

YSIANS

KINDRED MUSTER

v1.27



last updated 2nd October 2018

MIERCE
MINIATURES



YSIAN MUSTER

version 1.27

	Realm	Au	Ub	GOLD EACH	equipment	eqp gd each	TOT GD EACH	qty	UNIT GOLD	unit options	option gold	TOT UNIT GOLD	St	Orders
GENERAL:														
UNIT 1:														
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COMMANDER:														
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HOST GOLD _____

POWER OF THE HORNEDED GOD

Invocation List

INVOCATION	Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price	Cost
1 Blind Focus	1 2								Continuous Effect: Marked unit is unsighted until the end of its next activation. Rules: Once per Mark; Majority Mark	1+ +strength	5
2 Bones of the Lost Sight	1 2 3 4 5 6 7 8 9 10	40	43	0"	6"	32"	40"			3+	11
3 Bursting Flesh Focus	1 2 3 4 5	50	53	Ignores Armour; Corruption Damage						3+ +strength	14
4 Sweet Corruption Focus	1 2 3								Enemy Marks: Marked unit may only be an enemy unit with the Living trait. Continuous Effect: Marked unit immediately suffers 1D10 invoke damage per invoked die (the damage from which is distributed randomly amongst its Marked warriors). The Marked unit also gains an additional 2D10 corruption effect tokens, attached to each Different Mark's wounded warrior first. Rules: Corruption Damage	2+ +strength	12
5 Curse of Kernunnos Focus	1 2 3								Marked unit: Marked warrior may be any one warrior within total focus range. Continuous Effect: The Marked warrior must take a TEMPER TEST (called a CURSE TEST). If the CURSE TEST is failed, any damage the Marked warrior suffers until the end of its next activation becomes corruption damage (as well as any other type of damage it may be) and is doubled, after wound modifiers are applied. If the CURSE TEST is passed, nothing happens.	2+ +strength	16
6 Blades of the Horned God Sight	1 2 3 4 5 6 7 8	46	52	0"	6"	30"	40"	1 D10	Corruption Damage	6+	20
7 Mutate Focus	1 2 3 4 5								Marked Flesh: Marked unit must contain friendly warriors of the Kin "Brute", "Abhorrent", "Aberrant", "Conjunct" or "Hulk". Continuous Effect: The Marked unit becomes a Mutated unit and each Mutated warrior becomes or remains frenzied until the end of its next activation. The Marked unit immediately suffers D10 invoke damage per invoked die, distributed randomly amongst the Mutated warriors. In addition to its frenzied attack die, each Mutated warrior gains +1 attack die per invoked die upon his primary combat weapon and +D10 MIGHT per invoked die until the end of the Mutated unit's next activation. Rules: Once per Mark; Entire Mark	3+ +strength	22
8 Blood Sacrifice Focus	1 2								Friendly Marks: Marked unit may only be a friendly unit with the Living trait. Continuous Effect: One Marked warrior - the Sacrificed warrior - from the Marked unit dies. In return, the remaining Marked warriors may double the amount of wound dice caused by one <i>action</i> they perform in their next activation, after any Wound+ increases. Rules: Once per Mark	1+ +strength	23
9 Wrath of Kernunnos Focus	1 2								Friendly Marks: Marked unit may only be a friendly unit. Continuous Effect: The Marked unit becomes a Wrathful unit and each Marked warrior - also called a Wrathful warrior - becomes or remains frenzied (regardless of its current vigour) until the end of its next activation. Remember to add a frenzied attack die to each Wrathful warrior, if it does not already have one. Immediate Effect: If the Wrathful unit was already frenzied, the Wrathful unit immediately becomes active and performs a <i>compulsory Charge action</i> (disregarding its vigour state for requirements purposes) against an enemy unit determined by the Invoker, thus also becoming a Charging Wrathful unit . Resolve the <i>Charge action</i> of the Charging Wrathful unit - including any <i>linked Charge Attack actions</i> - before continuing with the Invoker's activation. Rules: Once per Mark; Entire Mark	4+ +strength	28
10 Rampaging Fury Focus	1								Wild or Feral Marks: Marked unit must have the acuity "Wild" or "Feral", or is a Frenzied unit. Continuous Effect: Marked unit immediately becomes frenzied and under the control of the Invoker's player. The Marked unit treats any other unit on the battlefield as an enemy unit - except the Invoker - until the end of its next activation. The Marked unit must immediately perform a <i>Rampage reaction</i> . Resolve this <i>reaction</i> before continuing with the Invoker's activation. Once the Rampaging Fury continuous effect expires, the Marked unit reverts to the control of its original player. Rules: Once per Mark; Entire Mark	5+ +strength	31

EURYALIA

YUR-i-AH-li-ə

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																						
							4	1																																																																							
Ysians	Ker-Ys	Euryalia	Warlord	Noble	Elite	Unique + Mythic + Rare	Strength	Base Size	638																																																																						
							4	60mm																																																																							
EURYALIA			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																						
<i>Gigantic; Insensate; Resistant (Corruption); Fearless; Terrifying; Bind (Sword-Melusine); Bulk Charger; Overlord; Compel (Sword-Melusine); Earthier; Sorcerer (6)</i>			8	84	68	78	97	98	93																																																																						
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	Earth Dice: 6	Recovery Dice: 6
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																			
1	Sickle-Arm of Cynan Sorcerous Polearm; Sorcerous Sickle <i>Cynan's ancient blade re-forged</i>		1 2 3 4	22	90	3"			1 D 10	2	Borne	Cynan's Blade																																																																			
Cynan's Blade: Euryalia may forego the use of all of her other combat weapons in the first <i>Attack action</i> that is not an impact strike in order to double the attack dice of the Sickle-Arm of Cynan to 8 and double its Weapon+ bonus to 44. This will increase the COMBINED MIGHT of the Sickle-Arm of Cynan to 112.																																																																															
1	Sea-Blade of Gradlon Sorcerous Sword <i>Forged under the waves by Gradlon himself, its ancient metals are imbued with the fluidity of the sea</i>		1 2 3 4 5	16	84	1"				1	Borne	Surging Seas; Piercing; Parry																																																																			
Surging Seas: the Sea-Blade of Gradlon pierces armour of the earth unnaturally. When borne or worn armour is used to parry the Sea-Blade of Gradlon, those parries are difficult parries. Additionally, if the Sea-Blade of Gradlon is used to parry strikes from non-sorcerous weapons, those parries are easy parries.																																																																															
1	Whip of Ys Sorcerous Whip <i>The wickedly barbed Whip of Ys causes agonising pain to all struck by it</i>		1 2 3 4	9	77	4"			1 D 10	1	Borne	Wicked Barbs																																																																			
Wicked Barbs: Any warrior that takes attack damage from the Whip of Ys halves the attack dice of one of his weapons (Euryalia's choice) in his next <i>Attack action</i> , rounding down any fractions to a minimum of 1.																																																																															
2	Barbed Tentilla Tentilla		1 2	6	74	0"			2 D 10	0	Natural	Sightless Strike; Venom Damage																																																																			
3	Trampling Hooves Trample		1 2 3	8	76	1"				0	Natural	Sightless Strike																																																																			
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																			
1	Sea-Plate of Gradlon Sorcerous Light Armour <i>Forged under the waves by Gradlon himself, its ancient metals are imbued with the fluidity of the sea</i>			12	90					0	Worn	Ebbing Seas																																																																			
Ebbing Seas: the Sea-Plate of Gradlon is difficult to pierce by weapons of the earth. When Euryalia parries any strike or shot from any non-sorcerous weapon using the Sea-Plate of Gradlon, that parry is an easy parry.																																																																															
ARTEFACTS			Artefact Rules																																																																												
1	Groundsel <i>The power of Kemunnos multiplies</i>		The Black Root: Euryalia may consume Groundsel immediately she activates. When consumed, Groundsel doubles her focus range for her next <i>Invoke action</i> . One use only.																																																																												
INVOCATION			Invoke Dice	Power+	P+P	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Invocation Rules	Init Price																																																																			
1	Piercing Gaze Sight		1 2 3 4	50	57	0"	9"	18"	30"		Ignores Armour	7+																																																																			
2	Glamour of Dahut Focus		1	Effect: Marked unit must immediately perform a <i>Run action</i> (even if it is weary) toward any point on the battlefield that Euryalia desires.								14+																																																																			
WARRIOR RULES			Rules																																																																												
Euryalia's Maidens			Sword-Melusines: Euryalia may double the maximum size of a Sword-Melusine unit mustered in her command. However, she must <i>Bind</i> to that unit and no other unit may be mustered in her command.																																																																												
The Ultimate Price			Sacrificial Lamb: When Euryalia performs an <i>Invoke action</i> , she may force any friendly sorcerer within 4" to pay the total price of the invocation being created instead of paying it herself.																																																																												

