaiiii	KIII	Cia			nege	Au	iicy	Obiq	uity		2	D	1	-	750
Ysians	Ker-Ys	Drune	Ward	chief	No	oble	Dri	lled	Com	mon		lass 1		e Size	1	.3
REAVE-	DRUNE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Insensate	; Unseeing	5	6	6	3	5	2	4	5	5	7	73	5	53	1	.8
Abil	lities	Disciplined; Tactician														
Wound	d Track	1 2 3 4														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
	le-Ax t Axe	1 2 3	18	53	0.5 "				2	2	Borne	Hook				
	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ri	ules			Cos
Battle-C	Chain Chain	1 2 3 4	16	51	2 "				2	2	Borne	Replace (Ba	ttle-Ax); Pie	rce		3
Pattle Fa	Ichion Sword	1 2 3 4	8	43	0.5 "				1	1	Borne	Replace (Bai	ttle-Ax); Sw	itch Hands (Ba	ttle-	0
Баше-га	CIIIOII Swora	1 2 3	16	51	0.5 "				2	2	Borne	Falchion); Pa	arry			U
Ax and Falc	hion Axe; Sword	1 2 3 4 5 6	10	45	0.5 "				1	2	Borne	Replace (Ba	ttle-Ax); Qu	ick Strike; Pari	ry or Hook	2
Rattle-Sick	kle Sickle-Sword	1 2 3 4	9	44	0.5 "				1	1	Borne			itch Hands (Ba	ttle-	1
Dattie-Sick	NE Sickie-Sword	1 2 3	18	53	0.5 "				2	2	Borne	Sickle); Vicio				
Battle-G	laive Glaive	1 2 3 4	9 18	44 53	1.5 "	9	53		2	2	Borne Borne	Replace (Battle-Ax)	Foot on	Impact Strike; Mo	ounted Charge+	0
Rattle-	Axes Axe	1 2 3 4 5 6	9	44	0.5 "				1	2	Borne	Replace (Ba		,		1
		1 2 3 A	-	44	0.5 "				1	1	Borne			Hook		
Barbed Whip	and AX Whip; Axe	1 2 3 Wh	ip 7	42	3 "				1	1	Borne	Replace (Ba	ttle-Ax)	Goad		-2
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cos
Battle-	Bow Bow	1 2	9	44	0"	9"	36"	48"	1	2	Borne	Add				2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les			
	e lm met		5	29						0	Worn					
Grea	aves		4	33						0	Worn					
	OPTIONS	Noble Option Rules														Cos
An-Kern-Drun	IC Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abili	ty										7
Kern-Drui	ne Host Herald	May bear the Host's In	strument. Gains	the Host H	erald ability											7
Hound-Mas	ter Beast Handler	Purchased with (Barbe	d Whip and Ax);	Gains the L	Beast Handler	(Drune-Hour	nd, Hound-Abe	errant) ability	,							3
Shadow-I	Master Scout	Purchased with (Battle	-Bow); Foot onl	y; Gains the	Scout and SP	irmisher abili	ties and, if he	is a comman	nder, the Mark	sman ability;	cannot be to	he general				3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Margh	Beast Mount	May ride a Margh; Rid	er gains the Flan	ker ability									3	İ		6
	rse Beast Mount	May ride a Drune-Marg	nh; Rider gains t	he Flanker a	ability								4			1
	gh Ardent Mount	May ride a Hound-Mar											6	1.3	42	6.

					KIL		ORU droon	JNE								
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	iity	Ubiq	juity		nds	Unit	Size	C	ost
		_										z ass	Base	ı e Size		_
Ysians	Ker-Ys	Drune	Ward	chief	No	ble	Vete	eran	Uncor	nmon		1	30	mm	3	0
KILL-D	RUNE	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Insensate;	Unseeing	5	8	2	4	8	3	6	7	7	8	88	7	'9	2	4
Abili	ties	Host Champion; Discip	lined													
Wound	Track	1 2 3 4 5 6 7														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	Battle-Axes 1 2 3 4 5 6 7 8 12 60 0.5" 1 2 Borne Q									Quick Strike	e; Hook					
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Hel			8	44						0	Worn					
Grea Grea			6	50						0	Worn					
Prizes of	Kernow		6	56						0	Worn	Blind Parry				
ARTEFACT		Artefact Option Rul	es													Cos
Prizes of Kern	IOW Host's Banner	May bear the Host's B	anner. Gains the	Host Banne	er Bearer abilit	ty										7
MOUNT C	PTIONS	Mount Option Rules	1										Mass	Mount+	C+A	Cos
Margh B	east Mount	May ride a Margh; Rid	er gains the Flar	nker ability									3			7
Drune-Mar	gh Beast Mount	May ride a Drune-Mar	gh; Rider gains t	the Flanker	ability								4			22
Hound-Marg	Th Ardent Mount	May ride a Hound-Mar	gh; Rider gains	the Flanker	ability								6	13	<i>57</i>	63
Mantichora	Ardent Mount	May ride a Mantichora	; Rider gains the	e Flanker ab	ility								11	17	61	17
Uthard's Chin	nera Ardent Mount	May ride an Uthard's (Chimera; Rider g	ains the Fla	nker ability								11	17	59	24

					SEE	R-I	DRI DROON	JNI								
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Acı	uity	Ubic	juity		nds	Unit	Size	Co	st
				1								ass	Base	Size		_
Ysians	Ker-Ys	Drune	Ward	nier	No	ble	W	ild	Uncor	mmon		1	301	mm	4	3
SEER-	DRUNE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Tem	per
Insensate	e; Unseeing	5	3	7	3	1	2	8	- 4	1	7	1	3	2	6	2
Abi	ilities	Augurer; Dissipater; Ea	rther; Sorcerer	(1)											Focus Ra	ange: 8"
Woun	d Track	1 2 3 4													Earth Dice	e: 1 2 3 4
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles			
	Drunemeton us Dagger	1 2	6	37	0 "				2	1	Borne					
	n-Staff ous Staff	1	3	34	1 "				1	1	Borne	Karnun Staff	Artefact			
ARM	10UR		Armour+	C+A						Hands	Class	Armour Rul	les			
	f Karnun		5	33						0	Worn					
ARTE	FACTS	Artefact Rules														
	In Staff ous Staff	The horned god's por or Absorb reaction by a			une may perfo	orm an invoca	ation twice in	the same bat	tle hour if he	fails to invoke	it the first ti	me (not includi	ng failing be	cause of a suc	cessful <i>Earth</i>	, Channel
WARRIC	R RULES	Rules														
Seer-	Drune	Skilled Augurer: A Se Foreseen Fumble: A S						ction, and ma	y re-roll any o	mens roll tha	it results in a	Bad Omen.				
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Margh	Beast Mount	May ride a Margh; Ride	r gains the Flan	ker ability									3			5
Karnun-Be	east Beast Mount	May ride a Karnun-Beas	st; Rider gains t	the Flanker a	ability and +1	O TEMPER							4	9	42	24
				YSN	-KYS-0260	- Kerazek	; YSN-KYS-	1260 - Ker	rnuor							

					IRV	HAR-ve	st DROON	NU						
Kindred	Realm	Kin	Cla	ass	Privi	ilege	Acı	uity	Ubic	quity		n ds 2	Unit Size	Cost
Ysians	Ker-Ys	Drune	War	chief	No	ble	El	ite	Uncor	mmon		ass 1	Base Size	71
HARVES	T-DRUNE	Pace	Sk	cill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Loa	thsome; Unseeing	5	3	8	3	34	3	2		5	8	36	41	69
Ab	ilities	Earther; Disciplined;	Dissipater; Sorce	rer (1)										Focus Range:
Wour	nd Track	1 2 3 4 5												Earth Dice: 1 2
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules	
	Catcher catcher	1 2 3 4	6	40	1 "				2	2	Borne	Grab		
ARN	10UR		Armour+	C+A						Hands	Class	Armour R	ules	
	Armour Armour		8	40						0	Worn			
ARTE	FACTS	Artefact Line	Artefact	Rules										
Pud	enda	1 2 3 4 5 6 7 8 9	the amount	of Pudenda ouls: The Ha	the Harvest-Darvest-Drune m	rune carries v	when the battl up to three P	le begins, to a	a minimum of g any of his <i>Ii</i>	1. This should not not a comment of the comment of	d be marked before the in	on the Artefa	he pudenda roll . The resu act Line to the left. us reducing the Pudenda to nding on the Invocation.	·
INVOC	ATIONS	Invoke Dice	Po	wer	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules			
	ghten ocus	1 2 3	Constant I by 1 plus 1	Effect: Each per pudenda		or increases h			e skill roll). /	At the end of	the Marked u	unit's next act	tivation, each wounded war	rior's WOUNDS are r
Wi	ther ocus	1 2 3 4	Immediat	e Effect: Th	e Marked unit	receives D5 i	nvoke damag	e (called the	wither roll) a	as well as 1 ir	nvoke damag	e per pudend	la consumed.	
F	ury	1 2 3	Constant I by 1 plus 1	Effect: Each per pudenda		or increases h			he fury roll).	At the end o	f the Marked	unit's next ad	ctivation, the wounded war	rior's WOUNDS are re
F	ocus													
F:	OR RULES	Rules												

				F	LE		DR I-droon	UN	E					
Kindred	Realm	Kin	Cla	iss	Priv	rilege	Acı	iity	Ubio	uity	H	ands 2	Unit Size	Cost
Ysians	Ker-Ys	Drune	Ward	chief	No	oble	W	ild	Unco	mmon	M	lass	Base Size 30mm	46
FLESH-	DRUNE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
nsensate; Loathsome; Re	esist (corruption); Unseeing	5	2	4	3	32		3	4	1		72	56	9
Abil	lities	Bind (Nithing)												
Wound	d Track	1 2 3 4												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules	
	Cleaver aver	1 2	8	40	0.5"				1	1	Borne			
Scissor	-Hands	1 2	9	41	0 "				1	1	Borne			
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules	
Half-A	rmour		4	12						0	Worn			
ARTEI		Artefact Rules												
Flesh	n-Pile iect	Prepared Flesh: before contains when the battle	e the Flesh-Dru e begins. This s	ne is positio	ned on the barked on the f	attlefield, the Flesh-Pile's Fle	Flesh-Drune's esh Chart belo	player must ı w.	roll 10D10, ca	lled the Fles l	h Dice . The	result is the a	mount of Flesh the Flesh-D	rune's first Flesh-Pile
		21 22 23 24 25 26 27 28 29	0 31 32 33 34 35	36 37 38 39 40	41 42 43 44 4	5 46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65	66 67 68 69 70	71 72 73 74 7	5 76 77 78 79 80	81 82 83 84 85 86 87 88 89 90	91 92 93 94 95 96 97 98 99
	Pile takes the form of a 30rm amount of Flesh any Fle									warriors. Eac	ch Flesh-Pile	is an object, is	s immobile, cannot be destr	oyed and has its own
WARRIO	R RULES	Rules												
Insane (Creation	enemy unit. The Flesh-the Flesh-Drune may eo Drune. If the construct construct warrior is crew within 2" on within a un may immediately Bind-Construct Warriors: 10x Flesh - 1x Drune-B-20x Flesh - 1x Abhorrer 40x Flesh - 1x Abhorrer 40x Flesh - 1x Milk-Hu Dlox Flesh - 1x Milk-Hu Dlox Flesh - 1x Milk-Hu Dlox Flesh - 1x Meat-H	orune may expe pend more Fles warrior cannot i ted within the it t just of itself, v to the Flesh-Di he following Co ute, 3x Nithings 1x Brute Corrup t, 1x Death-Bru horrent sst k ulk be created with	end a certain sh from any she placed wi Flesh-Drune' which may the rune that createst war so toor at the or 1x Hou h any comba	amount of F Flesh-Pile with thin 2" of the s command, nen Bind to o lated them, b riors may be und-Aberrant	lesh from any hin 2" to add i • Flesh-Drune, is under the s ther units as p ut count as th created by the	Flesh-Pile wit to this, with to or if the Flesh ame orders as per its abilities he same vigou e Flesh-Drune	hin 2" to crea n Flesh point -Drune's plai the Flesh-Dr in future hou r as the Flesh	ate one const ts equal to on yer does not h rune and is liv urs. Meat-Hulk h-Drune.	ruct warrio e WOUND poi lave an appro ely. The cons s are Solitary ons) available	r. Each cons nt. Once cre popriate minia struct warrior y warriors an	truct warrior is ated, the cons ture to repress may be place d may only be	, as long as he is not engags created with 1 WOUND per truct warrior must be place ent it, the construct warrior di na nother unit with the se created in a unit of one was a created in a	'5 Flesh expended, but within 2" of the Flesh- cannot be created. The ame profile as its own rrior. Created Nithings
Nithing	-Master	Flesh-Drunes bring mer total) when mustered o										esh-Drune <u>mu</u>	st Bind to at least one Nithi	ng (and up to three in
					YSN-KYS	-1280-1 <u>00</u>	- Gondard	of Kara <u>ez</u>						

