



Gelfling Force Selector

A Guide to creating a Gelfling Gathering force for
The Dark Crystal: Fires of Rebellion

This current edition – BETA rules V1.1
26.12.20

Heroes

Rian, Hero of Stone-in-the-Wood

Once a castle guard, under the command of his father, Ordon, Rian discovered the treachery of the Skeksis when they drained his true-love, Mira. Fighting to escape the castle and raise awareness of the Skeksis betrayal among his Gelfling kin, he ended up wielding the dual glaive in an act of ultimate defiance at the Second Battle of Stone-in-the-Wood. He was able to unite all of the Gelfling to the rebellion's cause and stood up as a leader among his clan, leading to a Gelfling victory and the start of the Gelfling Gathering.



Unit Name		Unit Type		Unit size		Points Cost	
Rian		Hero		1 Infantry		67pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	4	2	7+	5+	4	7	3
Options							
Rian is equipped with a Hand Weapon and Medium Armour.							
You may purchase the following equipment for Rian:							
<ul style="list-style-type: none"> Exchange his Hand Weapon for an Armour Piercing Weapon for +5pts. 							
Special Rules							
Enemy of the Skeksis - Rian can re-roll failed Damage rolls in combat versus Skeksis Character units. The 2nd result of the dice must stand.							
Hero of Stone-in-wood - Rian's Influence range increases to 6" instead of 4.							
Nimble Fighter – Rian may remove 1 Damage inflicted upon him per combat. This ability can only be used against physical attacks versus Rian's Defence, not Fortitude.							
Powers							
Rian may purchase up to 2 Heroic Powers: He also has access to the two exclusive Powers below.							
Heroic Power - Face in the Flames (Rian Only) Rian can cause 1 unit that has not performed an action this turn within Influence range to act. He may then make a free Action. Rest [2]						Points Cost – 3pts	
Heroic Power - Like Father, Like Son (Rian Only) Rian makes a CHARGE action towards the nearest enemy unit. He gains a +2 dice modifier for the charge despite the enemy unit's type. Rest [2]						Points Cost – 3pts	

Brea, Daughter of Unity

The youngest daughter of the All-Maudra Mayrin, Princess Brea began to question the origins of the Skeksis' rule, and their true motives, when she was allowed to attend her first tithing ceremony. Her unbridled curiosity and sense of justice give her strength, but also make her a prime target for the Skeksis.



Unit Name		Unit Type		Unit size		Points Cost	
Brea		Hero		1 Infantry		59pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	2	4	6+	6+	4	7	2
Options							
Brea is equipped with a Hand Weapon and Light Armour.							
Special Rules							
Vapran Princess - Vapran units treat Brea's command value as 3 when within her Influence Range.							
Scholar of Lost Knowledge - All of Brea's Spell Cast Targets are reduced by 1.							
Powers							
Brea may purchase up to 2 Heroic Powers: She also has access to the two exclusive Powers below.							
Heroic Power - Deeper Connection to Thra (Brea Only) Caster (3). Brea may learn any 3 combined spells from either the Vliiyayas of the Moon or Light.						Points Cost – 4pts	
Heroic Power - Lore's Guardian (Brea Only) Brea's link to Lore creates a stronger bond between her and the construct. If Brea is within 12" and has LOS to Lore, and Lore is not Shaken, she may issue Lore with an additional Action this turn, even if Lore has already acted. Rest [2]						Points Cost – 2pts	

Hup, Paladin of Valour

A Podling of great courage, Hup is always ready to take up his spoon to protect others. Originally a cook in Sami Thicket, Hup decided to travel to Ha'rar to pursue his dream of becoming a paladin. On his travels he meets Deet, and soon finds himself fighting the Skeksis for all the creatures of Thra.