YSN-KYS-0005 - Euryalia

CARROWEK OF CARN DHU

Kə-ROH-wek ov karn doo

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																													
							2	1																																														
Ysians	Ker-Ys	Drune	Warlord	Noble	Elite	Unique + Rare	Strength	Base Size	231																																													
							1	30mm																																														
CARROWEK OF CARN DHU			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																													
<i>Insensate; Fearless; Fearsome Compel (Death-Drune, Ax-Drune)</i>			5	82	56	53	95	87	19																																													
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	51	52	53		
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																										
1	The Black Ax Sorcerous Great Axe <i>The Black Ax inspires fear</i>		1 2 3 4 5 6 7 8	18	74	1"			2 D 10	2	Borne	Ax of Black Renown; Sightless Strike																																										
Ax of Black Renown: While wielding The Black Ax, Carrowek of Carn Dhu is <i>Fearsome</i> .																																																						
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																										
1	Armour of Carn Dhu Sorcerous Light Armour			14	67					0	Worn																																											
WARRIOR RULES			Rules																																																			
Drune-Lord			Lord of Drones: Carrowek is a War-Drune.																																																			
MOUNT OPTIONS			Mount Option Rules																																																			
Margedig			<i>May ride Margedig; Carrowek gains the Compel (Veteran Horse-Ax-Drune) ability</i>							Mount+	C+A	Cost																																										
										4	71	58																																										

YSN-KYS-0101 - Carrowek of Carn Dhu

MARGEDIG

Mə-GE-dig

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																											
							0	1																												
Ysians	Ker-Ys	Drune-Horse	Beast	Beast	Wild	Uncommon	Strength	Base Size	55																											
							4	60mm																												
MARGEDIG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																											
<i>Hardy; Insensate; Fearless Bulk Charger</i>			8	26	47	35	52	41	36																											
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		
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																								
1	Drune-Horns Horns		1 2 3 4 5 6	13	60	0"	26	86		0	Natural	Mighty Strike; Impact Strike																								
2	Trampling Hooves Trample		1 2 3	5	52	0"				0	Natural	Sightless Strike																								
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																								
1	Horse-Skull Champion			8	43					0	Worn																									

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

WAR-DRUNE

WOR-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																															
							2	1																																																
Ysians	Ker-Ys	Drune	Warlord	Noble	Elite	Uncommon	Strength	Base Size	87																																															
							1	30mm																																																
WAR-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																															
<i>Insensate; Fearless Compel (Death-Drune, Ax-Drune)</i>			5	77	52	47	91	83	17																																															
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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		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																													
1	War-Ax <i>Great Axe</i>	1 2 3 4 5 6	18	70	0.5"			1 D10	2	Borne	Sightless Strike																																													
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																												
1	War-Chain <i>Chain</i>	1 2 3 4 5 6	13	65	2"			1 D10	2	Borne	Replacement (War-Ax); Sightless Strike	2																																												
1	War-Falchion <i>Sword</i>	1 2 3 4 5 6 7	9	61	0.5"			1 D10	1	Borne	Replacement (War-Ax); Sightless Strike; Parry	0																																												
1	Ax and Falchion <i>Axe; Sword</i>	1 2 3 4 5 6 7 8 9	18	70	0.5"			1 D10	2	Borne	Replacement (War-Ax); Sightless Strike; Parry or Hook; Quick Strike	-5																																												
1	War-Sickle <i>Sickle-Sword</i>	1 2 3 4 5 6 7	9	61	0.5"			1 D10	1	Borne	Replacement (War-Ax); Death Strike; Sightless Strike	3																																												
1	War-Glaive <i>Glaive</i>	1 2 3 4 5 6	18	70	1"			1 D10	2	Borne	Replacement (War-Ax); Sightless Strike	2																																												
1	War-Axes <i>Axe</i>	1 2 3 4 5 6 7 8 9	9	61	0.5"			1 D10	2	Borne	Replacement (War-Ax); Sightless Strike; Quick Strike	-6																																												
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost																																											
1	Battle-Bow <i>Bow</i>	1 2 3	9	61	0"	9"	36"	48"	2	Borne	Additional	15																																												
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																													
1	Greaves <i>Light Armour</i>		13	60					0	Worn																																														
MOUNT OPTIONS		Mount Option Rules									Mount+	C+A	Cost																																											
Horse		<i>May ride a Horse; Rider gains the Compel (Veteran Horse-Ax-Drune) and Flanker ability</i>											26																																											
Drune-Horse		<i>May ride a Drune-Horse; Rider gains the Compel (Veteran Horse-Ax-Drune) and Flanker ability</i>											60																																											
Hound-Horse		<i>May ride a Hound-Horse</i>									7	67	208																																											

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

AUGUR-DRUNE

OR-ger DROON

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																								
							2	1																																									
Ysians	Ker-Ys	Drune	Warlord	Noble	Wild	Rare	Strength	Base Size	151																																								
							1	30mm																																									
AUGUR-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																								
<i>Insensate; Fearless; Augurer; Earther; Sorcerer (5)</i>			5	45	33	40	84	45	84																																								
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td> </tr> </table>										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
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										
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																						
1	Sickle of Drunemeton <i>Sorcerous Sickle</i>	1 2 3	11	44	0"			2 D10	1	Borne	Sightless Strike																																						
2	Karnun-Staff <i>Staff</i>	1	5	38	1"				1	Borne	Sightless Strike; Karnun Staff Artefact																																						
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																						
1	Horns of Karnun <i>Helmet</i>		5	45					0	Worn																																							
ARTEFACTS		Artefact Rules																																															
1	Karnun Staff <i>The horned god's power lies within</i>	Horned Power: An Augur-Drune may perform one more invocation than his tolerance allows, which means that he may perform one particular invocation twice in an activation. If the Augur-Drune performs a previous action before performing an <i>Invoke</i> or <i>Recover</i> action, add 1 to the tolerance listed in the Tolerance Table.																																															
WARRIOR RULES		Rules																																															
Augur-Drune		Skilled Augurer: An Augur-Drune adds +2 to the result of any omens roll during an <i>Augur</i> action, and may re-roll any omens roll that results in a Death Omen or Bad Omen.																																															
Foreseen Fumble:		An Augur-Drune may re-roll any failed RECOVER TEST once.																																															
MOUNT OPTIONS		Mount Option Rules									Mount+	C+A	Cost																																				
Horse		<i>May ride a Horse; Rider gains the Flanker ability</i>											21																																				
Karnun-Beast		<i>May ride a Karnun-Beast</i>									6	51	61																																				

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

THE ROSE OF KER-YS

The ROSE of KER-iss

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysians	Ker-Ys	Melusine	Warchief	Noble	Elite	Unique + Uncommon	Strength 1	Base Size 30mm	124		
THE ROSE OF KER-YS			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Fearless</i> <i>Bind (Ulric); Earther; Sorcerer (3); Compel (Sword-Melusine)</i>			5	57	31	26	79	65	76		
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							Earth Dice: 4		Recovery Dice: 4		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Scythe of the Rose <i>Scythe</i>	1 2 3 4	16	47	1"			1 D 10	2	Borne	Sightless Strike; Death Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Robes of the Rose <i>Clothing</i>		6	32					0	Worn	Sightless Parry
INVOCATION		Invoke Dice	Power+	P+P	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Invocation Rules	Init Price
1	Enslaved to the Rose <i>Focus</i>	1 2	Marked Warrior: Marked warrior may only be Ulric the Defiler, and he pays the total price of the invocation instead of The Rose of Ker-Ys. Effect: Ulric <u>must</u> immediately perform an <i>Attack action</i> (even if he is weary). Once that <i>Attack action</i> has been resolved, Ulric must immediately deduct D5 CONSTITUTION.								3+
2	Poison Petals <i>Focus</i>	1 2	Continuous Effect: Marked unit's SKILL attribute is halved, rounding any fractions down, until the end of its next activation.								3+
3	The Thorn <i>Focus</i>	1 2 3 4 5 6	35	40	Ignores Armour						5+
WARRIOR RULES		Rules									
The Rose and the Thorn		The Rose of Ker-Ys may not be mustered without mustering Ulric the Defiler, and must <i>Bind</i> to Ulric the Defiler when she is mustered.									

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

ULRIC THE DEFILER

UL-rik the DE-fyl-er

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysians	Ker-Ys	Drune	Warchief	Slave	Wild	Uncommon	Strength 1	Base Size 30mm	55		
ULRIC THE DEFILER			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Hardy; Insensate; Fearless</i> <i>Bound Permanently (The Rose of Ker-Ys)</i>			5	65	50	41	87	0	16		
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											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Ax of the Defiler <i>Axe</i> <i>The Ax of Ulric the Defiler is said to draw the soul from those it murders</i>	1 2 3 4	16	66	0.5"			1 D 10	2	Borne	Sightless Strike; Soul Damage
		Eater of Souls: If Ulric the Defiler kills an enemy warrior with the Ax of the Defiler, he immediately gains D5 CONSTITUTION (and thus may regain attack dice). This cannot take his CONSTITUTION higher than its basic value.									
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Armour of the Defiler <i>Light Armour</i>		13	54					0	Worn	Sightless Parry
WARRIOR RULES		Rules									
Autonomor		Ulric the Defiler <u>must</u> be mustered when The Rose of Ker-Ys is mustered, and <u>must</u> be included in her command.									
The Rose		If the Rose of Ker-Ys dies, Ulric the Defiler immediately becomes Feral and will take D5 CONSTITUTION damage per hour (immediately he is activated) regardless of any other rule.									