						N		IN thing	G								
	Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubio	quity	На	nds		t Size	Co	st
									-			M:	ass		+/3 e Size		_
	Ysians	Ker-Ys	Nithing	Infa	ntry	Sla	ave	Le	evy	Com	mon		1		mm	2	2
	NITH	HING	Pace	Sk	till	Mi	ght	Consti	itution	Wot	unds	Fort	itude	Auth	ority	Tem	per
	Insensate; S	imall; Fearful	6	3	4	1	.8	4	4	2	2	3	32	(6	7	7
	Abilities Bound Permanently (Flesh-Drune) Nithing 1 1 2 Nithing 3 2 Nithing 4 1 2 Nithing 5																
1 2																	
	COMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules																
1	Dag		1	3	21	1"				1	2	Borne					
	WARRIO	R RULES	Rules						*								
	Flesh-Sc	avenger	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50	Nithing mustake a SKILI and the dea Flesh to the on Pig-Bog linked Run a Transferria amount transition within the state of	t be within 2' L TEST in ord d warrior toke Flesh Chart s can carry at a action. ng Flesh: The asferred and o	of a dead wer to do so, a con is removed hown to the my one time. Nithing may be crease the	arrior token t also called a \$ d. If the SCA\ left. The max increases to 4 y transfer any Nithing's Fles	o perform a S GCAVENGE TI SENGE TEST is simum Flesh a HO. Flesh-Carts or or all of the I h accordingly.	cavenge action EST. If the So is unsuccessfu iny Nithing ca is can carry up Flesh he hold: A Flesh-Pile's	on (which is a CAVENGE TES II, the Nithing III carry at any to 60 Flesh. Is to any Flesh III Flesh Cannot Flesh Cannot	voluntary effort is successficially scavenger one time is: After Flesh is -Pile within 2 t be increased	fortless (1) ac ul, the Nithing es 1D10 Flesl 20. If the Nith added to the " at any time d beyond 100	varriors usually fi tion) and bring I g scavenges 3D1 g scavenges 3D1 h plus the mass hing is mounted Flesh Chart the during its activa . If a Flesh-Pile i e Flesh-Drune's p	Flesh back 10 Flesh plu of the dead upon a Pig Nithing mand ution. Incress is at 100 Fl	to its master's us the mass of d warrior toke Bog, the mas ay perform a lase the Fleshelsh and if the	Flesh-Piles, b the dead war n. Add this so timum Flesh a linked Walk ad Pile's Flesh by re are no othe	out must rrior token avenged ny Nithing ction or the er Flesh-
	MOUNT (OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
	Pig-Bog	Beast Mount	May ride a Pig-Bog											2			17
			YSN-KYS-	1280-220 -	Ekk; YSN-	KYS-1280	-221 - Yra	g; YSN-KYS	-1280-222	2 - Bil; YSN-	-KYS-1280	-223 - Beb					

				D	EA		-BR	UT	E						
Kindred	Realm	Kin	Cla		Delta	ilege	Acu	ia.	Ubiq		На	nds	Unit Size	Cos	
Kinarea	Realm	KIII	Cla	155	Priv	liege	ACU	ity	pido	uity		2	1	Co	St
Ysians	Ker-Ys	Brute	Ward	hief	No	ble	Fer	al	Uncon	nmon	M	ass 4	Base Size 60mm	50	6
DEATH-	-BRUTE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
	ne; Fearsome; Resist); Unseeing	6	4:	2	6	4	5	1	1	4	6	8	56	39	9
Abil	ities	Bulk Charger													
Wound	l Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Great Br		1 2 3 4 5 6 7 8	18	82	1"				2	2	Borne	Corruption I	Damage; Vicious Damage		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Brute-C	lubs Club	1 2 3 4 5 6 7 8 9 10	9	<i>73</i>	1 "				1	2	Borne	Replace (Cl	ub); Corruption Damage		-9
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Half-A			7	58						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Brute-Cag	O 1/2 A		14	65						0	Worn	Replace (Ha	<i>(C.</i> 4		1

			D	EA	TH	-AB	SHORF	REN	T					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acuity	Ubio	uity		nds	Unit Size	Co	ost
Ysians	Ker-Ys	Abhorrent	Ward	L:-¢	NI-	ble	Feral	Unan	mmon		ass	Base Size	_	9
TSIdTIS	Ner-15	ADHOITEIL	Walc	IIIei	INC	ible	reidi	UTICO	IIIIIOII		4	60mm	3	9
DEATH-ABH	ORRENT	Pace	Sk	ill	Mi	ght	Constitution	n Wou	ınds	Fort	itude	Authority	Ten	nper
Insensate; Loathsome; I (Corruption); U		7	44	4	6	3	61	1	.5	7	77	57	4	1
Abilitie	es	Bulk Charger												
Wound Tr	rack	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15											
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R	ules		
1 Abhorrent	-Clubs	1 2 3 4 5 6 7 8 9 1	9	72	1"			1	2	Borne	Corruption I	Damage		
Stom		1 2 3	6	69	0.5 "			1	0	Natural	Stomp			
COMBAT WEAPO	ON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon R			Cost
1 Great Abhorrent-	-Club Great Club	1 2 3 4 5 6 7 8	18	81	1 "			2	2	Borne	Replace (Clu Damage	ubs); Corruption Damage; \	Vicious	9
ARMO	UR		Armour+	C+A					Hands	Class	Armour Ru	iles		
1 Half-Arn			4	65					0	Worn				
ARMOUR OF	PTIONS		Armour+	C+A					Hands	Class	Armour Ru	ıles		Cost
1 Abhorrent-Cago	e Heavy Armour		11	72					0	Worn	Replace (Ha	alf Armour)		1
						YSN-KYS-1	1612 - Seza							

				D	RU		-BR	UT	Έ						
Kindred	Realm	Kin	Cla	iss	Privi	lege	Acu	ity	Ubiq	uity	Ha	nds	Unit Size	Co	st
											M	ass	5+/10+/15 Base Size		
Ysians	Ker-Ys	Drune	Infa	ntry	Vas	ssal	Wi	ld	Com	mon		2	40mm	1	4
DRUNE	-BRUTE	Pace	Sk	all	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathson (Corruption		5	4	1	4	2	2	9	e	i	7	2	17	1	9
Abil	lities	Bind (Brute, Brute Corru	ptor, Brute-Be	east); Bound	(Goad-Drune)	; Bulk Charg	er								
1 2 3 4 5 6 DB 1	1 2 3 4 5 6 DB 2	1 2 3 4 5 6 DB 3	1 2 3 4 5	6 DB 4	1 2 3 4 5	6 DB 5	1 2 3 4 5	6 DB 6	1 2 3 4 5	6 DB 7	1 2 3 4 5	6 DB 8	1 2 3 4 5 6 DB 9	1 2 3 4 5	6 DB 10
1 2 3 4 5 6	DB 11	1 2 3 4 5 6		DB 12	1 2 3 4 5	6		DB 13	1 2 3 4 5	6		DB 14	1 2 3 4 5 6		DB 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Brute-		1 2 3 4 5	9	51	0.5"				1	2	Borne	Corruption I	Damage		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Great Brute-	-Club Great Club	1 2 3	18	60	0.5 "				2	2	Borne	Replacemen	nt (Clubs); Corruption Dam	age	1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Helm and			6	35						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Brute-Cage	e Heavy Armour		13	42						0	Worn	Replacemen	nt (Half-Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Kill-Drune-L	Brute Champion	One Drune-Brute become	es the mustere	ed champion,	, who gains +	1 attack die	on his primary	combat wea	apon						4
Bann-Drune-B	Brute Banner Bearer	One Drune-Brute become	es the mustere	ed banner be	arer										3
						YSN-KYS	-2920 - ?								

					D	EA	TH-	-DF	RUN	E						
Kindred	Realm		Kin	Cla	iss	Priv	rilege	A	cuity	Ubio	uity	Н	lands	Unit Size 5+/15+/30		Cost
Ysians	Ker-Ys		Drune	Infa <i>Hearth</i>		High Bo	orn Vassal		Elite	Unco	mmon	ı	Mass 1	Base Size	-	10
DEATH-	-DRUNE		Pace	Sk	ill	Mi	ght	Const	titution	Wou	ınds	For	titude	Authority	Tei	mper
Insensate,	; Unseeing		5	7	3	3	36		18	:	3		78	27		24
Abil	lities	Discip	plined													
2 3 DD 1	1 2 3 DD 2	1 2 3	DD 3	1 2 3	DD 4	1 2 3	DD 5	1 2 3	DD 6	1 2 3	DD 7	1 2 3	DD 8	1 2 3 DD 9	1 2 3	DD 10
2 3 DD 11	1 2 3 DD 12	1 2 3	DD 13	1 2 3	DD 14	1 2 3	DD 15	1 2 3	DD 16	1 2 3	DD 17	1 2 3	DD 18	1 2 3 DD 19	1 2 3	DD 20
1 2 3 DD 21	1 2 3 DD 22	1 2 3	DD 23	1 2 3	DD 24	1 2 3	DD 25	1 2 3	DD 26	1 2 3	DD 27	1 2 3	DD 28	1 2 3 DD 29	1 2 3	DD 30
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+C	1	Damage*	Hands	Class	Weapon R	ules		
	IX It Axe	1 2		16	52	0.5"				2	2	Borne	Hook			
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
Helm and	d Greaves			8	26						0	Worn				
	PTIONS	Unit	Option Rules													Cost
An-Death-D	Drune Champion	One i	Death-Drune become	es the muster	ed champion	, who gains	+1 attack die	on his prim	ary combat wea	ароп						4
Bann-Death-D	Drune Banner Bearer	One i	Death-Drune become	es the muster	ed banner be	earer										2
Kern-Death	n-Drune Herald	One i	Death-Drune become	es the muster	red herald											2
							YSN-KYS	-2000 - ?								