Unit Name		Unit Type		Unit size		Points Cost	
Hup		Hero		1 Infantry		52pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	3	2	6+	5+	3	8	2
Options							
Hup is equipped with a Hand Weapon (Spoon) and Light Armour.							
You may purchase the following equipment for Hup:							
<ul style="list-style-type: none"> Exchange his Light Armour for Medium Armour (Increase Defence by 1) for +5pts. 							
Special Rules							
Indomitable - Even if Hup loses Melee combat, he never retreats. The winner must instead move up to the minimum 1" away from Hup. (see movement restrictions) Hup still gains 1 Fatigue token for losing combat.							
Podling protector - If Hup has not taken an Action this turn, and a friendly unit within Inspire range is Charged by an enemy unit, Hup may make an immediate Advance action to join the combat. If he chooses to make the Advance action, he will expend his action for this turn.							
Small in stature – Due his small Podling frame, all attack dice pools against Hup are reduced by 1d10.							
Powers							
Hup may purchase up to <u>2</u> Heroic Powers: He also has access to the two exclusive Powers below.							
Heroic Power - Beast Tamer (Hup Only) From his adventures with Barfinnious, Hup has experience fighting the darkened creatures of Thra. When Hup uses this power, he makes a Charge action towards the nearest Darkened unit. If he ends up in bases contact with a Darkened unit, he may re-roll any failed rolls to hit against that unit during the ensuing combat. 2nd roll must stand. Rest [1]						Points Cost – 3pts	
Heroic Power - Paladin's Pride (Hup Only) When Hup uses this power, he makes an immediate Rally action, removing Fatigue tokens equal to double his Command Value. Rest [1]						Points Cost – 3pts	

Core

Gelfling Warriors

Gelfling light infantry. These Gelfling have been trained in combat, and they are well-equipped with weapons and light armour. Despite the small size of the Gelfling warriors, they fight boldly and fiercely – particularly to protect their species from the Skeksis.

Unit Name		Unit Type		Unit size		Points per model	
Gelfling Warriors		Core		5 - 8 Infantry		6pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	1	1	5+	4+	1	4	1
Options							
Gelfling Warriors are equipped with a Hand Weapon and Light Armour.							
You may purchase the following equipment for Gelfling Warriors:							
<ul style="list-style-type: none"> Any model may equip themselves with a Short bow or a Shield for +2pts each Any model may equip themselves with Bolas for +1pts each 							

Gelfling Militia

Gelfling citizens with a score to settle! These Gelfling have heard the truth about the Skeksis, and they aren't going to let the abuse go on any longer, if they can help it. They may have grabbed whatever they can to use as weapons, and they may not have any combat training, but they know which end of a pitchfork is the pointy one!

Unit Name		Unit Type		Unit size		Points per model	
Gelfling Militia		Core		5 - 8 Infantry		3pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	1	1	4+	4+	1	3	1
Options							
Gelfling Militia are equipped with an Improvised Weapon (Roll to hit = 6+ rather than 5+).							

Fizzgig Packs

Fierce creatures that hunt together in packs, felling creature much larger than themselves with their sharp jaws. Even though Fizzgigs are quadrupeds, they prefer to move via rolling, using their thick skulls and fur to soften the motion.



Unit Name		Unit Type		Unit size		Points per model	
Fizzgig Packs		Core		2 - 3 Infantry		10pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
6"	2	0	3+	4+	2	5	1
Special Rules							
Fast - Fizzgig Packs have a movement speed of 6".							
Small Creatures - Fizzgig Packs ignore Difficult Terrain penalty.							
Swarm - Fizzgig Packs ignore Last Model Standing penalty.							

Elites

Gelfling Paladins

The Gelfling Paladins are Elite Infantry, equipped with medium armour and armour-piercing halberds. The Paladins were trained to serve under the All-Maudra, with their duties including protecting the capital city of Ha'rar, guarding trade caravans, going on rescue missions, and more. A Paladin is known for their honesty, and can lose their title if they don't uphold the Paladins' values.



Unit Name		Unit Type		Unit size		Points per model	
Gelfling Paladins		Elite		3 - 5 Infantry		16pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	2	1	6+	4+	2	6	2
Options							
Gelfling Paladins are equipped with a Paladin Halberd (Armour Piercing) and Medium Armour.							
You may purchase the following equipment for Gelfling Paladins:							
<ul style="list-style-type: none"> Any model may equip themselves with Shields for +2pts each 							

Gelfling Sky Sirens

Gelfling women who show a flair for flying are often recruited to the Sky Sirens, the secretive faction of the Gelfling army who can swoop in on unsuspecting enemies and sow chaos amongst them. They rely heavily on the element of surprise, as their light armour makes them susceptible to attacks.