YSN-KYS-1070-200 - Ulric the Defiler

BATTLE-DRUNE

BAT-al-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost					
							2	1						
Ysians	Ker-Ys	Drune	Warchief	Noble	Veteran	Common	Strength 1	Base Size 30mm	47					
BATTLE-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper					
<i>Insensate; Fearless</i> <i>Compel (Ax-Drune); Influence (Death-Drune)</i>			5	61	44	39	88	75	15					
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														
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules			
1	Battle-Ax <i>Great Axe</i>	1 2 3 4	18	62	0.5"			1 D 10	2	Borne	Sightless Strike			
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost		
1	Battle-Chain <i>Chain</i>	1 2 3 4 5	14	58	2"			1 D 10	2	Borne	Replacement (Battle-Ax); Sightless Strike	5		
1	Battle-Falchion <i>Sword</i>	1 2 3 4 5	8	52	0.5"			1	1	Borne	Replacement (Battle-Ax); Sightless Strike; Parry (foot only); Switch Hands (Battle-Falchion)	0		
1	Battle-Falchion <i>Sword</i>	1 2 3 4	16	60	0.5"			1 D 10	2	Borne	Replacement (Battle-Ax); Sightless Strike; Parry or Hook; Quick Strike	0		
1	Ax and Falchion <i>Axe; Sword</i>	1 2 3 4 5 6 7	10	54	0.5"				2	Borne	Replacement (Battle-Ax); Sightless Strike; Parry or Hook; Quick Strike	0		
1	Battle-Sickle <i>Sickle-Sword</i>	1 2 3 4 5	9	53	0.5"			1	1	Borne	Replacement (Battle-Ax); Sightless Strike; Switch Hands (Battle-Sickle); Death Strike	2		
1	Battle-Glaive <i>Glaive</i>	1 2 3 4	18	62	0.5"			1 D 10	2	Borne	Replacement (Battle-Ax); Sightless Strike	1		
1	Battle-Axes <i>Axe</i>	1 2 3 4 5 6 7	9	53	0.5"			1 D 10	2	Borne	Replacement (Battle-Ax); Sightless Strike; Quick Strike	-1		
1	Barbed Whip and Ax <i>Whip; Axe</i>	1 2 3 4 1 2 3	9 7	53 51	0.5" 3"			1 1	1	Borne	Replacement (Battle-Ax); Sightless Strike; Gains the Goad ability	0		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost	
1	Battle-Bow <i>Bow</i>	1 2	9	53	0"	9"	36"	48"		2	Borne	Additional	7	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules			
1	Greaves <i>Light Armour</i>		11	50					0	Worn				
WARRIOR OPTIONS		Warrior Option Rules									Cost			
An-Kern-Drune		May bear the Host's Banner if the General is a different War-Drune or Battle-Drune									9			
Hound-Master		If not an An-Kern-Drune, may Bind to a unit of Drune-Hounds, who then become Wild rather than Feral. If the Battle-Drune does so, he must replace his Battle-Ax weapon with a Barbed Whip and Ax weapon, but he may field the Drune-Hound unit as if its Unit Size is 3+/10									9			
MOUNT OPTIONS		Mount Option Rules									Mount+	C+A	Cost	
Horse		May ride a Horse; Rider gains the Compel (Veteran Horse-Ax-Drune) and Flanker ability											23	
Drune-Horse		May ride a Drune-Horse; Rider becomes a Flanker											54	
Hound-Horse		May ride a Hound-Horse									7		57	192

YSN-KYS-0101 - Carrowek of Carn Dhu; YSN-KYS-0201 - Crom of Carn Wrach; YSN-KYS-1201 - Hedroc of Carn Maen; YSN-KYS-1211 - Annik of Carn Wrach; YSN-KYS-1275-100 - Jowan of Carn Dhu; YSN-KYS-1230 - Mawdred of Carn Dhu; YSN-KYS-1070-200 - Ulric the Defiler

DEATH-MELUSINE

DETH-mel-YOO-seen

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysians	Ker-Ys	Melusine	Warchief	Noble	Elite	Uncommon	Strength 1	Base Size 30mm	83		
DEATH-MELUSINE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Fearless</i> <i>Compel (Sword-Melusine); Sorcerer (2)</i>			5	78	35	24	92	93	61		
Recovery Dice: 2									2		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Death-Swords <i>Sword</i>		1 2 3 4 5 6	15	50	0.5 "		1 D10	2	Borne	Sightless Strike; Quick Strike; Parry; Sightless Parry; Quick Parry
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Leather Armour <i>Light Armour</i>		6	30					0	Worn	Sightless Parry
INVOCATION		Invoke Dice	Power+	P+P	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Invocation Rules	Init Price
1	Sairen-Song <i>Focus</i>		1							<i>Singing Swords:</i> the Death-Melusine may perform <i>Invoke actions</i> as if they were <i>command actions</i> . <i>Continuous Effect:</i> The Death-Melusine becomes a Sairen , gaining +2 attack die upon her primary combat weapon. Additionally, any unit engaged with the Death-Melusine that does not have the Construct or Insensate trait, and is a Man, immediately becomes confused until the end of their next activation. <i>Rules:</i> Once per Mark	6+
YSN-KYS-1127 - Sairen Rose											

SEER-DRUNE

SEE-er DROON

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Ysians	Ker-Ys	Drune	Warchief	Noble	Wild	Uncommon	Strength 1	Base Size 30mm	102			
SEER-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Fearless;</i> <i>Augurer; Earther; Sorcerer (3)</i>			5	37	31	34	79	38	76			
Earth Dice: 2									Recovery Dice: 2			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Dagger of Drunemeton <i>Sorcerous Dagger</i>		1 2	6	37	0 "		1 D10	1	Borne	Sightless Strike	
2	Karnun-Staff <i>Staff</i>		1	3	34	1 "			1	Borne	Sightless Strike; Karnun Staff Artefact	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Horns of Karnun <i>Helmet</i>		5	39					0	Worn		
ARTEFACTS		Artefact Rules										
1	Karnun Staff <i>The horned god's power lies within</i>		Horned Power: A Seer-Drune may perform one more invocation than his tolerance allows, which means that he may perform one particular invocation twice in an activation. If the Seer-Drune performs a previous action before performing an <i>Invoke</i> or <i>Recover</i> action, add 1 to the tolerance listed in the Tolerance Table.									
WARRIOR RULES		Rules										
Seer-Drune		Skilled Augurer: A Seer-Drune adds +1 to the result of any omens roll during an <i>Augur</i> action, and may re-roll any omens roll that results in a Bad Omen. Foreseen Fumble: A Seer-Drune may re-roll one failed RECOVER TEST during the battle.										
MOUNT OPTIONS		Mount Option Rules								Mount+	C+A	Cost
Horse		May ride a Horse; Rider gains the Flanker ability										19
Karnun-Beast		May ride a Karnun-Beast								6	45	61
YSN-KYS-0260 - Kerazek; YSN-KYS-1260 - Kernuor												