					A)	(-D	RU	NE							
Kindred	Realm	Kin	C	lass	Priv	vilege	Ac	uity	Ubi	quity		ands	Unit Size	Co	ost
												2 lass	5+/20+/30 Base Size		_
Ysians	Ker-Ys	Drune	Inf	antry	Va	assal	Dr	lled	Con	nmon		1	30mm	8	8
AX-DI	RUNE	Pace	S	kill	Mi	ight	Const	itution	Wo	unds	Fort	itude	Authority	Tem	nper
Insensate; Stub	born; Unseeing	5	5	58	3	34	1	.7		3	6	58	17	1	.7
Abili	ities	Disciplined								•					
1 2 3 Ax-Drune 1	1 2 3 Ax-Drune 2	1 2 3 Ax-Drune	3 1 2 3	Ax-Drune 4	1 2 3	Ax-Drune 5	1 2 3	Ax-Drune 6	1 2 3	Ax-Drune 7	1 2 3	Ax-Drune 8	1 2 3 Ax-Drune 9	1 2 3	Ax-Drune 10
1 2 3 Ax-Drune 11	1 2 3 Ax-Drune 12	1 2 3 Ax-Drune 1	3 1 2 3	Ax-Drune 14	1 2 3	Ax-Drune 15	1 2 3	Ax-Drune 16	1 2 3	Ax-Drune 17	1 2 3	Ax-Drune 18	1 2 3 Ax-Drune 19	1 2 3	Ax-Drune 20
1 2 3 Ax-Drune 21	1 2 3 Ax-Drune 22	1 2 3 Ax-Drune 2	3 1 2 3	Ax-Drune 24	1 2 3	Ax-Drune 25	1 2 3	Ax-Drune 26	1 2 3	Ax-Drune 27	1 2 3	Ax-Drune 28	1 2 3 Ax-Drune 29	1 2 3	Ax-Drune 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 A		1 2	16	50	0.5"				2	2	Borne	Hook			
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Chair	1 Chain	1 2 3	14	48	2 "				2	2	Borne	Replacemen	nt (Ax); Pierce		2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Helm and			8	25						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
An-Ax-Dru	INE Champion	One Ax-Drune become	the mustered	d champion, wi	ho gains +1	attack die on	his primary o	ombat weapo	n						3
Bann-Ax-Dru	INE Banner Bearer	One Ax-Drune become	s the mustered	d banner beare	r										2
Kern-Ax-D	Drune Herald	One Ax-Drune become	s the mustered	d herald											2
Veteran A	x-Drunes	The Ax-Drune unit bea	mes Veteran	rather than Dri	lled (cost sh	hown is per wa	rrior), gaining	+10 SKILL, +	5 FORTITUDE	E and +5 AUTH	ORITY				2
			YSN-	-KYS-2110 -	Axes of (Carn Maen;	YSN-KYS-	2120 - Chai	ns of Carn	n Maen					

				SH	AD		/-D	RU	NE						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	uity	Ha	nds	Unit Size 5+/5+/10	Co	st
					.,		.,,				м	ass	Base Size		
Ysians	Ker-Ys	Drune	Infar	ntry	Vas	ssal	Vete	eran	Com	mon		1	30mm		,
SHADOW	V-DRUNE	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	iper
Insensate	; Unseeing	5	64	4	3	2	1	5	3	3	7	' 2	20	2	0
Abii	lities	Disciplined; Scout; Skirm	isher												
1 2 3 SD 1	1 2 3 SD 2	1 2 3 SD 3	1 2 3	SD 4	1 2 3	SD 5	1 2 3	SD 6	1 2 3	SD 7	1 2 3	SD 8	1 2 3 SD	9 1 2 3	SD 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	gers gger	1 2 3 4	9	41	0"				1	2	Borne	Quick Strike			
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		Cost
1 Rogue-	Bow Bow	1 2	8	40	0"	9"	30"	48"	1	2	Borne	Add; Quick	Shot		1
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	d Greaves Armour		8	23						0	Worn				
UNIT O	PTIONS	Unit Option Rules							· ·						Cost
An-Shadow-	- Drune Champion	One Shadow-Drune beco	mes the must	ered champi	on, who gains	s +1 attack d	ie on his prim	ary combat w	veapon or +1	shoot die on	his primary	shot weapon;	choose when mustering		3
			YSN-KY	S-2520 - S	hadows of	f Carn Brar	; YSN-KYS	-2530 - Ro	gues of Ca	rn Bran					

						30	W- [OR l	UNE							
Kindred	Realm		Kin	CI	ass	Priv	vilege	A	cuity	Ubi	quity	Ha	ands	Unit Size 5+/10+/20	Co	st
Ysians	Ker-Ys		Drune		antry oport	Va	assal	Tr	ained	Con	nmon	M	lass	Base Size 30mm	4	ļ
BOW-I	DRUNE		Pace	SI	kill	Mi	ight	Cons	titution	Wo	unds	Fort	itude	Authority	Tem	per
Insensate	e; Unseeing		5	4	18	3	30		11		3	(53	13	1	2
Abi	lities	Disc	iplined													
1 2 3 Bow-Drune 1	1 2 3 Bow-Drune 2	1 2	3 Bow-Drune 3	1 2 3	Bow-Drune 4	1 2 3	Bow-Drune 5	1 2 3	Bow-Drune 6	1 2 3	Bow-Drune 7	1 2 3	Bow-Drune 8	1 2 3 Bow-Drune 9	1 2 3 Bo	w-Drune 10
1 2 3 Bow-Drune 11	1 2 3 Bow-Drune 12	1 2	Bow-Drune 13	1 2 3 E	low-Drune 14	1 2 3 E	Bow-Drune 15	1 2 3	Bow-Drune 16	1 2 3 B	ow-Drune 17	1 2 3	Bow-Drune 18	1 2 3 Bow-Drune 19	1 2 3 Bo	w-Drune 20
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Cl	ı	Damage*	Hands	Class	Weapon R	ules		
	gger ^{gger}	1 2		3	33	0"				1	1	Borne				
SHOT V	VEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
	e-Bow	1		5	35	0"	6"	30"	60"	1	2	Borne	Volley Shoot	t		
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
	d Greaves			4	15						0	Worn				
UNIT O	PTIONS	Uni	t Option Rules													Cost
An-Bow-D	rune Champion	One	Bow-Drune become.	s the muster	ed champion, i	who gains +	+1 shoot die or	n his primar	shot weapon							3
						YSN-K	YS-2400 - B	lows of Ca	rn Dinas							

				(60 <i>F</i>	AD-	DR -droon	UN	E						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	quity		nds 2	Unit Size	Co	st
												2 ass	3+/3+/5 Base Size		
Ysians	Ker-Ys	Drune	Infar	ntry	Va	ssal	Tra	ined	Unco	mmon		1	30mm	8	}
GOAD-	DRUNE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	unds	Fort	itude	Authority	Tem	per
Insensate	: Unseeing	5	4	4	2	28	1	0	:	3	6	i 1	18	1	1
Abil	ities	Bind (Brute, Brute-Corru	otor, Abhorren	nt, Hound-Ab	errant, Drune	e-Hounds, any	/ Ysian Monst	rous Beast); I	Disciplined						
1 2 3	Goad-Drune 1	1 2 3	Go	oad-Drune 2	1 2 3		G	oad-Drune 3	1 2 3		C	Goad-Drune 4	1 2 3	Go	ad-Drune 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	-Whip	1 2 3	6	34	3"				1	1	Borne	Goad			
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Grea			3	13						0	Worn				
UNIT O	PTIONS	Unit Option Rules			*										Cost
An-Goad-D	rune Champion	One Goad-Drune become	es the mustere	ed champion,	who gains +	+1 attack die	on his primar,	/ combat wea	pon						3
WARRIO	R RULES	Rules													
Beast-0	Goaders	A Goad-Drune unit within the Goad-Drune unit may Rampage: if the Goader	force the Goa	aded unit to p	perform the f	ollowing goad	effect:		, , ,	•	ad action upor	n them. In add	dition to the goad effects lis	ted in the Go	ad action,
					YSN-K	YS-2550 -	Goaders of	Ker-Ys							

			9	SW	OR	D-N	1EL	US	INE							
Kindred	Realm	Kin	Cla		Driv	ilege	Acı	uity	Uhic	uity		nds	Unit		C	ost
Rinarca	Realin	- Kill	Cit			licge	Acc		ODIC	laicy		2	5+/15	, .		,50
Ysians	Ker-Ys	Melusine	Infa	ntry	Vas	ssal	El	ite	Unco	mmon	М	ass 1	Base 30n		1	6
SWORD-N	MELUSINE	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Insensate	; Unseeing	5	7	6	3	1	9	9	3	3	8	34	2	5	4	5
Abil	ities	Adept; Bound (Euryalia);	Disciplined; S	Sorcerer (1)											Focus R	ange: 7"
1 2 3 S-M 1	1 2 3 S-M 2	1 2 3 S-M 3	1 2 3	S-M 4	1 2 3	S-M 5	1 2 3	S-M 6	1 2 3	S-M 7	1 2 3	S-M 8	1 2 3	S-M 9	1 2 3	S-M 10
1 2 3 S-M 11	1 2 3 S-M 12	1 2 3 S-M 13	1 2 3	S-M 14	1 2 3	S-M 15	1 2 3	S-M 16	1 2 3	S-M 17	1 2 3	S-M 18	1 2 3	S-M 19	1 2 3	S-M 20
COMBAT	COMBAT WEAPON Attack Dice Weapon+ M+W Att Rge Charge+ M+W+Ch Damage* Hands Class Weapon Rules															
1	Sairen-Sword 1 2 3 16 47 0.5" 2 2 Borne Quick Strike; Quick Parry; Thwart															
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R				Cost
1 Sairen-Sw	vords Swords	1 2 3 4 5	8	<i>39</i>	0.5 "				1	2	Borne	Replacemer Thwart	nt (Sword); Qu	iick Strike; Qu	iick Parry;	0
INVOC	ATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules					
₁ Sairen	n-Song cus	1	Marked Un Constant E Marks, and a confused. 1	it: the Marke Effect: the Many unit enga If the Sairen	ed unit must be arked unit bea ged with the unit contains	ne a friendly u comes a Sain Sairen unit th a mustered h	init of the Kin en unit, gain nat is not a co	Melusine or North ing +1 attack instruct or does not unit immed	Morvargh. dice upon ea	ch Marked wa ne 'insensate'	arrior's prima trait (called t	combat invoc ry combat we the Sung unit sed.	apon. Sairen u			
UNIT O	PTIONS	Unit Option Rules														Cost
Mother	" Champion	One Sword-Melusine bed	omes the mus	stered champ	ion, who gair	ns +1 attack (die on her pri	mary combat	weapon							3
Gigh Ba	Gigh Banner Bearer One Sword-Melusine becomes the mustered banner bearer													2		
Saire	n Herald	One Sword-Melusine bed	omes the mus	stered herald	, who gains to	he Shrieker a	bility									2
WARRIO	R RULES	Rules														
Euryalia's	Maidens	While Bound to Euryalia,	a Sword-Melu	sine's acuity	changes to Fa	anatical for th	e duration of	the battle and	d they becom	e a Hearthgu	ard unit.					
,					YSN	-KYS-2060	- Swords	of Ys								

