The Dark Crystal: Fires of Rebellion Miniatures Game

BETA RULESET - DRAFT

Written and Designed by Marcus Henson

Based on the creative properties of
The Dark Crystal and The Dark Crystal: Age of Resistance and the Jim Henson Company.

This is a draft copy.
V1.3 - 26.12.20
Final formatting, wording and imagery are not finalized.

Contents

Introduction

Another world. Another time. Another age.

Thra.

Thra is in chaos. With the betrayal of the Skeksis, the keepers of the Crystal of Truth, all Gelflings unite to save themselves from a fate most foul.

The Gelfling Gather, but the Skeksis have created warriors, the *Garthim*, so vile and wicked, to crush their rebellion and gather the Gelfling's essence for their ravenous rulers.

This project was born from my passion of miniature table top gaming and from my amazement at the world and wonder of The Dark Crystal: Age of Resistance.

I will admit, that I had never seen the Dark Crystal, the original 1982 film, prior to the Netflix prequel show, but since I saw the show last year, I have become a complete fan.

From the depth of the lore in the accompanying media; such as J. M. Lee's YA novelizations, the various graphic novels, and the new material being released (Bestiary and Songs of the Seven Gelfling Clans), there's so much of the world of Thra to discover. Fingers crossed we might one day get a continuation of the prequel material, but it was pondering over how to continue the story myself.

I was thinking of writing some fan-fiction – this might still be a possibility – but the true origins of this project was as an attempt to make a dedicated Dark Crystal Role Playing Game, similar to Dungeons & Dragons. While attempting to do this, I found the combat of the system developing into something more tactical and as a result a miniatures game was the obvious choice.

These rules are a BETA TEST system and I have no doubt they will be tweaked and improved upon. Firstly; to make the best game possible, but secondly; to ensure the game retains the character of the Dark Crystal, the world of Thra, and everything we loved about the show and movie.

If you wish to submit any feedback, improvements, ideas or just general concepts, I'd love to hear from you. This is after all, a fan-based project.

Please send all correspondence to: m.j.hensonofficial@gmail.com

I will also be putting copies of the pdf, print-outs and force selectors onto my blog site, where you can download for free: marcusjhensonofficial.com

Getting Started

The Dark Crystal: Fires of Rebellion is a fantasy miniatures game where you control a force of heroes or tyrants, each vying for the freedom or control of Thra.

This booklet is a guide for you to learn how to play; from the basic rules of play, to a handy step-by-step guide through your first game experience, to eventually more advanced variants. These rules are in their BETA TESTING and not yet complete. If you encounter a problem or query while playing the game, please note the issues and contact me as the designer.
Your help is greatly appreciated.

The World of Thra

The world of Thra first came to our attention in the 1982 film *The Dark Crystal*, a collaborative creation of Jim Henson and Brian Froud. In this story we follow Jen and Kira, two Gelflings - the last of their kind, who find the missing shard of the Crystal of Truth. The crystal is the beating heart of Thra and if Jen and Kira can reunite the shard with the rest of the crystal at the time of a rare celestial event known as *The Great Conjunction*, then they might be able to end the evil Skeksis rule once and for all.

The world of Thra was brought back to life for the Netflix Original show and prequel called *The Dark Crystal: Age of Resistance*. In it, we learned more about the world of Thra before the time of the film, getting to know the seven Gelfling clans that lived among the various lush environments and settlements.

Additionally, various books, graphic novels and comic books have been created to supply extra lore and world building to this already vibrant franchise.

The Dark Crystal: Fires of Rebellion is set in the unknown period between the Netflix show and the feature film, where the Gelfling are rebelling against the tyrannical rule of the Skeksis, who plan to harvest the life force of all Gelfling – a substance known as Essence, in order to grant them everlasting life.

Gameplay Essentials

In order to play **The Dark Crystal: Fires of Rebellion**, you will the following items:

❖ A friend or opponent – You'll need another player to face off against, who commands the army opposite yours.

❖ Miniatures – These are small models representing the various Heroes, Tyrants, warriors, and creatures of Thra. I have designed the game to eventually be played with 28mm miniatures, so this is the scale the game works towards.

❖ Ruler/Tape Measure – During the game, you'll need to measure distances – how far your units move, how far they can fire their weapons, etc. All measure measurement in this booklet are set to inches, and a written like so; 6" or 12". These mean six inches and twelve inches respectfully.