HARVEST-DRUNE

HAR-vest DROON

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysians	Ker-Ys	Drune	Warchief	Noble	Elite	Uncommon	Strength 1	Base Size 30mm	135		
HARVEST-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Loathsome; Fearless</i> <i>Earther; Sorcerer (3)</i>			5	38	34	36	83	47	86		
Earth Dice: 2									Recovery Dice: 2		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Man-Catcher <i>Mancatcher</i>		1 2 3 4	6	40	1 "		1 D10	2	Borne	Grab; Sightless Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Half-Armour <i>Light Armour</i>		8	44					0	Worn	
ARTEFACTS		Artefact Line	Artefact Rules								
1	Pudenda		1 2 3 4 5 6 7 8 9	Prepared Harvest: before the Harvest-Drune is positioned on the battlefield, the Harvest-Drune's player must roll a D10, called the pudenda roll . The result of the pudenda roll is the amount of Pudenda the Harvest-Drune carries when the battle begins. This should be marked on the Artefact Line to the left. Eater of Souls: The Harvest-Drune may consume up to three Pudenda during any of his <i>Invoke actions</i> , after the total price of an Invocation has been calculated, thus reducing the Pudenda total by the amount of Pudenda consumed. The consumed Pudenda adds either 1D10 to the skill roll, 1D10 to the fury roll or 1D10 to the wither roll, depending on the Invocation.							
INVOCATION		Invoke Dice	Power+	P+P	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Invocation Rules	Initial Price
1	Heighten <i>Focus</i>		1 2	Friendly Marks: Marked unit may only be a friendly noble or vassal unit. Continuous Effect: The Marked unit's warriors each increase their SKILL by 2D10 (called the skill roll) until the end of the Marked unit's next activation. At the end of the Marked unit's next activation, the wounded warrior's CONSTITUTION is reduced by an amount of D10 equal to the skill roll. Units may only be affected by Heighten once per hour.							4+
2	Wither <i>Focus</i>		1 2 3	Effect: The Marked unit receives 2D10 invoke damage (called the wither roll).							6+
3	Fury <i>Focus</i>		1 2	Friendly Marks: Marked unit may only be a friendly noble or vassal unit. Continuous Effect: The Marked unit's warriors each increase their MIGHT by 2D10 (called the fury roll) until the end of the Marked unit's next activation. At the end of the Marked unit's next activation, the wounded warrior's CONSTITUTION is reduced by an amount of D10 equal to the fury roll. Units may only be affected by Fury once per hour.							8+
WARRIOR RULES		Rules									
The Dead Harvest <i>Scavenger of the Dead</i>		Harvester: The Harvest-Drune may <i>Grab</i> any warrior (including friendly warriors) that is not undead or a construct, now also called the victim , of equal strength to the Harvest-Drune and within attack range of the Harvest-Drune's Man-Catcher combat weapon. If the Harvest-Drune successfully <i>Grabs</i> the victim (i.e., the victim fails his ESCAPE TEST), the victim dies and the Harvest-Drune's Pudenda is increased by 1. If the victim passes his ESCAPE TEST, the victim does not die and no pudenda are harvested.									
YSN-KYS-1160 - Zethag of Carn Dhu											

FLESH-DRUNE

FLESH-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysians	Ker-Ys	Drune	Warchief	Noble	Trained	Uncommon	Strength	Base Size	58		
							1	30mm			
FLESH-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Loathsome; Resist (corruption); Bind (Nothing); Compel (Drune-Brute, Brute, Abhorrent); Influence (Brute Corruptor)</i>			5	24	31	22	54	35	10		
<p>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22</p>											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Meat-Cleaver Cleaver	1 2	8	39	0.5"			1	Borne	Sightless Strike	
2	Scissor-Hands Claws	1 2	9	40	0"			1	Borne	Sightless Strike	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Half-Armour Light Armour		4	26				0	Worn		
ARTEFACTS		Artefact Rules									
1	Flesh-Pile Object	Prepared Flesh: before the Flesh-Drune is positioned on the battlefield, the Flesh-Drune's player must roll 10D10, called the Flesh Dice . The result is the amount of Flesh the Flesh-Drune's first Flesh-Pile contains when the battle begins. This should be marked on the Flesh-Pile's Flesh Chart below.									
<p>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 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 #</p>											
Flesh-Pile: Each Flesh-Pile takes the form of a 30mm base piled high with bits and pieces of meat, bone and horns, or Flesh , which the Flesh-Drune uses to construct warriors. Each Flesh-Pile is an object, is immobile, cannot be destroyed and has its own Flesh Chart . The maximum amount of Flesh any Flesh-Pile can contain is 100. The first Flesh-Pile must be placed within 2" of the Flesh-Drune when he is positioned.											
WARRIOR RULES		Rules									
Insane Creation		<p>Create Action: the Flesh-Drune may perform a <i>Create action</i>, which is a <i>voluntary vigorous action</i>, during his activation regardless of the <i>orders</i> he is under, as long as he is not engaged with or beset by an enemy unit. The Flesh-Drune may expend a certain amount of Flesh from any Flesh-Pile within 2" to create one construct warrior. Each construct warrior is created with 2D10 CONSTITUTION, but the Flesh-Drune may expend Flesh from any Flesh-Pile within 2" to add to this, with one Flesh point equal to one CONSTITUTION point. Once created, the construct warrior must be placed within 2" of the Flesh-Drune. If the construct warrior cannot be placed within 2" of the Flesh-Drune, or if the Flesh-Drune's player does not have an appropriate miniature to represent it, the construct warrior cannot be created. The construct warrior is created within the Flesh-Drune's command, is under the same <i>orders</i> as the Flesh-Drune and is lively. The construct warrior may be placed in another unit with the same profile as its own within 2" or within a unit just of itself, which may then <i>bind</i> to other units as per its abilities in future hours. Meat-Hulks are solitary warriors and may only be created in a unit of one warrior.</p> <p>Construct Warriors: the following Construct Warriors may be created by the Flesh-Drune: 10x Flesh - 1x Drune-Brute, 3x Nithings 20x Flesh - 1x Brute or 1x Brute Corruptor 30x Flesh - 1x Abhorrent, 1x Death-Brute or 1x Hound-Aberrant 40x Flesh - 1x Death-Abhorrent 50x Flesh - 1x Brute-Beast 100x Flesh - 1x Meat-Hulk Construct Warriors may be created with any Combat Weapon or Armour Options available to them but must expend Flesh to do so, with one Flesh point equal to one Gold. Deductions from Options cannot bring the Flesh cost below the basic Flesh cost of a particular Construct Warrior.</p>									
Nithing-Master		<p>Flesh-Drunes bring menials to battle with them - called Nithings - in order to perform various tasks they'd rather not perform themselves. A Flesh-Drune <u>must</u> bind to at least one Nithing (and up to three in total) when mustered or, if they are from the Flesh-Drune's own host, during a battle. The Bind Distance of the Bound Unit thus formed is 24".</p>									
YSN-KYS-1280-100 - Gondard of Karaez											

NITHING

NI-thing

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1+3				
Ysians	Ker-Ys	Nithing	Infantry	Slave	Levy	Uncommon	Strength	Base Size	5			
							1	30mm				
NITHING			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Small; Fearful; Bound Permanently (Flesh-Drune)</i>			6	34	18	6	32	4	2			
<p>1 2 3 4 5 6 Nithing Warrior 1 1 2 3 4 5 6 Nithing Warrior 2 1 2 3 4 5 6 Nithing Warrior 3</p>												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Dagger Dagger	1	3	21	1"			2	Borne	Sightless Strike		
WARRIOR RULES		Rules										
Flesh-Scavenger		<p>Scavenge action: Nithings are trained by their masters to find the bits and pieces of flesh, hoof and horn of dead warriors usually found on the battlefield and bring them back. A Nithing must be within 2" of a Combat action to perform a <i>Scavenge action</i> (which is a <i>voluntary vigorous action</i>) and bring Flesh back to its master's Flesh-Piles, but must take a SKILL TEST in order to do so, also called a SCAVENGE TEST. If the SCAVENGE TEST is successful, the Nithing scavenges 3D10 Flesh. If the SCAVENGE TEST is unsuccessful, the Nithing only scavenges 1D10 Flesh. Add this scavenged Flesh to the Flesh Chart shown to the left. The maximum Flesh any Nithing can carry at any one time is 20. If the Nithing is mounted upon a Pig-Bog, the maximum Flesh any Nithing can carry at any one time increases to 40. Flesh-Carts can carry up to 60 Flesh.</p> <p>Transferring Flesh: The Nithing may transfer any or all of the Flesh he holds to any Flesh-Pile within 2". Increase the Flesh-Pile's Flesh by the amount transferred and decrease the Nithing's Flesh accordingly. A Flesh-Pile's Flesh cannot be increased beyond 100. If a Flesh-Pile is at 100 Flesh and if there are no other Flesh-Piles within 2" of the Nithing when he transfers, a new Flesh-Pile will be created within 2" of the Nithing as long as the Flesh-Drune's player has a Flesh-Pile miniature to represent this.</p>										
MOUNT OPTIONS		Mount Option Rules								Mount+	C+A	Cost
Pig-Bog		May ride a Pig-Bog										39
YSN-KYS-1280-220 - Ekk; YSN-KYS-1280-221 - Yrag; YSN-KYS-1280-222 - Bil; YSN-KYS-1280-223 - Beb												

DEATH-BRUTE

DETH-broot

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	1				
Ysians	Ker-Ys	Brute	Warchief	Noble	Feral	Uncommon	Strength	Base Size	101			
							4	60mm				
DEATH-BRUTE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Hardy; Insensate; Loathsome; Fearsome; Resist (corruption); Bulk Charger; Compel (Drune-Brute, Brute, Brute Corruptor); Influence (Brute-Beast)</i>			6	43	64	51	68	67	44			
<p>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 51</p>												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Great Brute-Club Great Club	1 2 3 4 5 6 7 8	18	82	1"			1 D10	2	Borne	Sightless Strike; Corruption Damage	
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1	Brute-Clubs Club	1 2 3 4 5 6 7 8 9 10	9	73	1"				2	Borne	Sightless Strike; Replacement (Great Brute-Club); Corruption Damage; Quick Strike	-15
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Half-Armour Light Armour		7	58				0	Worn			
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost
1	Brute-Cage Heavy Armour		14	65				0	Worn	Replacement (Half Armour)	3	
WARRIOR RULES		Rules										
Brute Commander		<p>Leader of Brutes: If a Death-Brute is mustered as a commander, only Drune-Brutes, Brutes, Brute-Corruptors, Brute-Beasts or Hulks may be taken in his command. One Death-Drune unit, one Brute-Beast unit or one Hulk may count their AUTHORITY as 0 if they are mustered within a Death-Brute's command.</p>										
YSN-KYS-1606 - Hammer-Brugg; YSN-KYS-1607 - Blade-Grigg												