						Z	ZEĄ	LO ⁻	Τ							
Kindred	Realm		Kin	CI	ass	Pri	vilege	Acı	uity	Ubic	uity	На	ands	Unit Size	C	ost
							_		-			м	2 lass	5+/15+/30 Base Size		
Ysians	Ker-Ys		Man	Infa	antry	V	assal	Fana	atical	Uncor	mmon		1	30mm	1	3
ZEAI	LOT		Pace	SI	cill	М	ight	Const	tution	Wou	ınds	Fort	itude	Authority	Ten	ıper
Insensate;	Unseeing		5	4	5	;	30	1	5	3	3	9	92	22	2	1
Abili	ties															
1 2 3 Zealot 1	1 2 3 Zealot 2	1 2 3	Zealot 3	1 2 3	Zealot 4	1 2 3	Zealot 5	1 2 3	Zealot 6	1 2 3	Zealot 7	1 2 3	Zealot 8	1 2 3 Zealot 9	1 2 3	Zealot 10
1 2 3 Zealot 11	1 2 3 Zealot 12	1 2 3	Zealot 13	1 2 3	Zealot 14	1 2 3	Zealot 15	1 2 3	Zealot 16	1 2 3	Zealot 17	1 2 3	Zealot 18	1 2 3 Zealot 19	1 2 3	Zealot 20
1 2 3 Zealot 21	1 2 3 Zealot 22	1 2 3	Zealot 23	1 2 3	Zealot 24	1 2 3	Zealot 25	1 2 3	Zealot 26	1 2 3	Zealot 27	1 2 3	Zealot 28	1 2 3 Zealot 29	1 2 3	Zealot 30
COMBAT	WEAPON	At	tack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Fla		1 2 3		16	46	0.5 "				2	2	Borne	Quick Strike	1		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Horns of K				5	20						0	Worn	Horns of Ke	rnunnos Artefact		
UNIT OF	PTIONS	Unit O	ption Rules													Cost
Devotee	Champion	One Ze	alot becomes the	mustered ch	ampion, who g	ains +1 at	tack die on his	primary com	bat weapon							3
ARTEF	ACTS	Artefa	ct Rules													
1 Horns of K			rns awaken the sp of Kernunnos: O		e (before any	actions are	performed) the	Zealot unit b	ecomes fren	zied , thus ga	ining 1 attack	dice.				
							YSN-KYS	-2xxx - ?								

										SCI		M										
	Kindred		Realm		Kin		Cla	ss		Privilege		Acuity		Ubiq	uity		Hands			Unit Size		Cost
										_		-			-		2 Mass		\vdash	5+/25+/40 Base Size		
	Ysians		Ker-Ys		Man		Infa	ntry		Slave		Levy		Com	mon		1		\vdash	30mm		4
	SCI	JM			Pace		Sk	ill		Might	C	onstitution		Wou	ınds	ı	Fortitude)		Authority		Temper
Inse	ensate; Loathsome	; Re	sist (Corruption)		5		2	4		26		24		2	2		36			3		8
	Abilities Worthless Scum 1 1 2 Scum 2 1 2 Scum 3 1 2 Scum 4 1 2 Scum 5 1 2 Scum 6 1 2 Scum 7 1 2 Scum 8 1 2 Scum 8 1 2 Scum 9 1 2 Scum 1																					
1 2	Scum 1	1 2	Scum 2	1 2	Scum 3	1 2		Scum 4	1 2	Scum 5	1 2	Scum 6	1 2		Scum 7	1 2	Scu	m 8	1 2	Scum 9	1 2	Scum 10
1 2	Scum 11	Scum 11 1 2 Scum 12 1 2				1 2		Scum 14	1 2	Scum 15	1 2	Scum 16	1 2		Scum 17	1 2	Scun	18	1 2	Scum 19	1 2	Scum 20
1 2	Scum 21	1 2	Scum 22	1 2	Scum 23	1 2		Scum 24	1 2	Scum 25	1 2	Scum 26	1 2		Scum 27	1 2	Scun	1 28	1 2	Scum 29	1 2	Scum 30
1 2	Scum 31	1 2	Scum 32	1 2	Scum 33	1 2		Scum 34	1 2	Scum 35	1 2	Scum 36	1 2		Scum 37	1 2	Scun	1 38	1 2	Scum 39	1 2	Scum 40
	COMBAT	WE	APON		Attack Dice	Wea	apon+	M+W	Att	Rge Charge+	M+	-W+Ch	Dai	mage*	Hands	С	lass Weap	on R	ules			
1	Clu			1 2	2		8	34	0.	.5 "				1	1	В	orne					
	ARM	ΟU	R			Arn	nour+	C+A							Hands	С	lass Armou	ır Rı	ules			
1	Tough	kin	30							0	Na	atural										
	UNIT O	PTI	ONS	Un	nit Option Rules																	Cost
	Battle-Sci	ım	Champion	On	e Scum becomes the i	muste	ered chai	mpion, who ga	ains +	+1 attack die on his p	orima	ary combat weapon										2
										YSN-KYS	-2x	xx - ?										

							JTE								
Kindred	Realm	Kin	Cla	ee	Driv	ilege	Acu	itv	Ubiq	wity	На	nds	Unit Size	Co	ct
Rinarca	Realin	- Nam	Ciu			nege	Acu	,	ODIQ	uicy		2	1+/3+/5		J.
Ysians	Ker-Ys	Brute	Monstrous	Infantry	Va	ssal	Fer	al	Uncor	nmon	M	ass	Base Size 60mm	2	9
BRUT	TE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathsome; (Corruption); L		6	3!	5	5	3	4:	2	1	2	5	5	33	3	8
Abilitie	es	Bind (Brute Corruptor, B	rute-Beast); B	ound (Goad-L	Drune, Drune	e-Brute); Bulk	Charger								
1 2 3 4 5 6 7 8 9 10 11	12 Brute 1	1 2 3 4 5 6 7 8 9 10	11 12	Brute 2	1 2 3 4 5	6 7 8 9 10	11 12	Brute 3	1 2 3 4 5	6 7 8 9 10	11 12	Brute 4	1 2 3 4 5 6 7 8 9 10	11 12	Brute 5
COMBAT W	/EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
1 Brute-C	lubs	1 2 3 4 5 6 7 8 9	9	62	1"				1	2	Borne	Corruption D	amage		
COMBAT WEAPO	ON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		Cost
1 Great Brute-C	lub Great Club	1 2 3 4 5 6	18	71	1 "				2	2	Borne	Replace (Clu Damage	bs); Corruption Damage;	/icious	3
ARMO	UR		Armour+	C+A						Hands	Class	Armour Ru	es		
1 Half-Arr			6	48						0	Worn				
ARMOUR O	PTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
1 Brute-Cage	Heavy Armour		13	55						0	Worn	Replace (Ha	f-Armour)		1
UNIT OP1	TIONS	Unit Option Rules													Cost
Kill-Brute	Champion	One Brute becomes the	mustered char	npion, who g	ains +1 atta	ck die on his į	primary comba	at weapon							6
			Y:	SN-KYS-38	10 - Brute	s of Brugg	YSN-KYS-	3820 - Bru	ites of Grig	g					

				В	RU	TE-	-CC BROOT C	RR	UP	TOI	R					
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	uity		nds	Unit Size 1+/2+/3	Co	st
Ysians	Ker-Ys		Brute	Monstrous	s Infantry	Vas	ssal	Fe	ral	Uncor	nmon	М	ass 4	Base Size	2	7
BRUTE-CO	RRUPTOR		Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Tem	per
	me; Fearsome; Resist n); Unseeing		6	3	1	4	7	4	1	1	1	4	15	32	3	7
	Abilities Bound (Drune-Brute, Brute, Goad-Drune); Bulk Charger															
1 2 3 4 5 6 7 8 9 10																Corruptor 3
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	COMBAT WEAPON Attack Corrupted Fists 1 2 3 4 5 6				55	0.5"				1	2	Natural	Corruption I	Damage		
SHOT W	VEAPON		Shoot Dice	Weapon+	M+W	Minimum Range	Lethal Range	Effective Range	Maximum Range	Damage*	Hands	Class	Shot Wear	pon Rules		
1 Corru	iption esh	1 2		5	52	0"	6"	20"	30"	1	2	Natural	Corruption I	Damage		
₂ Fil		1 2		6	53			4"		1	0	Natural	Combat Sho Corruption I	ot Weapon; Spray; 4" Filth S Damage	Spray Templa	te;
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Half-A	rmour Armour			4	45						0	Worn				
UNIT O	PTIONS	Uni	it Option Rules													Cost
Kill-Corruj	ptor Champion	One	e Brute Corruptor bed	omes the mus	stered champ	pion, who gair	ns +1 shot di	e on his prima	ary shot weap	on						6
						YSN-KYS	-3940 - Co	orruptors o	f Kraozon							

				_	ABI	HOI ab-H	RRE	ENT							
Kindred	Realm	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubiq	uity		nds 2	Unit Size 1+/3+/5	Co	st
Ysians	Ker-Ys	Abhorrent	Monstrou	s Infantry	Va	ssal	Fe	ral	Uncor	mmon		ass 4	Base Size	3	7
ABHO	RRENT	Pace	Sk	cill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	nper
	ne; Fearsome; Resist n); Unseeing	7	3	7	5	3	4	.9	1	3	6	1	33	3	9
Abia 2 3 4 5 6 7 8 9 10	lities	Bound (Goad-Drune); Bu		Ahhorrent 2	1 2 3 4 5	6 7 8 9 10	11 12 13	Abhorrent 3	1 2 3 4 5	6 7 8 9 10	11 12 13	Abhorrent 4	1 2 3 4 5 6 7 8 9 10	11 12 13	Abhorrent
COMBAT		Attack Dice	Weapon+	M+W	Att Rge		M+W+Ch	Abhorrenes	Damage*	Hands	Class	Weapon R		11 12 13	Abhorrene
	nt-Clubs	1 2 3 4 5 6 7 8 9	10	63	1"				1	2	Borne	Corruption [Damage		
Sto	omp mple	1 2 3	5	58	0.5 "				1	0	Natural	Stomp			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
	orrent-Club t Club	1 2 3 4 5 6	20	73	1 "				2	2	Borne	Replace (Clu Damage	ubs); Corruption Damage;	Vicious	2
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Armour		4	53						0	Worn				
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
Abhorrent-C	phorrent-Cage Heavy Armour			60						0	Worn	Replace (Ha	alf Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Kill-Abhor	rent Champion	One Abhorrent becomes	the mustered	d champion, и	vho gains +1	attack die on	his primary o	combat weapo	on						6