❖ Dice (d10s) – All the dice used in **The Dark Crystal: Fires of Rebellion** are ten-sided dice, known as d10s. They are numbered from 1 to 10, with the 10 usually set as a 0 on the die. Around 8-10 dice would suffice for the starter game

❖ Tokens – There's a number of conditions during the game which can be tricky to remember mid-play. Therefore, tokens are used to mark these down for reference. I use small playing counters in my demo games. These are available online for cheap, or alternatively you could cut out homemade markers or use dice. You'll need roughly three or four different colours, to distinguish between and roughly half a dozen of each colour.

❖ Table – You'll need a flat surface in which to play on. A kitchen or dining room table are perfect for the first few small scale games.

Commonly used terminology

In **The Dark Crystal: Fires of Rebellion**, there is a number of commonly used phrases and words that will come up during the various stages of gameplay. To a new miniatures player this might seemed intimidating, but it's actually really easy to pick up. By the end of your first

couple of games, these terms should soon become second nature to you. Below is a list of the most commonly used terminology you'll find throughout **The Dark Crystal: Fires of Rebellion**:

❖ Actions - These are things that your units can do during the game. Each unit may perform 1 Action per Turn. There will be a whole section on Actions later in the booklet.

❖ Characters – The term Characters refers to two specific unit types within the game called Heroes and Tyrants. They represent the characters from the show and films. They are a single model unit. Most units consist of multiple of the same models, whereas Characters are always represented on their own.

❖ Forces - This refers to a player's collective army of units and characters combined. Forces range from two or three units, upwards to a dozen or so.

❖ Modifiers – As mentioned on the previous page, **The Dark Crystal: Fires of Rebellion** uses d10 dice to determine the outcome of the chaos of battle. All rolls have the possibility to be modified by various unit abilities or game effects. These can be either positive or negative effects.

❖ Unit – These are the main components of a player's force. Each unit has a minimum and maximum model size, which can be found in the unit's individual descriptions later in the booklet. Units always consist of the same model if they are a multiple model unit.

What's next?

So, what's next?

Head over to Part One: Learn to Play to pick up the essential elements and basic rules, leading you to attempt your first game. Once you've played that through a few times, or feel confident enough, read Part Two: Advanced Rules to get to better understanding and finer details of playing larger games. After this, you may wish to head to Part Three: Forces of Thra, which explains how to construct a larger force to play with, as well detailed description for all unit/characters available in this BETA TEST version. I have many plans to expand the system, but let's not get ahead of ourselves….

Part Four: The World of Thra will eventually hold some material regarding the world of The Dark Crystal for new players who might be unfamiliar with it. However, for this BETA VERSION, I will be leaving this as a work in process and therefore will be blank.

You're all ready to begin reading Part One, and I hope you enjoy playing the game and thank you for joining me on this creative journey

Part One:

Learn To Play

Learn to Play

The following chapter gives you all the necessary information required to play your First game. Set-up and details of this can be found on page 18. If you're a beginner or new to miniatures games, then I suggest giving the next few pages a thorough read through before attempting it. If you are a little more experience with these sort of games, then a brief overview of **The Dark Crystal: Fires of Rebellion** system should be enough for you to give the First game a go.

Game Objectives

The Dark Crystal: Fires of Rebellion is a competitive fantasy miniatures games where armies fight each other in order to accomplish a set of designated Victory Conditions. The game ends after six sequences, known as Turns, or when all of the enemy units have been defeated or removed from the table.

Key Information

The next section covers some of the key terms required to properly understand how models are classified and some premises of basic gameplay:

Model Types

Models are representations of your forces on the table top. Each model represents a single soldier/creature/character.

Each model falls into one of four Model Types:

- ❖ **Infantry** – These are single foot soldiers/characters. They are normally based on 25mm round bases.
- ❖ **Heavy Infantry** – Larger, tougher infantry designed to break enemy ranks. They are normally based on 40mm round bases.
- ❖ **Cavalry** – Fast, swift and with a thunderous charge. These models are normally based on 50mm round bases.
- ❖ **Large** – Huge, monstrous creatures that lumber across Thra, leaving chaos in their wake. These models are normally based on 90mm round bases.

Premeasuring

Players can premeasure ranges, such as Charge distance or whether an enemy target lies within weapons range, before selecting Actions during turns.