DEATH-ABHORRENT

DETH ab-HO-rənt

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																													
							2	1																																																														
Ysians	Ker-Ys	Abhorrent	Warchief	Noble	Feral	Uncommon	Strength	Base Size	112																																																													
							4	60mm																																																														
DEATH-ABHORRENT			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																													
<i>Hardy; Insensate; Loathsome; Fearsome; Resist (corruption) Bulk Charger; Compel (Abhorrent)</i>			7	50	63	61	77	71	46																																																													
<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td> </tr> </table>										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	51	52	53	54	55	56	57	58	59	60	61
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	51	52	53	54	55	56	57	58	59	60	61										
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																											
1	Abhorrent-Clubs <i>Club</i>	1 2 3 4 5 6 7 8 9 10	9	72	1"				2	Borne	Sightless Strike; Quick Strike; Corruption Damage																																																											
2	Stomp <i>Trample</i>	1 2 3	6	69	0.5"				0	Natural	Sightless Strike																																																											
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Attack Range	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost																																																										
1	Great Abhorrent-Club <i>Great Club</i>	1 2 3 4 5 6 7 8	18	81	1"			1D10	2	Borne	Sightless Strike; Corruption Damage; Replacement (Abhorrent-Clubs)	16																																																										
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																											
1	Half-Armour <i>Light Armour</i>		4	65					0	Worn																																																												
ARMOUR OPTIONS			Armour+	C+A				Wound-	Hands	Class	Armour Rules	Cost																																																										
1	Abhorrent-Cage <i>Heavy Armour</i>		11	72					0	Worn	Replacement (Half Armour)	3																																																										
WARRIOR RULES																																																																						
Abhorrent Commander		Leader of Abhorrents: If a Death-Abhorrent is mustered as a commander, only Abhorrents or Aberrants may be taken in his command. One Abhorrent Unit or one Aberrant (but not both) may count their AUTHORITY as 0 if they are both mustered within a Death-Abhorrent's command.																																																																				

AX-DRUNE

AX-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Ysians	Ker-Ys	Drune	Infantry	Vassal	Drilled	Common	Strength	Base Size	12			
							1	30mm				
AX-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate</i>			5	48	34	15	74	16	11			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 1	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 6	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 11	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 16	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 20			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 2	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 7	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 12	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 17	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 18			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 3	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 8	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 13	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 19	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 20			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 4	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 9	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 14	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 15	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 16			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 5	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 10	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 15	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 16	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Ax-Drune 20			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Ax Great Axe	1 2	16	50	0.5"			1D10	2	Borne	Sightless Strike	
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1	Chain Chain	1 2 3	14	48	2"			1D10	2	Borne	Replacement (Ax); Sightless Strike	2
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Helm and Greaves Helm; Light Armour		8	23					0	Worn		
UNIT OPTIONS		Unit Option Rules										
An-Ax-Drune		One Ax-Drune becomes the mustered champion, who gains +1 attack dice (Ax)										4
Bann-Ax-Drune		One Ax-Drune becomes the mustered banner bearer										2
Kern-Ax-Drune		One Ax-Drune becomes the mustered herald										2
Veteran Ax-Drunes		The Ax-Drune unit becomes Veteran rather than Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY, and becomes Mainstay										3

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

SHADOW-DRUNE

SHA-doh DROON

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	5+/5+/10					
Ysians	Ker-Ys	Drune	Infantry	Vassal	Veteran	Common	Strength	Base Size	12				
							1	30mm					
SHADOW-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Insensate Scout</i>			5	54	32	11	74	19	12				
1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 1	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 4	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 7	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 10	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 15				
1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 2	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 5	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 8	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 11	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 14				
1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 3	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 6	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 9	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 12	1 2 3 4 5 6 7 8 9 10 11	Shadow-Drune 16				
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		
1	Daggers Dagger	1 2 3 4	9	41	0"				2	Borne	Sightless Strike; Quick Strike		
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules	Cost
1	Drune-Bow Bow	1 2	8	40	0"	9"	30"	48"	2	Borne	Additional	2	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules		
1	Greaves Light Armour		8	19					0	Worn			
UNIT OPTIONS		Unit Option Rules											
An-Shadow-Drune		One Shadow-Drune becomes the mustered champion, who gains +1 attack die (Daggers) or +1 shoot die (Drune-Bow)										2	

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

BOW-DRUNE

BOH-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Ysians	Ker-Ys	Drune	Infantry Support	Vassal	Trained	Common	Strength	Base Size	10			
							1	30mm				
BOW-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate</i>			5	38	30	11	67	12	10			
1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 1	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 6	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 11	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 16	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 20			
1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 2	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 7	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 12	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 17	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 18			
1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 3	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 8	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 13	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 19	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 18			
1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 4	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 9	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 14	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 15	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 19			
1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 5	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 10	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 15	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 20	1 2 3 4 5 6 7 8 9 10 11	Bow-Drune 20			
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Dagger Dagger	1 2	3	33	0"				1	Borne	Sightless Strike	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
1	Drune-Bow Bow	1	5	35	0"	6"	30"	60"	2	Borne	Sightless Shot; Volley Shoot	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Helm and Greaves Helm; Light Armour		4	15					0	Worn		
UNIT OPTIONS		Unit Option Rules										
An-Bow-Drune		One Bow-Drune becomes the mustered champion, who gains +1 shot die (Drune-Bow)										3

YSN-KYS-2400 - Bows of Carn Dinas

GOAD-DRUNE

GOAD-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1+/3+/5			
Ysians	Ker-Ys	Drune	Infantry	Vassal	Trained	Uncommon	Strength	Base Size	20		
							1	30mm			
GOAD-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate; Bind (Brute, Abhorrent, Hound-Aberrant, Drune-Hounds, any Ysian Monstrous Beast)</i>			5	34	28	10	76	33	9		
1 2 3 4 5 6 7 8 9 10	Goad-Drune 1					1 2 3 4 5 6 7 8 9 10	Goad-Drune 4				
1 2 3 4 5 6 7 8 9 10	Goad-Drune 2					1 2 3 4 5 6 7 8 9 10	Goad-Drune 5				
1 2 3 4 5 6 7 8 9 10	Goad-Drune 3										
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Goad-Whip <i>Whip</i>	1 2 3	6	34	3"				1	Borne	Goad; Sightless Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Greaves <i>Light Armour</i>		3	13					0	Worn	
UNIT OPTIONS		Unit Option Rules									Cost
An-Goad-Drune		One Goad-Drune becomes the mustered champion, who gains +1 attack die (Goad-Whip)									3
WARRIOR RULES		Rules									
Beast-Goaders		A Goad-Drune unit within a Bound unit may choose to Goad the Bind unit (now also called the Goaded unit) by performing a <i>Goad action</i> upon them. In addition to the goad effects listed in the Goad action, the Goad-Drune unit may force the Goaded unit to perform the following goad effect: Rampage: if the Goaded unit is currently frenzied, force the Goaded unit to perform a <i>Rampage reaction</i> immediately									