				M	AR	GH	-DR	UN	1E									
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 2	Unit Si		Co	st		
		_									_	ass	5+/5+/ Base Si					
Ysians	Ker-Ys	Drune	Cav	alry	Va	ssal	Drill	ed	Uncor	nmon		3	60x35m	m	1:	3		
AX-	DRUNE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Author	rity	Tem	per		
	sate; Unseeing; nsate (Margh)	5	5	8	3	84	17	7	4	ı.	6	8	17		2	7		
М	ARGH	9	1	8	3	84	-			•		-	-		-			
A	Abilities	Bind (Drune-Hound); B	ulk Charger (Ma	argh); Discipi	ined; Flanke	r												
1 2 3 4 M-[D 1 1 2 3 4 M-D 2	1 2 3 4 M-D 3	3 1 2 3 4	M-D 4	1 2 3 4	M-D 5	1 2 3 4	M-D 6	1 2 3 4	M-D 7	1 2 3 4	M-D 8	1 2 3 4	M-D 9	1 2 3 4	M-D 10		
COMBA	AT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules					
1 6	Glaive Glaive	1 2 3	9	43	1.5"	9	52		1	2	Borne	Mounted Im	Mounted Impact Strike; Mounted Charge+					
MOUNT CO	MBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules					
₂ Ho	rn-Butt Horns	1	6	40	0 "	12	52		1	0	Worn	Impact Migh	nty Strike; Charg	e+				
	ling Hooves	1 2	6	40	1 "				1	0	Natural	Sightless Str	rike					
AR	RMOUR		Armour+	C+A						Hands	Class	Armour Ru	iles					
	reaves		8	25						0	Worn							
	OPTIONS	Unit Option Rules														Cost		
An-Margh-														3				
Bann-Margh-D	Prune Banner Beare	One Margh-Drune beco	mes the muste	red banner b	earer											2		
Kern-Marg	h-Drune Herald	One Margh-Drune beco	mes the muste	red herald												2		
Veteran	Margh-Drunes	The Margh-Drune unit i	becomes Vetera	n (cost show	ın is per war	rior), gaining	+10 SKILL, +5	FORTITUD	E and +5 AUT	HORITY						2		
					YSN-KY	S-4110 - R	iders of Car	n Maen										

			S	IC	KLE	- M SIK-el	OR MOR-var	VAI	RGI	Н					
Kindred	Realm	Kin	Cla	icc	Priv	ilege	Acı	iity	Uhir	quity	На	nds	Unit Size	Co	et
Kiliuleu	Keaiiii	KIII	Cia	133	FIIV	liege	Au	ancy	ODIC	quity		2	5+/5+/10	CO	31
Ysians	Ker-Ys	Morvargh	Cava	alry	Va	ssal	EI	ite	Ra	are		ass 3	Base Size 60x35mm	24	4
CTCI/I E N	ODVADCII								107						
SICKLE-M	ORVARGH	Pace	Sk	3111	Mi	ght	Const	tution	Wot	unds	Fort	itude	Authority	Tem	per
Insensate,	; Unseeing	9	7	4	3	1	1	1		6	8	37	33	4	5
Abil	ities	Adept; Bound (Euryalia)	: Bulk Charger,	; Disciplined,	: Flanker; Sor	cerer (1)								Focus Ra	inge: 8"
1 2 3 4 5 6	Sickle-Morvargh 1	1 2 3 4 5 6	Sickle-f	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-N	Morvargh 5
1 2 3 4 5 6	Sickle-Morvargh 6	1 2 3 4 5 6	Sickle-f	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-M	lorvargh 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Sairen	-Sickle	1 2 3	16	47	0.5"				2	2	Borne	Quick Strike	; Quick Parry; Thwart; Vici	ous Damage	
Shod H	Hooves	1 2 3	11	42	1 "				1	0	Worn	Sightless Str	rike		
INVOC	ATION	Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules				
₁ Sairen	n-Song	1	Marked Un Constant E Marks, and a confused. I	it: the Marke Effect: the Many unit enga If the Sairen	ed unit must be arked unit be aged with the unit contains	ne a friendly u comes a Sair Sairen unit th a mustered h	unit of the Kin en unit, gain	Melusine or I ing +1 attack nstruct or do ng unit immed	Morvargh. dice upon ea es not have tl	ich Marked w ne 'insensate'	arrior's prima trait (called t	he Sung unit	ation. apon. Sairen units are Diffi and is a noble or a vassa		
UNIT O	PTIONS	Unit Option Rules													Cost
Mother	* Champion	One Sickle-Morvargh be	comes the mus	stered champ	oion, who gail	ns +1 attack	die on her pri	mary combat	weapon						6
Gigh Bai	nner Bearer	One Sickle-Morvargh be	comes the mus	stered banne	r bearer										4
Saire	n Herald	One Sickle-Morvargh be	comes the mus	stered herala	,										4
					YSN	I-KYS-4030) - Sickles (of Ys							

					MUI		BRU	JT							
Kindred	Realm	Kin	Cla	cc	Driv	ilege	Acu	itv	Ubio	wity		nds	Unit Size	Cos	-
ranarca	Realin	I.III	Ciu			licge	Acu	,	ODIC	laicy		2	1+/2+/3		
Ysians	Ker-Ys	Brute	Monstrou	s Cavalry	Vas	ssal	Fer	al	Ra	ire	-	ass 5	Base Size 80mm	46	,
MULE-BI	RUTE	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathsome; (Corruption); U		8	3	1	5	5	4	В	1	5	5	50	42	49	,
Abilitie	5	Bulk Charger; Roarer													
1 2 3 4 5 6 7 8 9 10 11 1	2 13 14 15	Mule	-Brute 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15			Mule-Bru	te 2 1 2 3	4 5 6 7 8	9 10 11 12 13 14 1	5	Mu	le-Brute 3
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	;		
Brute-Cl	lubs	1 2 3 4 5 6 7 8 9	10 9	64	1"				1	2	Borne	Mighty Strike; C	orruption Damage		
Skull B	utt	1 2	12	67	0"	24	91		1	0	Natural	Impact Mighty 9	Strike; Charge+		
Tramp		1 2 3	11	66	0"				1	0	Natural	Sightless Strike			
COMBAT WEAPO	N OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			Cost
Great Brute-Cl	ub Great Club	1 2 3 4 5 6 7 8	18	<i>73</i>	# 1"				2	2	Borne	Replace (Clubs), Damage	; Mighty Strike; Corrupt	ion	5
ARMO	UR		Armour+	C+A						Hands	Class	Armour Rules			
1 Half-Arn Light Armo			8	56						0	Worn				
ARMOUR OF	PTIONS		Armour+	C+A						Hands	Class	Armour Rules			Cost
Brute-Cage H	leavy Armour		13	61						0	Worn	Replace (Half-A	rmour)		1
UNIT OPT	IONS	Unit Option Rules													Cost
Kill-Mule-Bru	te Champion	One Mule-Brute becom	es the mustered	d champion,	who gains +1	! attack die o	n his primary o	combat wear	oon						7
						YSN-KYS	-5530 - ?								

			ŀ	101	JNI	D-A HOWND	BE AB-ə-rənt	RR/	ANT					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubio	uitv		inds	Unit Size	Cost
Ysian	Ker-Ys	Aberrant	Bea Hou		Ве	ast	Fe	ral	Uncor	-	М	0 ass 3	1+/3+/5 Base Size 60x35mm	21
HOUND-A	BERRANT	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Fearsome (Corruption); Be	e; Loathsome; Resist ast Handler Only	7	3:	2	5	3	4	2	9)	4	12	20	30
Abil	ities	Bound (Hound-Master, C	Goad-Drune); E	Bulk Charger										
1 2 3 4 5 6 7 8 9	Hound-Aberrant 1	1 2 3 4 5 6 7 8 9	Hound-	Aberrant 2	1 2 3 4 5	6 7 8 9	Hound	-Aberrant 3	1 2 3 4 5	6 7 8 9	Hound	d-Aberrant 4	1 2 3 4 5 6 7 8 9	Hound-Aberrant 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Hound		1 2 3 4 5	10	63	0"				2	0	Natural	Pierce; Corr	uption Damage	
2 Hound		1	5	58	0"				1	0	Natural			
3 Skull	-Butt	1	10	63	0"	20	83		1	0	Natural	Impact Migh	nty Strike; Charge+	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
1 Fused A			13	55						0	Natural			
					YSN-	KYS-7150 ·	- Aberrants	of Ys						

				H	OU		-MA ND-mar	RG	iH					
Kindred	Realm	Kin	Clas	ss	Priv	rilege	Acuit	ity	Ubiqu	uity	Har	nds 0	Unit Size	Cost
Ysians	Ker-Ys	Hound-Marg	gh Beas		Be	east	Wild	.d	Rar	ıre	Mi	lass 6	Base Size 90x50mm	60
HOUND-I	MARGH	Pace	Ski	ill	Mi	ght	Constit	cution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; 1	Terrifying	9	31	L	E	52	65	5	2:	.1	4	1 5	25	41
Abilit	ties	Bulk Charger; Roa	arer											
Wound	Track	1 2 3 4 5 6 7	8 9 10 11 12 13 14 15 1	.6 17 18 19 20	J 21									
COMBAT V	NEAPON	Attack Dic	ce Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ules	
Hound Bite		1 2 3 4 5 6	13	75	0"				2	0	Natural	Pierce; Vicio	ous Damage	
Horn-		1 2	12	74	0"	24	98		1	0	Natural	Impact Migh	hty Strike; Charge+	
Raking Claw		1 2	11	73	1"				1	0	Natural			
Tram		1 2 3	6	68	0"				1	0	Natural	Sightless Stri	rike	

				K	ARI		N-B	EAS	ST						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds 0	Unit Size	Cost	
Ysians	Ker-Ys	Karnun-Beast	Beast i	ast Mount	Ве	ast	W	/ild	Uncor	nmon		ass 4	Base Size 70x40mm	17	
KARNUI	KARNUN-BEAST Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	ensate ught Beast only	7	10	6	4	8	4	6	9)	3	31	16	28	
Abi	lities	Bulk Charger													
Woun	d Track	1 2 3 4 5 6 7 8 9													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	n-Horns	1 2 3 4 5	10	58	1"	20	78		1	0	Natural	Impact Migl	hty Strike; Charge+		
	g Hooves	1 2	5	53	0"				1	0	Natural	Sightless St	rike		
				YSN-K	/S-7526-10	00 - Serroc	: YSN-KYS	-7676-100	- Muloc						

				D	RU		-MA	RG	iH						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	Cost	
Ysians	Ker-Ys	Drune-Margh	Bea Mou		Ве	ast	w	ild	Com	mon	_	ass 4	Base Size 70x40mm	13	
DRUNE	DRUNE-MARGH Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	nsate; ught Beast only	8	2	2	4	3	2	8	8	3	4	.9	17	27	
Abi	lities	Bulk Charger													
Woun	d Track	1 2 3 4 5 6 7 8													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1	Drune-Horns 1 2 3 4 5 8 51 0" 16 67 1 0 Natural Impact Mighty Strike; Charge+														
	g Hooves	1 2	8	51	0"				1	0	Natural	Sightless St	rike		
					YSN-	KYS-7510	-100 - Març	gedig							

					ľ		RGH	ł							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity	<u> </u>	nds 0	Unit Size	Cos	st
Ysians	Ker-Ys	Horse	Bea <i>Mou</i>		Ве	ast	Wi	ld	Com	mon		ass 3	Base Size 60x35mm	4	
MAI	MARGH Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	nsate ught Beast only	9	18	3	3	4	1	7	5	5	3	9	13	20)
Abii	lities	Bulk Charger													
Woun	d Track	1 2 3 4 5													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	g Hooves	1 2	7	41	1"				1	0	Natural	Sightless Str	rike		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
2 Horn-E	Butt Horns	1	6	40	0 "	12	52		1	0	Worn	Add; Impac	t Mighty Strike; Charge+		1
		YSN-K	/S-7470-100) - Ecca; Y	SN-KYS-76	521-100 - 5	Skagan; YSI	N-KYS-783	0-100 - Ho	rses of Ca	rn Maen				