Unit Name		Unit Type		Unit size		Points per model	
Gelfling Sky Sirens		Elite		3 - 5 Infantry		10pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
6"	1	2	5+	4+	1	5	2
Options							
Gelfling Sky Sirens are equipped with a Hand Weapon and Light Armour.							
You may purchase the following equipment for Gelfling Sky Sirens:							
<ul style="list-style-type: none"> Any model may equip themselves with a Short bow for +2pts each Any model may equip themselves with Bolas for +1pts each Any model may equip themselves with Smoke-Bombs for +2pts each. Smoke-Bombs - Range 6" - Smoke-Bombs cause no Essence damage. Each point of damage decreases target unit's next attack or defence dice pool by 1d10. 							
Special Rules							
Flying - Gelfling Sky Sirens can fly. They ignore Difficult Terrain and have a movement speed of 6".							

Gelfling Scouts

The Gelfling Scouts are an elite group of Gelfling in tune with the song of Thra. They know the landscape around them, and how to use it to their advantage; able to move quickly across all terrain, hide from view, or attack from a distance.

Unit Name		Unit Type		Unit size		Points per model	
Gelfling Scouts		Elite		3 - 5 Infantry		12pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	1	2	5+	4+	1	5	2
Options							
Gelfling Scouts are equipped with a Longbow, Hand Weapon and Light Armour.							
Special Rules							
Camouflaged - Gelfling Scouts utilise cover as best as possible. Any opponent's ranged attacks against Gelfling Scouts treat cover penalties as 1 higher than normal.							
Swift Footed - Gelfling Scouts ignore Difficult Terrain penalty.							

Landstrider Cavalry

Only the bravest of the Gelfling forces becomes landstrider cavalry, requiring not only fighting skills, a strong connection with Thra and its creatures, but also a good head for heights. The landstriders' incredibly long legs allow them to move at great speeds across the land, and they can be highly intelligent and courageous, with landstriders known to attack Garthim. Working together, landstrider cavalry can be quite a threat.

Unit Name		Unit Type		Unit size		Points per model	
Landstrider Cavalry		Elite		2 - 3 Cavalry		22pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
8"	2	2	6+	4+	3	5	2
Options							
Landstrider Cavalry are equipped with a Hand Weapon and Light Armour.							
You may purchase the following equipment for Landstrider Cavalry:							
<ul style="list-style-type: none"> Any model may equip themselves with Javelins for +1pts each or Shields for +2pts each. Upgrade Landstrider Cavalry Light Armour for Medium Armour (Increase Defence by 1) for +5 per model. 							

Special

Lore

Discovered by Brea in a hidden chamber beneath the All-Maudra's throne, Lore is a creature made of stone by skekGra and urGoh many trine past. Lore was created to assist the one that woke him, tasked to look after them, and guide them along to the Circle of The Suns to learn the secrets of Skeksis rule. He is incredibly strong and loyal, and will always try to protect those on his team.



Unit Name		Unit Type		Unit size		Points Cost	
Lore		Special		1 Large		107pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
4"	6	0	9+	7+	4	7	3
Special Rules							
Construct - Lore counts as having Defence 9+.							
Golem Guardian - Lore ignores all Fatigue tokens, except those acquired by Essence damage and Power/Spell effects.							
Protect - If a friendly unit within 4" of Lore is attacked by a ranged attack, Lore may reduce the number of successful hits by his Command Value. These hits are not removed from play - instead, the attacking player rolls them against Lore's defence. Any successful damage is removed from Lore as normal.							
Stone Fists - Lore's attacks count as Heavy Weapon attacks.							

Force Selector Requirements

Within each force, there are a set number of minimum units and unit types that **MUST** be included, as well as maximum allowances for other unit types. These restrictions are set within the chart opposite.

Players must meet the minimum requirements when constructing forces, but all other choices are entirely optional, so long as maximum restrictions are adhered to. Below is a breakdown of the current available options for the two Forces, including all unit profiles with their statistics for you to use during your games.

Unit Type	Minimum	Maximum
Commander	1	1
Additional Hero/Tyrant Units	0	2
Core Units	3	6
Elite Units	0	2
Special Units	0	1

The Gelfling Gathering

Gelfling were the people of Thra. Aughra described them as innocent, naive and forgetful. Their society was composed of many Gelfling clans during the Age of Harmony. During the Age of Division, with the help of the Skeksis, they formed a high civilization of seven great clans, led by a matriarch called the All-Maudra.

Over time, the Gelfling learned the truth that the Skeksis were draining Gelfling of their essence and drinking it to slow the Skeksis' aging process. In a time known as "The Gelfling Gathering," the Gelfling clans aimed to form a united front to defeat the Skeksis and heal their divided world.

(References – DarkCrystal.com / images – DarkCrystal.com)

(Contributions from: Amy Jefferson)