YSN-KYS-2550 - Goaders of Ker-Ys

SWORD-MELUSINE

SORD-MEL-yoo-seen

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							2	5+/10+/20				
Ysians	Ker-Ys	Melusine	Infantry	Vassal	Elite	Uncommon	Strength	Base Size	22			
							1	30mm				
SWORD-MELUSINE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Fearless Bound (Euryalia); Sorcerer (1)</i>			5	66	31	9	88	24	45			
									Recovery Dice: 1			
1 2 3 4 5 6 7 8 9	Sword-Melusine 1		1 2 3 4 5 6 7 8 9	Sword-Melusine 6		1 2 3 4 5 6 7 8 9	Sword-Melusine 11		1 2 3 4 5 6 7 8 9	Sword-Melusine 16		
1 2 3 4 5 6 7 8 9	Sword-Melusine 2		1 2 3 4 5 6 7 8 9	Sword-Melusine 7		1 2 3 4 5 6 7 8 9	Sword-Melusine 12		1 2 3 4 5 6 7 8 9	Sword-Melusine 17		
1 2 3 4 5 6 7 8 9	Sword-Melusine 3		1 2 3 4 5 6 7 8 9	Sword-Melusine 8		1 2 3 4 5 6 7 8 9	Sword-Melusine 13		1 2 3 4 5 6 7 8 9	Sword-Melusine 18		
1 2 3 4 5 6 7 8 9	Sword-Melusine 4		1 2 3 4 5 6 7 8 9	Sword-Melusine 9		1 2 3 4 5 6 7 8 9	Sword-Melusine 14		1 2 3 4 5 6 7 8 9	Sword-Melusine 19		
1 2 3 4 5 6 7 8 9	Sword-Melusine 5		1 2 3 4 5 6 7 8 9	Sword-Melusine 10		1 2 3 4 5 6 7 8 9	Sword-Melusine 15		1 2 3 4 5 6 7 8 9	Sword-Melusine 20		
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Sairen-Sword <i>Sword</i>	1 2 3	14	45	0.5"			1 D10	2	Borne	Sightless Strike; Quick Strike; Parry; Sightless Parry; Quick Parry	
INVOCATION		Invoke Dice	Power+	P+P	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Invocation Rules		
1	Sairen-Song <i>Focus</i>	1	Singing Swords: the Sword-Melusine unit may perform an <i>Invoke action</i> as if it were a <i>command action</i> . Continuous Effect: The Marked unit (which cannot be an enemy Sword-Melusine unit) becomes a Sairen unit , gaining +1 attack die upon each Marked warrior's primary combat weapon. Sairen units are Difficult Targets and Difficult Marks, and any unit engaged with the Sairen unit that does not have the Construct or Insensate trait (called the Sung unit), and is a noble or a vassal, immediately becomes confused until the end of their next activation. If the Sword-Melusine unit contains a mustered herald, the Sung unit immediately becomes entangled and confused . Sairen Song may only be Invoked upon the Sword-Melusine unit once per activation.									5+
UNIT OPTIONS		Unit Option Rules									Cost	
Mother		One Sword-Melusine becomes the mustered champion, who gains +1 Attack Dice (Sairen-Sword)									6	
Gigh		One Sword-Melusine becomes the mustered banner bearer									4	
Sairen		One Sword-Melusine becomes the mustered herald, who gains the Shrieker ability									4	
WARRIOR RULES		Rules										
Euryalia's Maidens		While Bound to Euryalia, a Sword-Melusine's acuity changes to Fanatical for the duration of the battle.										

YSN-KYS-2060 - Swords of Ys

BRUTE

BROOT

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1+/3+5					
Ysians	Ker-Ys	Brute	Monstrous Infantry	Vassal	Feral	Uncommon	Strength	Base Size	52				
							4	60mm					
BRUTE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Hardy; Insensate; Loathsome; Fearsome; Resist (corruption); Bind (Brute Corruptor, Brute-Beast); Bound (Goat-Drune, Drune-Brute); Bulk Charger</i>			6	38	53	42	55	33	43				
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			Brute 1			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			Brute 4				
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			Brute 2			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			Brute 5				
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			Brute 3										
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1 Brute-Clubs <small>Clubs</small>			1 2 3 4 5 6 7 8 9	9	62	1"				2	Borne	Sightless Strike; Quick Strike; Corruption Damage	
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1 Great Brute-Club <small>Great Club</small>			1 2 3 4 5 6	18	71	1"			1D10	2	Borne	Replacement (Brute-Clubs); Sightless Strike; Corruption Damage	4
ARMOUR			Armour+	C+A					Wound-	Hands	Class	Armour Rules	
1 Half-Armour <small>Light Armour</small>			6	48						0	Worn		
ARMOUR OPTIONS			Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
1 Brute-Cage <small>Heavy Armour</small>			13	55						0	Worn	Replacement (Half-Armour)	2
UNIT OPTIONS			Unit Option Rules									Cost	
1 Kill-Brute			One Brute becomes the mustered champion, who gains +1 Attack Dice (Two Brute-Weapons or Great Brute-Weapon)									13	
YSN-KYS-3810 - Brutes of Brugg; YSN-KYS-3820 - Brutes of Grigg													

BRUTE-CORRUPTOR

BROOT co-RUP-ter

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1+/2+3					
Ysians	Ker-Ys	Brute	Monstrous Infantry	Vassal	Feral	Uncommon	Strength	Base Size	51				
							4	60mm					
BRUTE-CORRUPTOR			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Hardy; Insensate; Loathsome; Fearsome; Resist (corruption); Bound (Drune-Brute, Brute, Goat-Drune); Bulk Charger</i>			6	35	47	41	45	33	43				
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									Brute Corruptor 1				
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									Brute Corruptor 2				
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									Brute Corruptor 3				
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1 Corrupted Fists <small>Fist</small>			1 2 3 4 5 6 7 8 9	8	55	0.5"				2	Natural	Sightless Strike; Corruption Damage; Quick Strike	
SHOT WEAPON			Shoot Dice	Weapon+	M+W	Minimum Range	Lethal Range	Effective Range	Maximum Range	Wound+	Hands	Class	Shot Weapon Rules
1 Corruption <small>Flesh</small>			1 2	5	52	0"	6"	20"	30"	1D10	2	Natural	Sightless Shot; Corruption Damage
2 Filth <small>Spray</small>			1 2	6	53		4"				0	Natural	Sightless Shot; 4" Filth Spray Template; Corruption Damage; Combat Shot Weapon; Move and Shoot
ARMOUR			Armour+	C+A						Wound-	Hands	Class	Armour Rules
1 Half-Armour <small>Light Armour</small>			4	45							0	Worn	
UNIT OPTIONS			Unit Option Rules									Cost	
1 Kill-Corruptor			One Brute Corruptor becomes the mustered champion, who gains +1 attack die (Corrupted Fists)									12	
YSN-KYS-3940 - Corruptors of Kraozon													

ABHORRENT

ab-HO-rant

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost				
							2	1+/3+5					
Ysians	Ker-Ys	Abhorrent	Monstrous Infantry	Vassal	Feral	Uncommon	Strength	Base Size	68				
							4	60mm					
ABHORRENT			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper				
<i>Hardy; Insensate; Loathsome; Fearsome; Resist (corruption); Bound (Goat-Drune); Bulk Charger</i>			7	35	53	49	61	33	43				
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									Abhorrent 1				
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									Abhorrent 2				
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									Abhorrent 3				
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									Abhorrent 4				
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									Abhorrent 5				
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1 Abhorrent-Clubs <small>Club</small>			1 2 3 4 5 6 7 8 9	10	63	1"				2	Borne	Sightless Strike; Quick Strike; Corruption Damage	
2 Stomp <small>Trample</small>			1 2 3	5	58	0.5"				0	Natural	Sightless Strike	
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	Cost
1 Great Abhorrent-Club <small>Great Club</small>			1 2 3 4 5 6	20	73	1"			1D10	2	Borne	Sightless Strike; Replacement (Abhorrent-Clubs); Corruption Damage	5
ARMOUR			Armour+	C+A						Wound-	Hands	Class	Armour Rules
1 Half-Armour <small>Light Armour</small>			4	53						0	Worn		
ARMOUR OPTIONS			Armour+	C+A					Wound-	Hands	Class	Armour Rules	Cost
1 Abhorrent-Cage <small>Heavy Armour</small>			11	60						0	Worn	Replacement (Half Armour)	3
UNIT OPTIONS			Unit Option Rules									Cost	
1 Kill-Abhorrent			One Abhorrent becomes the mustered champion, who gains +1 Attack Dice (Two Abhorrent-Weapons or Great Abhorrent-Weapon)									17	
YSN-KYS-3860 - Murderous Abhorrents of Ys; YSN-KYS-3870 - Ruinous Abhorrents of Ys													

HORSE-AX-DRUNE

AX-hors-droon

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost						
							2	5+/5+/10							
Ysians	Ker-Ys	Drune	Cavalry	Vassal	Drilled	Uncommon	Strength	Base Size	27						
							4	50mm							
HORSE-AX-DRUNE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper						
<i>Insensate Flanker</i>			5	48	34	15	74	26	21						
HORSE			<i>Insensate Bulk Charger</i>	9	18	34	-	-	-						
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 1			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 4			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 7			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 10		
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 2			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 5			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 8						
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 3			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 6			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Horse-Ax-Drune 9						
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules				
1	Ax <i>Great Axe</i>		1 2	16	50	0.5"		1D10	2	Borne	Sightless Strike				
HORSE COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules				
2	Trampling Hooves <i>Trample</i>		1 2	6	40	1"			0	Natural	Sightless Strike				
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules				
1	Greaves <i>Light Armour</i>			8	23				0	Worn					
UNIT OPTIONS		Unit Option Rules								Cost					
An-Horse-Ax-Drune		One Horse-Ax-Drune becomes the mustered champion, who gains +1 attack dice (Ax)								8					
Bann-Horse-Ax-Drune		One Horse-Ax-Drune becomes the mustered banner bearer								5					
Kern-Horse-Ax-Drune		One Horse-Ax-Drune becomes the mustered herald								5					
Veteran Horse-Ax-Drunes		The Horse-Ax-Drune unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY, but becomes Uncommon (2)								3					