				D	RU	NE-	-HO	UN	D						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	uity	Ubiq	uity		nds 0	Unit Size 5+/5+/10	Co	ost
Ysians	Ker-Ys	Drune-Hound	Bea Hou		Ве	east	Fe	ral	Com	mon		ass 1	Base Size 40x25mm		5
DRUNE-	DRUNE-HOUND Pace Skill Might Constitution Wounds Fortitude Authority Temper														
	Insensate; Small Beast Handler only 8 41 25 8 2 42 13 18														
Abil	ities	Bound (Hound-Master,	Goad-Drune, M	argh-Drune)											
1 2 Drune-Hound 1	1 2 Drune-Hound 2	1 2 Drune-Hound	3 1 2 D	rune-Hound 4	1 2 [Orune-Hound 5	1 2 [Orune-Hound 6	1 2 D	rune-Hound 7	1 2	Drune-Hound 8	1 2 Drune-Hound 9	1 2 Dr	rune-Hound 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Kill-		1 2 3	11	36	0"				1	0	Natural	Corruption [Damage		
2 Raking		1 2	7	32	0"				1	0	Natural				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
3 Horn-B	utt Horns	1	6	31	0 "	12	43		1	0	Natural	Add; Impac	t Mighty Strike; Charge+		1
					YSN-KY	S-7000 - H	lounds of C	arn Dhu							

					P	IG-	BO	G						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Ac	uity	Ubic	uity		nds	Unit Size	Cost
Ysians	Ker-Ys	Pig-Bog	Bea Moi		Ве	ast	Fe	eral	Uncor	mmon	Ma	ass 2	Base Size 40mm	15
PIG-	-BOG	Pace	Sk	ill	Mig	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
	ensate; Loathsome; Tough; Fearsome; Mount only 8 22 36 24 4 34 15 23													
Abi	lities	Bulk Charger												
Woun	d Track	1 2 3 4												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	p-Bite	1 2 3 4 5 6 7	16	52	0"				2	0	Natural	Piercing		
WARRIO	R RULES	Rules												
Nithing	g Mount	Don't Go Over There! Roll. On the roll of a 0 o						ecome Wild. H	owever, before	e the Nithing	g on Pig-Bog p	performs a Mo	ove action, the Nithing mus	t roll a D10, called a Fera
					YSN-KY	S-1280-22	3 - Beb on	Pig-Bog						

						CH	IM	AEI	RA									
Kindred Rea	alm	к	in	Cla	iss	Privi	ilege	Acı	iity	Ubiq	uity		nds 0	Unit Size	Co	st		
Ysian Ker	r-Ys	Chim	naera	Monstroi <i>Soli</i>		Ве	ast	Fe	ral	Ra	re		ass 15	Base Size	42	1		
CHIMAERA		Pace	Flight	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per		
Gigantic; Insensate; Terrifyi	ing	7	14	2	5	9	3	8	9	6	6	6	7	56	8:	2		
Abilities				ılk Charger; R														
Wound Track									36 37 38 39 40	41 42 43 44 45		51 52 53 54 55		61 62 63 64 65 66				
COMBAT WEAPO	ON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
Wyrm Bite		1 2 3 4 5	6 7 8	27	120	0.5"				2	0	Natural	Switch (Wyr	m Fire); Pierce; Terrible Di	amage			
Lion Bite		1 2 3 4 5	6 7 8 9	27	120	0.5"				2	0	Natural						
Goat Horn But	t	1 2 3 4 5	6 7 8	18	111	0.5"	36	147		2	0	Natural	Impact Mighty Strike; Charge+; Vicious Damage					
Raking Claws		1 2 3 4		20	113	1"				1	0	Natural	Impact Mighty Strike; Charge+; Vicious Damage					
Scorpion Sting	ı	1 2 3		18	111	2"				1	0	Natural	Quick Strike	; Pierce; Venom Damage				
Trample Trample		1 2 3 4 5	6	9	102	0"				1	0	Natural	Sightless St	rike				
COMBAT WEAPON OP	TIONS	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost		
Szalakh Bite Bite		1 2 3 4 5	6 7 8	23	116	1 "				2	0	Natural	Damage	vrm Bite, Wyrm Fire); Piero		-20		
Kill-Thing Bite Bite	e	1 2 3 4 5	6 7 8	23	116	1 "				2	0	Natural		at Horn Butt); Pierce; Corn cious Damage	uption	-15		
Triscorpion Sting	Tail	1 2 3 4 5	6	18	111	2"				1	0	Natural	Replace (Sc Venom Dan	orpion Sting); Quick Strike; nage	Pierce;	16		
SHOT WEAPON	1	Shoo	t Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules					
Wyrm Fire Breath		1 2 3		11	104			6"		1	0	Natural		re Spray Template; Fire Da vitch (Wyrm Bite)	mage; Comba	t Shot		
ARMOUR				Armour+	C+A						Hands	Class	Armour Ru	les				
Chitin Skin				19	108						0	Natural						
						YSN-KY	S-8915 - T	he Terror o	f Fortriu									

					V	1A1	VTI MAN-t	CH	OR	A					
Kindred	Realm		Cin	Cla	iss	Priv	ilege	Ac	uity	Ubiq	uity		nds 0	Unit Size	Cost
Ysian	Ker-Ys	Man	tichora	Monstroi <i>Soli</i> i		Be	east	Fe	eral	Uncor	mmon	М	ass 11	Base Size 100mm	174
MANTI	CHORA	Pace	Flight	Sk	till	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Inser	nsate; Terrifying	8	16	3	5	7	6	8	4	4	7	6	51	47	69
	lities	Bound (Go	ad-Drune); Bu	ılk Charger; R	oarer										
Wound	d Track	1 2 3 4	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47				
COMBAT	OMBAT WEAPON Attack Di				M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	OMBAT WEAPON Attack Di Lion Bite 1 2 3 4 5 6 7 Bite 11 12			24	100	0.5 "				2	0	Natural	Pierce; Vicio	ous Damage	
	Claws	1 2 3 4		18	94	1"				1	0	Natural			
	Claws Cl			16	92	2"				1	0	Natural	Quick Strike	; Pierce; Venom Damage	
	nple	1 2 3 4 5	5	8	84	0"				1	0	Natural	Sightless St	rike	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	itin kin			9	93						0	Natural			
						YS	N-KYS-86	65 - Ungefo	elic						

					U٦	ГН,	ARE)'S 00-thardz	CH:	IM/	AE F	RA				
Kindred	Realm		Kin	1	Cla	ss	Priv	ilege	Acı	uity	Ubic	juity		nds 2	Unit Size	Cost
Ysian	Ker-Ys	CI	nima	era	Monstrou <i>Solit</i>		Ве	east	Fe	ral	Uncor	mmon	M	ass 11	Base Size	240
UTHARD'S	CHIMAERA	Pace	e	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insen	sate; Terrifying	8		16	34	4	7	'8	8	5	4	7	6	64	46	69
Abil	ities	Bound (0	Goad-	-Drune); Bu	ılk Charger; Ro	oarer							<u> </u>			
Wound	l Track	1 2 3 4	5 6	7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47				
COMBAT	WEAPON	Att	ack	Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules	
	Bull Horn Butt		5	16	94	0.5"	32	126		2	0	Natural	Impact Migh	hty Strike; Charge+; Viciou	s Damage	
Lion		1 2 3 4	5 6	5 7	24	102	0.5"				2	0	Natural	Pierce; Vicio	ous Damage	
Eagle Crus	hing Beak	1 2 3 4	5 6	5	24	102	0.5"				2	0	Natural	Pierce; Vicio	ous Damage	
Raking		1 2 3 4			18	96	1"				1	0	Natural			
Scorpio		1 2			16	94	2"				1	0	Natural	Quick Strike	e; Pierce; Venom Damage	
Tran		1 2 3 4	5		8	86	0"				1	0	Natural	Sightless St	rike	
ARM	ARMOUR				Armour+	C+A						Hands	Class	Armour Ru	ules	
	Chitin Skin					98						0	Natural			
							_Y:	SN-KYS-86	70 - Mar <u>za</u>	on						

					JO]	JOY-ning	NG TWEN-ti	XX						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acuit	v	Ubiq	uitv		nds Unit Size	C	ost
							7.00.	.,	05.4	,		2 1		
Ysian	Ker-Ys	Joining	Monstrou Solit		Ве	ast	Fera	I	Uncon	nmon	M	ass Base Size 6 90x50mm	8	9
JOINING :	XX	Pace	Sk	ill	Mig	ght	Constit	ution	Wou	ınds	Fort	itude Authority	Ten	nper
sensate; Loathsome; Gigantic; R Terrifying	Resist (Corruption);	8	3:	1	7	4	63		2	2	5	4 31	4	6
Abilities		Bound (Goad-Drune); I												
Wound Track	k	1 2 3 4 5 6 7 8 9	0 11 12 13 14 15	16 17 18 19 20	21 22									
COMBAT WEA	APON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		
Slashing Sickle	kle	1 2 3 4 5 6	13	87	1"				2	1	Borne	Vicious Damage		
Piercing Scy	the	1 2 3 4 5 6	14	88	1"				2	1	Borne	Pierce; Vicious Damage		
Biting Jaw	vs	1 2	21	95	0"				1	0	Natural	Pierce; Corruption Damage		
Trample Trample	H	1 2 3	7	81	0"				1	0	Natural	Sightless Strike		
COMBAT WEAPON	OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		Cost
Crushing Hamme	e r Hammer	1 2 3 4 5 6	17	91	1 "				2	1	Borne	Replace (Sickle); Mighty Strike; Vic	ious Damage	2
Spiked Club	Club	1 2 3 4 5 6	14	<i>88</i>	1 "				2	1	Borne	Replace (Scythe); Pierce; Vicious E	amage	0
Two Biting Jav	VS Bite	1 2 3 4	21	95	0 "				1	0	Natural	Replace (Jaws); Pierce; Corruption	Damage	7
ARMOUR	2		Armour+	C+A						Hands	Class	Armour Rules		
Joining-Ca	ge		9	72						0	Worn			

				C	ON:	JUN KON-junkt		XI	II					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Ac	uity	Ubiq	uity		nds	Unit Size	Cost
Ysian	Ker-Ys	Conjunct	Monstrou Solit		Ве	ast	Fe	eral	Ra	re		ass 14	Base Size 120mm	215
CONJUN	ICT XIII	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate; Loath. Terri		5	2	2	8	6	8	3	5	7	5	51	55	81
Abili	ities	Bound (Goad-Drune); B	ulk Charger; Re	oarer										
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 5	5 56 57		
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Crushin		1 2 3 4 5 6 7 8 9 1 11 12 13 14 15	27	113	1 "				2	0	Natural	Pierce; Corruption Damage; Terrible Damage		
2 Raking		1 2 3 4	20	106	0.5"				1	2	Natural			
3 Tran		1 2 3 4 5 6	9	95	0"				1	0	Natural	Sightless St	rike	
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules	
1 Venomou		1 2 3 4 5 6	12	98	0"	3″	6"	12"	2	0	Natural	Sightless Sh	ot; Venom Damage; Comb	at Shot Weapon
ARM	OUR		Armour+	C+A						Hands	Class	Class Armour Rules		
	Scaly Hide 8									0	Natural			
					YSN-	-KYS-8920	- Conjunct	XIII						