YNS-KYS-4110 - Riders of Carn Maen

HOUND-ABERRANT

HOWND AB-ə-rant

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																	
							0	1+/2+/3																																		
Ysian	Ker-Ys	Aberrant	Monstrous Beast	Beast	Feral	Uncommon	Strength 4	Base Size 60mm	66																																	
HOUND-ABERRANT			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																	
<i>Hardy; Insensate; Fearsome; Resist (corruption)</i> <i>Bound (Goat-Drune); Bulk Charger</i>			7	22	53	42	42	25	41																																	
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	Hound-Aberrant 1
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	Hound-Aberrant 2
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	Hound-Aberrant 3
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																															
1	Kill-Bite <small>Bite</small>	1 2 3 4 5 6 7 8	10	63	1"			1 D10	0	Natural	Corruption Damage																															
2	Skull-Butt <small>Horns</small>	1 2	10	63	0"	20	83		0	Natural	Mighty Strike; Impact Strike																															
3	Trample <small>Trample</small>	1 2 3	5	58	0"				0	Natural	Sightless Strike																															
ARMOUR		Armour+	C+A	Wound-	Hands	Class	Armour Rules																																			
1	Fused Armour <small>Carapace</small>	13	55		0	Natural																																				

YSN-KYS-7150 - Aberrants of Ys

HOUND-HORSE

HOWND-hors

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																								
							0	1																																																									
Ysians	Ker-Ys	Hound-Horse	Beast <i>Ardent Mount; Mount Only</i>	Beast	Wild	Rare	Strength 6	Base Size 80mm	167																																																								
HOUND-HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																								
<i>Hardy; Insensate; Terrifying</i> <i>Bulk Charger; Roarer</i>			9	25	62	65	45	30	49																																																								
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																						
1	Hound-Bite <small>Bite</small>	1 2 3 4 5 6 7 8 9	13	75	1"			1 D10	0	Natural	Piercing																																																						
2	Horn-Butt <small>Horns</small>	1 2	12	74	0"	24	87		0	Natural	Mighty Strike; Impact Strike																																																						
3	Raking Claws <small>Claws</small>	1 2 3	11	73	1"				0	Natural																																																							
4	Trample <small>Trample</small>	1 2 3 4	6	68	0"				0	Natural	Sightless Strike																																																						

YSN-KYS-1201-800 - Hedroc on Hound-Horse

KARNUN-BEAST

KAR-nun BEAST

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																															
							0	1																																																
Ysians	Ker-Ys	Karnun-Beast	Beast <i>Ardent Mount; Mount Only</i>	Beast	Wild	Uncommon	Strength 4	Base Size 60mm	59																																															
KARNUN-BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																															
<i>Hardy; Insensate</i> <i>Bulk Charger</i>			7	16	48	56	31	19	37																																															
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	51	52	53	54	55	56	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																													
1	Karnun-Horns <small>Horns</small>	1 2 3 4 5 6	12	60	1"	24	84		0	Natural	Mighty Strike; Impact Strike																																													
2	Trampling Hooves <small>Trample</small>	1 2 3	5	53	0"				0	Natural	Sightless Strike																																													

YSN-KYS-1260-700 - Kernuor on Karnun-Beast

DRUNE-HORSE

DROON-horse

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																			
							0	1																				
Ysians	Ker-Ys	Drune-Horse	Beast <i>Mount; Mount Only</i>	Beast	Wild	Common	Strength 4	Base Size 60mm	32																			
DRUNE-HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																			
<i>Hardy; Insensate</i> <i>Bulk Charger</i>			8	22	43	28	49	19	35																			
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	
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																	
1	Drune-Horns <small>Horns</small>	1 2 3 4 5 6	8	51	0"	16	67		0	Natural	Mighty Strike; Impact Strike																	
2	Trampling Hooves <small>Trample</small>	1 2 3	8	51	0"				0	Natural	Sightless Strike																	

YSN-KYS-0101-700 - Carrowek of Carn Dhu on Drune-Horse

HORSE

(HORS - HORSE)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							0	1			
Ysians	Ker-Ys	Horse	Beast Mount Mount Only	Beast	Wild	Common	Strength 3	Base Size 50mm	13		
HORSE			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Insensate Bulk Charger</i>			9	18	34	17	39	14	29		
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Trampling Hooves <i>Trample</i>		1 2	6	40	1"			0	Natural	Sightless Strike
YSN-KYS-0201-400 - Crom on Horse											

DRUNE-HOUND

(DROON-hound)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							0	5+/5+/10				
Ysians	Ker-Ys	Drune-Hound	Beast	Beast	Feral	Common	Strength 1	Base Size 30mm	7			
DRUNE-HOUND			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Small Bound (Hound-Master, Goad-Drune)</i>			8	36	25	8	42	12	24			
1 2 3 4 5 6 7 8												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Kill-Bite <i>Bite</i>		1 2 3	11	36	0"			1 D10	0	Natural	Corruption Damage
2	Raking Claws <i>Claws</i>		1 2	7	32	0"				0	Natural	
YSN-KYS-7000 - Hounds of Carn Dhu												

PIG-BOG

(PIG-bog)

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							0	1				
Ysians	Ker-Ys	Pig-Bog	Beast Mount Only	Beast	Feral	Uncommon	Strength 2	Base Size 40mm	25			
PIG-BOG			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Insensate; Loathsome; Tough; Fearless; Fearsome Bulk Charger</i>			8	22	36	24	34	15	30			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Chomp-Bite <i>Bite</i>		1 2 3 4 5 6 7	16	52	0"			1 D10	0	Natural	Piercing
WARRIOR RULES		Rules										
Nothing Mount		Don't Go Over There! If a Nothing is mounted upon a Pig-Bog, the Nothing and Pig-Bog become Wild. However, before the Nothing on Pig-Bog performs a <i>Move</i> action, the Nothing must roll a D10, called a Feral Roll . On the roll of a 0 or 1, the Nothing and Pig-Bog become Feral.										
YSN-KYS-1280-223 - Beb on Pig-Bog												

CHIMAERA

KY-meer-ə

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																										
							0	1																																																																																											
Ysian	Ker-Ys	Chimaera	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	Strength 12	Base Size 120mm	524																																																																																										
CHIMAERA			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																									
<i>Gigantic; Hardy; Insensate; Fearless; Terrifying Bound (Goat-Drune); Bulk Charger; Roarer</i>			7	14	20	88	114	67	55	78																																																																																									
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																								
1	Wyrn Bite <small>Bite</small>	1 2 3 4 5	27	115	1"			1 D 10	0	Natural	Switch (Wyrn Fire)																																																																																								
1	Lion Bite <small>Bite</small>	1 2 3 4 5 6	27	115	1"			1 D 10	0	Natural	Piercing																																																																																								
1	Goat Horn Butt <small>Horns</small>	1 2 3 4	18	106	1"	36	142		0	Natural	Mighty Strike; Impact Strike																																																																																								
2	Raking Claws <small>Claws</small>	1 2 3 4	20	108	1"				0	Natural																																																																																									
3	Scorpion Sting <small>Tail</small>	1 2 3	18	106	2"			1 D 10	0	Natural	Venom Damage; Quick Strike																																																																																								
4	Trample <small>Trample</small>	1 2 3 4 5 6	9	97	1"				0	Natural	Sightless Strike																																																																																								
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules																																																																																							
1	Wyrn Fire <small>Breath</small>	1 2 3	11	99			6"			0	Natural	Spray; 6" Fire Spray Template; Fire Damage; Combat Shot Weapon; Switch (Wyrn Bite)																																																																																							
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																																											
1	Chitin <small>Skin</small>		13	127					0	Natural																																																																																									

YSN-KYS-8915 - The Terror of Fortriu

MANTICHORA

MAN-ti-KOR-ə

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																										
							0	1																																																																											
Ysian	Ker-Ys	Mantichora	Monstrous Beast <i>Solitary</i>	Beast	Feral	Uncommon	Strength 10	Base Size 100mm	225																																																																										
MANTICHORA			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																									
<i>Gigantic; Hardy; Insensate; Fearless; Terrifying Bound (Goat-Drune); Bulk Charger; Roarer</i>			8	16	33	76	84	61	46	67																																																																									
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																								
1	Lion Bite <small>Bite</small>	1 2 3 4 5 6	24	100	0.5"			1 D 10	0	Natural	Piercing																																																																								
1	Raking Claws <small>Claws</small>	1 2 3 4 5	18	94	1"				0	Natural																																																																									
2	Scorpion Sting <small>Tail</small>	1 2	16	92	2"			1 D 10	0	Natural	Venom Damage; Quick Strike																																																																								
3	Trample <small>Trample</small>	1 2 3 4 5	8	84	0"				0	Natural	Sightless Strike																																																																								
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																											
1	Chitin <small>Skin</small>		9	93					0	Natural																																																																									

YSN-KYS-8665 - Ungefelic

UTHARD'S CHIMAERA

OO-thardz KY-meer-ə

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																														
							2	1																																																																															
Ysian	Ker-Ys	Chimaera	Monstrous Beast <i>Solitary</i>	Beast	Feral	Uncommon	Strength 10	Base Size 100mm	283																																																																														
UTHARD'S CHIMAERA			Pace	Flight	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																													
<i>Gigantic; Hardy; Insensate; Fearless; Terrifying Bound (Goat-Drune); Bulk Charger; Roarer</i>			8	16	36	76	88	64	47	67																																																																													
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																												
1	Lion Bite <small>Bite</small>	1 2 3 4 5	24	100	0.5"			1 D 10	0	Natural	Piercing																																																																												
1	Raking Claws <small>Claws</small>	1 2 3 4	18	94	1"				0	Natural																																																																													
1	Bull Horn Butt <small>Horns</small>	1 2 3	16	92	0.5"	32	124		0	Natural	Mighty Strike																																																																												
1	Eagle Crushing Beak <small>Bite</small>	1 2 3	24	100	1"			1 D 10	0	Natural	Piercing																																																																												
2	Scorpion Sting <small>Tail</small>	1 2	16	92	2"			1 D 10	0	Natural	Venom Damage; Quick Strike																																																																												
3	Trample <small>Trample</small>	1 2 3 4 5	8	84	0"				0	Natural	Sightless Strike																																																																												
ARMOUR			Armour+	C+A	Wound-	Hands	Class	Armour Rules																																																																															
1	Chitin <small>Skin</small>		9	97					0	Natural																																																																													

YSN-KYS-8670 - Marzaon

CONJUNCT XIII

KON-junkt THER-teen

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							0	1				
Ysian	Ker-Ys	Conjunct	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	Strength 12	Base Size 120mm	345			
CONJUNCT XIII			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Gigantic; Hardy; Insensate; Loathsome; Resist (corruption); Fearless; Terrifying; Bound (Goad-Drune); Bulk Charger; Roarer</i>			5	22	86	94	51	55	77			
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 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Crushing Jaws <i>Bite</i>	1 2 3 4 5 6 7 8 9	27	113	1"			1 D10	0	Natural	Piercing	
1	Raking Claws <i>Claws</i>	1 2 3 4	20	106	0"				0	Natural	Corruption Damage	
2	Trample <i>Trample</i>	1 2 3 4 5 6	9	95	0"				0	Natural	Sightless Strike	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
3	Venomous Tentilla <i>Tentacles</i>	1 2 3 4	13	99	0"	3"	6"	12"	1 D10	0	Natural	Sightless Shot; Venom Damage; Combat Shot Weapon
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Scaly Hide <i>Skin</i>		8	102					0	Natural		

YSN-KYS-8920 - Conjunct XIII

CONJUNCT X

KON-junkt TEN

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost		
							2	1			
Ysian	Ker-Ys	Conjunct	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	Strength 12	Base Size 120mm	430		
CONJUNCT X			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper		
<i>Gigantic; Insensate; Loathsome; Resist (corruption); Tough; Fearless; Terrifying; Bound (Goad-Drune); Bulk Charger; Roarer</i>			7	26	98	98	48	50	72		
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 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98											
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules
1	Crushing Jaws <i>Bite</i>	1 2 3 4 5 6 7	30	128	1"			1 D10	0	Natural	Piercing
1	Raking Claws <i>Claws</i>	1 2 3 4 5	22	120	0"			1 D10	1	Natural	Grab; Corruption Damage
2	Weak Hand <i>Claws</i>	1	5	103	0"				1	Natural	
3	Thumping Tail <i>Tail</i>	1 2 3	15	113	0"				0	Natural	Blind Strike; Sightless Strike
4	Trample <i>Trample</i>	1 2 3 4 5 6	10	108	0"				0	Natural	Sightless Strike
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules
1	Scaly Hide <i>Skin</i>		12	110					0	Natural	

YSN-KYS-8865 - Conjunct X

BONE-ABERRANT

BOHN-AB-ə-rant

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost			
							0	1				
Ysian	Ker-Ys	Aberrant	Monstrous Beast <i>Solitary</i>	Vassal	Feral	Rare	Strength 10	Base Size 100mm	275			
BONE-ABERRANT			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper			
<i>Gigantic; Insensate; Loathsome; Resist (corruption); Tough; Fearless; Terrifying; Bound (Goad-Drune); Bulk Charger; Roarer</i>			7	22	78	87	61	51	66			
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 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87												
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules	
1	Skull Butt <i>Horns</i>	1 2 3 4 5 6 7 8	16	94	0"	32	126	1 D10	0	Natural	Impact Strike; Mighty Strike	
1	Gnawing Bite <i>Bite</i>	1 2 3	10	88	1"				0	Natural	Corruption Damage	
2	Trample <i>Trample</i>	1 2 3 4 5	9	87	0"				0	Natural	Sightless Strike	
SHOT WEAPON		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound+	Hands	Class	Shot Weapon Rules
3	Filth <i>Spray</i>	1 2	3	81			6"		0	Natural	6" Filth Spray Template; Corruption Damage; Combat Shot Weapon; Blind Shot	
ARMOUR			Armour+	C+A				Wound-	Hands	Class	Armour Rules	
1	Bone Carapace <i>Carapace</i>		23	110					0	Natural		

YSN-KYS-8615 - Torku

MEAT-HULK

MEET-HULK

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																					
							2	1																																																																																						
Ysian	Ker-Ys	Hulk	Monstrous Beast <i>Solitary</i>	Vassal	Feral	Rare	Strength 10	Base Size 100mm	387																																																																																					
MEAT-HULK			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																																																																					
<i>Gigantic; Hardy; Insensate; Loathsome; Resist (corruption); Fearless; Terrifying; Bound (Goad-Drune); Bulk Charger; Roarer</i>			7	21	92	95	56	51	67																																																																																					
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	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																																																																		
1	Thumping Fists <i>Fist</i>		1 2 3 4 5 6 7 8 9 10 11 12 13	14	106	2"			1D10	2	Borne	Mighty Strike; Quick Strike; Grab																																																																																		
2	Chomping Bite <i>Bite</i>		1 2	12	104	0"				0	Natural																																																																																			
3	Skull Butt <i>Horns</i>		1 2 3	18	110	0"	36	146	1D10	0	Natural	Mighty Strike; Impact Strike																																																																																		
4	Stomp <i>Trample</i>		1 2 3 4 5	9	101	0"				0	Natural	Sightless Strike; Stomp																																																																																		
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		Cost																																																																																
1	Meat-Hammers <i>Hammer</i>		1 2 3 4 5 6 7 8 9 10 11 12 13	27	119	2"			1D10	2	Borne	Replacement (Thumping Fists); Mighty Strike; Quick Strike; Grab		19																																																																																
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																																																																		
1	Tough Skin <i>Skin</i>			6	101					0	Natural																																																																																			
ARMOUR OPTIONS				Armour+	C+A				Wound-	Hands	Class	Armour Rules		Cost																																																																																
2	Hulk-Cage <i>Heavy Armour</i>			18	119					0	Worn	Additional		11																																																																																

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

BRUTE-BEAST

BROOT-beest

Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																															
							2	1+/2+/3																																																
Ysian	Ker-Ys	Brute-Beast	Monstrous Beast	Vassal	Feral	Uncommon	Strength 6	Base Size 80mm	139																																															
BRUTE-BEAST			Pace	Skill	Might	Constitution	Fortitude	Authority	Temper																																															
<i>Hardy; Insensate; Loathsome; Terrifying; Resist (corruption); Bound (Drune-Brute, Goad-Drune, Brute); Bulk Charger</i>			7	28	66	57	62	42	49																																															
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	51	52	53	54	55	56	57
COMBAT WEAPON			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules																																												
1	Brute-Clubs <i>Clubs</i>		1 2 3 4 5 6 7 8 9 10 11	12	78	2"			1D10	2	Borne	Sightless Strike; Quick Strike; Corruption Damage; Grab																																												
2	Trample <i>Trample</i>		1 2 3 4	7	73	0"				0	Natural	Sightless Strike																																												
COMBAT WEAPON OPTIONS			Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Wound+	Hands	Class	Weapon Rules		Cost																																										
1	Great Brute-Club <i>Great Club</i>		1 2 3 4 5 6 7 8	25	91	2"			2D10	2	Borne	Replacement (Brute-Clubs); Sightless Strike; Mighty Strike; Corruption Damage; Grab		11																																										
ARMOUR				Armour+	C+A				Wound-	Hands	Class	Armour Rules																																												
1	Half-Armour <i>Light Armour</i>			6	63					0	Natural																																													
ARMOUR OPTIONS				Armour+	C+A				Wound-	Hands	Class	Armour Rules		Cost																																										
1	Brute-Cage <i>Heavy Armour</i>			13	70					0	Worn	Replacement (Half-Armour)		3																																										
UNIT OPTIONS			Unit Option Rules										Cost																																											
Kill-Brute-Beast			One Brute-Beast becomes the mustered champion, who gains +1 attack die (Brute-Clubs or Great Brute-Club)										34																																											

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