					COI	NJL KON-ju	JNC	T >	(
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	iity	Ubiq	uity		nds 2	Unit Size	Cost
Ysian	Ker-Ys	Conjunct	Monstro		Be	ast	Wi	ild	Ra	ire	М	2 ass 16	Base Size	472
CONJU	JNCT X	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
	nsome; Resist (Corruption), orn; Terrifying	7	2	5	9	8	9	8	7	5	4	18	50	78
Abil	lities	Bound (Goad-Drune); B	ulk Charger; R	oarer										
Wound	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	0 21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 5	56 57 58 59 60	61 62 63 64 65 66 67 68 69 70	71 72 73 74 75
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules	
	ng Jaws	1 2 3 4 5 6 7 8 9 1 11 12 13 14 15 16	30	128	1 "				3	0	Natural	Pierce; Corruption Damage; Terrible Damage		
	Butt	1 2 3 4	20	118	0"	40	158		1	0	Natural	Impact Mig	hty Strike; Charge+; Vicious	s Damage
	g Claws	1 2 3 4	22	120	2"				2	1	Natural	Grab; Piero	e	
	K Hand	1	5	103	0"				1	1	Natural			
	ing Tail	1 2 3	15	113	1"				1	0	Natural	Blind Strike	; Sightless Strike	
, Tran	nple ^{mple}	1 2 3 4 5 6	10	108	0"				1	0	Natural	Sightless St	trike	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules	
	Scaly Hide			110						0	Natural			
					YS	N-KYS-886	5 - Conjunc	t X						

			BO	NE	-AE	BER	RA	NT					
Kindred Realm	Kin	Cla	ass	Priv	ilege	Ac	uity	Ubio	uity		nds	Unit Size	Cost
Ysian Ker-Ys	Aberrant		us Beast itary	Be	east	Fe	eral	Ra	re	М	0 ass 12	Base Size	178
BONE-ABERRANT	Pace	Sk	cill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate; Loathsome; Resist (Corre Tough; Terrifying	ption);	2	:5	7	' 8	9	7	5	1	E	51	46	70
Abilities	Bound (Goad-Drun	e); Bulk Charger; R	Roarer										
Wound Track	1 2 3 4 5 6 7 8	9 10 11 12 13 14 15	16 17 18 19 20	0 21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51			
COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Skull Butt Horns	1 2 3 4 5 6 7 8	9 10 16	94	0 "	32	126		2	0	Natural	Impact Migl	hty Strike; Charge+; Viciou	s Damage
2 Gnawing Bite	1 2 3	10	88	1"				1	0	Natural	Corruption I	Damage	
3 Trample Trample	1 2 3 4 5	9	87	0"				1	0	Natural	Sightless St	rike	
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules	
Filth Spray	1 2 3	3	81			6"		1	0	Natural		ot Weapon; Spray; 6" Filth Damage; Blind Shot	Spray Template;
ARMOUR		Armour+	C+A						Hands	Class	Armour Rules		
Bone Carapace		23	120						0	Natural	Natural		

					ME	AT	-HU -HULK	JLK							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity		nds 2	Unit Size	Co	ost
Ysian	Ker-Ys	Hulk	Monstrou		Be	ast	Fe	ral	Ra	ire	М	ass	Base Size	23	35
MEAT	-HULK	Pace	Solit	- ,	Mi	ght	Consti	tution	Wou	ınde		itude	100mm Authority	Tem	ner
ntic; Insensate; Loath	hsome; Resist (Corruption); i: Unseeina	7	2			2	8		5			6	45	6	•
- , ,	lities	Bound (Goad-Drune); B	ulk Charger; Re	oarer											_
Wound	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52				
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	ilig rists	1 2 3 4 5 6 7 8 9 10 11 12 13	14	106	2 "				2	2	Borne	Mighty Strik	ke; Grab		
	ing Bite	1 2	12	104	0″				1	0	Natural	Corruption	Damage		
	Butt	1 2 3	18	110	0"	36	146		1	0	Natural	Impact Mig	hty Strike; Charge+		
	omp mple	1 2 3 4 5	9	101	0"				1	0	Natural	Sightless St	rike; Stomp		
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules		Cost
	-Bone one	1 2 3 4 5 6 7 8 9 1 11	32	124	3 "				3	2	Borne	Replace (Ti Terrible Da	humping Fists); Mighty Strik mage	e; Grab;	41
		1 2 3 4 5 6 7 8 9 1 11 12 13	27	119	2"			0	2	2	Borne	Replace (Ti Vicious Dar	humping Fists); Mighty Strik nage	e; Grab;	19
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	h Skin		6	94						0	Natural				
	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
Hulk-Cage	e Heavy Armour		11	105						0	Worn	Add			2

					FIL	TH	-HU	JLK						
Kindred	Realm	Kin	Cla	ıss	Priv	ilege	Acı	uitv	Ubiq	uitv		nds	Unit Size	Cost
			Monstro	ıs Beast	_							ass	Base Size	
Ysian	Ker-Ys	Hulk	Soli		Ве	ast	W	ild	Ra	are		10	100mm	137
FILTH-	-HULK	Pace	Sk	ill	Mig	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
igantic; Insensate; Loath: Terrifying;	some; Resist (Corruption); Unseeing	7	2	1	7	8	7	2	3	6	5	6	39	59
Abili	ities	Bound (Goad-Drune); B	ind (Brute-Cori	ruptors); Bui	lk Charger; Ro	arer								
Wound	Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	0 21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Thumpi Fis		1 2 3 4 5 6 7 8 9 1 11	12	90	1 "				2	2	Borne	Mighty Strik	e; Grab; Corruption Damag	je
Gnashi Bit		1 2	9	87	0"				1	0	Natural	Pierce; Corr	uption Damage	
Sto Tran		1 2 3 4 5	8	86	0"				1	0	Natural	Sightless Str	rike; Stomp	
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	M+SW	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules	
Milk-		1 2 3 4	3	81			8"		1	2	Natural	Switch (Two Damage; Co	o Milk-Filth); 8" Filth Spray Tombat Shot Weapon	Femplate; Corruption
Two Mi		1 2	3	81			6"		1	2	Natural		-Filth); 2x 6" Filth Spray Te ombat Shot Weapon	mplates; Corruption
Ord Cru	ure	1 2 3 4 5 6 7 8 9 1	0 7	85	43	4"	30"	40"	1	1	Borne	1 2 3 4 Throw Weapon; 4" Ordure Crush Template; Sh (4); Corruption Damage (2)		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
Tough	Tough Skin			76						0	Natural			

BRUTE-BEAST Pace	st 1 1 2 3	Beast	Vas Mig 6	ght 6	Acui Fera Constit	tution	Uncom Uncom Wou 23	nmon -	Har 2 Ma 7 Forti	ss	Unit Size 1+/2+/3 Base Size 80mm	69		
BRUTE-BEAST Pace Gigantic; Insensate; Loathsome; Terrifying; Resist (Corruption); Unseeing 7	Skill 26 <i>Drune, Brute);</i> ast 1 1 2 3); Bulk Cha	Mig 6 arger; Roarer 8 9 10 11 12	ght 6	Constit	ution	Wou	nds	Forti		Base Size 80mm		9	
BRUTE-BEAST Pace Gigantic; Insensate; Loathsome; Terrifying; Resist (Corruption); Unseeing 7	Skill 26 <i>Drune, Brute);</i> ast 1 1 2 3); Bulk Cha	Mig 6 arger; Roarer 8 9 10 11 12	ght 6	Constit	ution	Wou	nds		tude			9	
Tample Trample Tramp	26 Drune, Brute); ast 1 1 2 3); Bulk Cha	6 arger; Roarer 8 9 10 11 12	6	57					tude	ude Authority To			
Corruption); Unseeing Bound (Drune-Brute, Goad-Drune Brute-Beast I 2 3 4 5 6 7 8 9 10 11 12 13 15 16 7 18 19 20 21 22 23 Brute-Beast I	Drune, Brute);); Bulk Cha	8 9 10 11 12			7	23	2			Authority	Tem	per	
2 3 4 5 6 7 8 9 10 11 21 31 4 51 6 7 8 9 10 11 21 31 4 51 6 7 8 9 10 11 21 31 4 51 6 7 8 9 10	st 1 1 2 3	4 5 6 7	8 9 10 11 12					,	6	2	42	5:	1	
COMBAT WEAPON				13 14 15 16 17										
Brute-Clubs	/eapon+	M+W	A44 D		18 19 20 21 22 2	3	Brute-Beas	st 2 1 2 3	4 5 6 7 8	9 10 11 12 13 1	14 15 16 17 18 19 20 21 22 23	Bru	ute-Beast	
Trample			Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles			
Trample COMBAT WEAPON OPTIONS Great Brute-Club Great Club ARMOUR Half-Armour	12	78	2 "				1	2	Borne	Grab; Mighty Strike; Corruption Damage				
	7	73	0 "				1	0	Natural					
ARMOUR Armour e	Veapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles		Cost	
Half-Armour	25	91	2 "				2	2	Borne		bs); Mighty Strike; Grab; C cious Damage	orruption	8	
	Armour+	C+A						Hands	Class	Armour Rul	les			
	6	63						0	Natural					
ARMOUR OPTIONS Arm	Armour+	C+A						Hands	Class	Armour Rules			Cost	
Brute-Cage Heavy Armour 1	13	70						0	Worn	Replace (Hal	lf-Armour)		1	
UNIT OPTIONS Unit Option Rules													Cost	
Kill-Brute-Beast Champion One Brute-Beast becomes the r		champion,	who gains +.	1 attack die o	n his primary c	combat wear	oon						10	

			AV/	ATA			KER-nun-		JNN	105					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubic	juity	На	nds	Unit Size	Cost	
Ysian	Ker-Ys	Avatar of Kernunnos	Monstrou <i>Soli</i> i		Cons	struct	Fe	ral	Ra	ire		ass 6	Base Size 80mm	100	
	CERNUNNOS	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
Gigantic; Insensate; L Fearless; Regenerate; Re	sistant (Corruption, Fire);	6	4.	5	5	5	5	2	2	1	9	2	41	72	
Abili		Bulk Charger; Glider													
Wound	Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21										
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Horn		1 2 3 4 5 6 7 8 9	12	67	0"	24	91		2	0	Natural	Impact Migh	Impact Mighty Strike; Charge+		
₂ Tran		1 2 3 4	9	64	0"				1	0	Natural	Sightless St	rike		
SHOT W	EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	on Rules		
1 Horn-S		1 2 3 4 5 6	9	64	0"	9"	40"	60"	1	2	Borne	Combat Sho	ot Weapon; Pierce		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Ho			23	75						0	Natural				
WARRIO	R RULES	Rules													
Horn	-Pull	Hoof and Horn: once po action) in order to do so.											ming a <i>Succour action</i> (whi ore than its basic value.	ch is also a <i>command</i>	
Horn-	Blast	Essence of Kernunnos D10 damage, distributed		atar of Kerni	unnos is destr	oyed its esse	nce explodes	violently, sen	ding lethal sha	ards of horn a	and bone in a	II directions. E	ach unit within 9" of the Av	vatar of Kernunnos suffer	
						YSN-KYS	S-8xxx - ?								

				N	1A1	I-M	AS IASH-ər	HEI	R						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	uity		nds 0	Unit Size	Co	st
			War E	naine			_					u ass	1+/2+/3 Base Size		_
Ysians	Ker-Ys	Man-Masher	Carriage		Va	ssal	Fe	ral	Unco	nmon		5	70x40mm	3	U
				В	RUTE	-FOF	RCER	CRE	W						
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	ıity	Ubio	uity		nds	Crew Size	Base	Size
Ysians	Ker-Ys	Brute	Monstrous Carriage Er		Va	ssal	Fe	ral	Unco	nmon	M	ass 4	- 1	60n	nm
BRUTE-FOR	RCER CREW	Pace	Sk		Mi	ght	Consti	tution	Wou	ınds		itude	Authority	Tem	per
	me; Fearsome; Resist	6	3	0	6	<u>.</u> 2	3	8	1	2	4	6	32	3	7
Brute-Ford	cer Abilities	Bind Permanently (Man-N	Masher); Boun	d (Goad-Dru	ıne, Drune-Br	ute, Brute, Br	ute-Beast); B	'ulk Charger; I	Driver; Engin	e Crew; Arde	nt Draught A	nimal	'		
2 3 4 5 6 7 8 9 10	11 12	Brute-Fo	rcer 1 1 2	3 4 5 6 7	8 9 10 11 12				Brute-Ford	er 2 1 2 3	4 5 6 7 8	9 10 11 12		Bru	te-Forcer
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	Armour Armour		6	44						0	Worn				
Man-N	Masher gine		14	58						0	Engine				
	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules		Cost
Brute-Cag	IC Heavy Armour		13	65						0	Worn	Replace (H	alf-Armour)		1
			MA	N-M	ASHE	ER CA	RRI	AGE I	ENGI	NE					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iitv	Ubio	uitv		nds	Engine Size	Base	Size
			War E	naine				•		•		o ass	-		
Ysians	Ker-Ys	Man-Masher	Carriage		En	gine	Mino	dless	Unco	nmon		1	- 1	70x4	0mm
MAN-M	IASHER	5	0)	4	5	6	8	8	3	(0	0	5	5
Man-Masher T	raits & Abilities	Immune (Petrification, Sc	oul, Fume); Re	esist (Death,	Cold, Freeze	, Venom); Too	ugh; Flammal	ble; Bound Pe	rmanently (B	rute-Forcer);	Bulk Charge	; Move per C	rew; Wheeled		
2 3 4 5 6 7 8 9 10		Man-Ma	sher 1 1 2	3 4 5 6 7	8 9 10				Man-Mash	er 2 1 2 3	4 5 6 7 8	9 10		Mai	n-Masher
NGINE COM	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	Masher ng Maces	1 2 3 4 5 6 7 8 9 10	18	63	1"	18	81		2	0	Borne	Pierce; Imp Damage	pact Strike; Charge+; Sightle	ss Strike; Vic	ious
	g Hubs Blades	1 2 3 4	9	54	0.5 "				1	0	Natural	Impact Stri	ke		
	ARMOUR		Armour+	C+A						Hands	Class	Armour R	ules		
	n Frame		10	78						0	Natural				
Corist	ruction					YSN-KYS	-0vvv - 2								

				FLE	SH	FLESH T	IRI	ESH	IER						
Kindred	Realm	Kin	Cla	ss	Privi	ilege	Acı	iity	Ubio	uity		nds 0	Unit Size	Co	st
Ysians	Ker-Ys	Flesh-Thresher	War E Carriage		Vas	ssal	Fe	ral	Uncor	mmon	M	0 ass 8	Base Size	9	8
					RUTE	-FOF	CER	CRE	W			<u> </u>	110/00///		
Kindred	Realm	Kin	Cla			ilege		uity	Ubic	uity		nds 0	Crew Size	Base	Size
Ysians	Ker-Ys	Brute	Monstrous Carriage Er		Vas	ssal	Fe	ral	Uncor	nmon	M	ass 4	- 2	60n	nm
BRUTE-FOR	CER CREW	Pace	Sk		Mig	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Loathson (Corruption	ne; Fearsome; Resist); Unseeing	6	3	D	6	2	3	8	1	2	4	16	32	3	7
Brute-Ford	er Abilities	Bind Permanently (Flesh-	Thresher); Bo	und (Goad-L	Drune, Drune-	Brute, Brute,	Brute-Beast)	; Bulk Charge	er; Driver; Eng	ine Crew; Ar	dent Draught	t Animal			
2 3 4 5 6 7 8 9 10	11 12				Bru	ite-Forcer 1	1 2 3 4 5	6 7 8 9 10	11 12					Bru	te-Forc
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
Half-A			6	44						0	Worn				
Flesh-T			16	60						0	Engine				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ules		Cos
Brute-Cag	e Heavy Armour		13	67						0	Worn	Replace (Ha	alf-Armour)		1
			FLES	H-TH	IRES	HER	CARF	RIAG	E EN	GINE					
Kindred	Realm	Kin	Cla	ss	Privi	ilege	Acı	uity	Ubic	uity		nds 0	Engine Size	Base	Size
Ysians	Ker-Ys	Man-Masher	War E Carriage		Eng	jine	Mino	dless	Uncor	nmon	M	ass 4	- 1	110x6	0mm
FLESH-TH	HRESHER	5	0)	6	4	7	8	1	6	(0	0	5	;
Flesh-Thresher	Traits & Abilities	Immune (Petrification, Sc	oul, Fume); Re	esist (Death,	Cold, Freeze,	Venom); To	ugh; Flamma	ble; Bound Pe	ermanently (B	rute-Forcer);	Bulk Charge	r; Move per Ci	rew; Wheeled		
Wound	l Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16											
NGINE COM	BAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
Flesh-T		1 2 3 4 5 6 7 8 9 10 11 12 13	18	82	2 "	18	100		2	0	Borne	Pierce; Impa Damage	act Strike; Charge+; Sightle	ss Strike; Ter	rible
Slicing		1 2 3 4	9	73	0.5 "				1	0	Natural	Impact Strik	ke		
ENGINE			Armour+	C+A						Hands	Class	Armour Ru	ules		
Wooder			10	88						0	Natural				
Constr	ucuon					YSN-KYS									

Kindred Ysians Kindred Ysians GIGH-MELUS	Realm Ker-Ys Realm Ker-Ys	Kin Birthing Chair Kin	Cla War E Carriage	ngine Engine	Priv Va	BERTH-in	g CHAIR Acui		IR Ubiq	uitv	Hands	Unit Size	Cost
Ysians Kindred Ysians GIGH-MELUS Insensate; U	Ker-Ys Realm Ker-Ys	Birthing Chair Kin	War E Carriage	ngine Engine	Va			ity	Ubia	uity	Hands	Unit Size	Cost
Ysians Kindred Ysians GIGH-MELUS Insensate; U	Ker-Ys Realm Ker-Ys	Birthing Chair Kin	War E Carriage	ngine Engine	Va			,					
Kindred Ysians GIGH-MELUS Insensate; U	Realm Ker-Ys	Kin	Carriage	Engine		ssal				uity	0 Mass	1 Base Size	COSE
Ysians GIGH-MELUS Insensate; U	Ker-Ys		Cla	GI	GH-I		Elit	te	Ra	re	9	90x50mm	40
Ysians GIGH-MELUS Insensate; U	Ker-Ys		Cla			MELU	SINE	CRE	W				
GIGH-MELUS Insensate; U				ss	Priv	ilege	Acu	ity	Ubiq	uity	Hands 2	Crew Size	Base Size
Insensate; U		Melusine	Infai War Engi	ntry ine Crew	Va	ssal	Elit	te	Ra	re	Mass 1	1	30mm
	SINE CREW	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fortitude	Authority	Temper
Ciah Malusina C	Inseeing	5	7	6	3	31	9)	3	3	84	25	45
Gigii-meiusine C	Crew Abilities	Bind Permanently (Birth	ing Chair); Disc	ciplined; Driv	er; Engine Ci	rew							
2 3													Gigh-Melusi
CREW COMBA	AT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class Weapon	Rules	
Sairen-S		1 2 3	16	47	0.5"				2	2	Borne Quick Str	ike; Quick Parry	
CREW AR			Armour+	C+A						Hands	Class Armour	Rules	
Birthing Carriage E			13	22						0	Engine		
			BIRT	HIN	G CH	AIR (CARR	IAG	E ENC	GINE			
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity	Hands 0	Engine Size	Base Size
Ysians	Ker-Ys	Birthing Chair	War E Carriage		En	gine	Mind	less	Ra	re	Mass 2	1	90x50mm
BIRTHING	CHAIR	4	0)		0	50	6	8	3	0	0	5
Birthing Chair Tra	aits & Abilities	Immune (Soul, Petrificat	tion, Fume); Re	esistant (Dea	th, Cold, Fre	eze, Venom);	Tough; Flamm	nable; Hang	On!				
2 3 4 5 6 7 8													Birthing Cha
ENGINE A	RMOUR		Armour+	C+A						Hands	Class Armour	Rules	
Wooden			8	64						0	Natural		
Construc ENGINE O		Engine Option Rules											Cost
Gigh Bearer Ha	ost Banner Bearer	May bear the Host's Bar	nner if a Host E	Banner Beare	r is not alrea	dy purchased.	The Host Ban	nner range is	18". Engine g	gains the Hos	t Banner Bearer ability		7
			GIG	Н-МЕ	ELUS	INE	DRAU	GHT	ANI	MAL			
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity	Hands 0	Draught Animal Size	Base Size
Ysians	Ker-Ys	Melusine	Infai Ardent Drau	ntry	Va	ssal	Elit	te	Ra	re	Mass 1	6	30mm
GIGH-MEI	LUSINE	5	7		3	32	9)	3	3	84	25	24
Gigh-Melusine Tra	aits & Abilities	Adept; Ardent Draught A	Animal; Bound	Permanently	(Birthing Ch	air); Discipline	ed; Insensate;	Unseeing; S	orcerer (1); M	love per Drau			
	ı-Melusine 1 1 2 3		ine 2 1 2 3			1elusine 3		Gigh	-Melusine 4			usine 5 1 2 3	Gigh-Melusine
DRAUGHT ANIMAL C		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class Weapon	Rules	
Sairen-S		8	40	0.5"				1	1	Borne Quick Str	ike; Quick Parry		
DRAUGHT ANIM			Armour+	C+A						Hands	Class Armour	Rules	
Birthing			13	22						0	Engine		
Carriage E RAUGHT ANIMA		Invoke Dice	Pov	ver	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules		
Sairen-	Song	1	Marked Un Constant E Marks, and a confused. I	it: the Marke iffect: the Ma any unit enga if the Sairen	gh-Melusine ed unit must l arked unit be aged with the unit contains	draught anima be a friendly u comes a Sair e Sairen unit th a mustered he	als do not have nit of the Kin I en unit, gainir at is not a con	e to forgo a c Melusine or N ng +1 attack nstruct or doe g unit immed	ombat weapo florvargh. dice upon eads s not have th	n if Sairen-So ch Marked wa e 'insensate'	ong is performed as a co	ombat invocation. weapon. Sairen units are Diffic nit), and is a noble or a vassa	tult Targets and Difficul