However, once a player declares which unit will be acting and the action the unit will attempt - they <u>must</u> perform *that* chosen Action with *that* chosen unit.

Unit Statistics

There are 8 key statistics that each unit in the game is given which helps to determine their skills, abilities and effectiveness in battle. These statistics are as follows:

- ❖ Movement – A unit's standard movement distance in inches.
- ❖ Might – A unit's ability to fight in melee combat.
- ❖ Accuracy – A unit's ability to fire ranged weaponry.
- ❖ Defence – A unit's physical ability to withstand damage.
- ❖ Fortitude – A unit's spiritual defence and mystical prowess.
- ❖ Essence – A unit's constitution against sustained damage.
- ❖ Courage – A unit's resolve in the face of danger.
- ❖ Command – A unit's ability to rally and act accordingly in battle.

Additional information on these statistics and their uses will be highlighted in further relevant sections.

Units will also possess key information such as weaponry, special rules, abilities, Powers and Spells within individual unit profiles. A more in-depth look at unit profiles can be found in Part Three: Forces of Thra section of the booklet breakdown

Unit Types

There are 5 basic unit types within the game. These are:

- ❖ Commander – They are the leader of your Forces. When constructing a Force in **The Dark Crystal: Fires of Rebellion**, you select one of your Heroes or Tyrants to be

your overall Commander. Your Commander is always a Single model unit.

❖ Heroes/Tyrants – To overthrow the forces of the Darkening, or to finally crush the pathetic rebellion, you'll need additional Heroes and Tyrants fighting by your side. Heroes and Tyrants have abilities far beyond average model as well as access to Powers and Spells, which can change the tides of battle in your forces favour. Heroes and Tyrants are always single model units.

❖ Core – These are the mainstay of your force. Solid, sturdy warriors who stand up to enemy attacks and push forward to victory. They are the most common units within your Force. They have a minimum unit size of five models if standard Infantry, or two models if Heavy Infantry/Cavalry. Their maximum unit size is eight models for Standard Infantry, and three models for Heavy Infantry/Cavalry.

❖ Elites – These are as the name suggests; *Elite* soldiers. They provide additional firepower or special abilities that can offer players new or unique tactical advantages. They have a minimum unit size of three models if standard Infantry, or two models if Heavy Infantry/Cavalry. Their maximum unit size is five models for Standard Infantry, and three models for Heavy Infantry/Cavalry.

❖ Special – These are the scarcest of all model types your forces might deploy. Powerful single model units, they provide unrivalled combat potential but at a high cost. Special units are always single models.

Basic Rules

This next section is going to go over the fundamentals of a Turn and the basic rules which apply to them. These rules will be more than enough to get you through the First Game Scenario, found on page 17. After this, you'll find additional rules and material in the Advanced Rules chapter.

The Game Turn

The game is split up into sequences of play known as Turns. Each Turn is split into Phases, each will be examined in greater detail during this chapter. The Turn sequence looks like so:

1. **Initiative Phase** – This determines who gains the Initiative, thereby choosing which player may act first or second for this Turn of play.

2. **Action Phase** – Within the Action phase players take alternating turns, starting with the player who holds Initiative, to select a single unit and attempt an Action with them. Once all units from both players have attempted an Action, the Action phase ends.

3. **End Phase** – In this phase, players consult the Victory Conditions of the game. If these have been met, then the game is over. Additionally, if there are any **Broken** units (page 16) on the table, they are resolved within this phase. If there are any more Turns left in the game, return to step 1 – Initiative Phase. If there are no more Turns remaining, the game ends.

Initiative Phase

At the start of each turn, players have the chance to gain the initiative and shift the flow of the battle in their favour.

To determine which player has Initiative for a Turn, each player rolls 1d10. To this roll, players add the Command Values (CV) of all their active units on the table. This gives players their final Initiative value for the Turn.

For example: Players A & B each roll a d10. Player A gets a 6, while player B only manages a 5. However, Player A's active units only add up to 7CV, while Player B's units add up to 9CV. This gives Player B a winning value of 14, compared to Player A's 13.

In the case that both player's totals are equal, the player with the higher CV gains the

Initiative. If this is still tied, players re-roll the d10 until there are no ties.

Action Phase

Within the Action Phase, players take alternating turns to select a single unit and give that unit an Action to perform. Units may attempt **1** Action per Action phase, meaning players must decide which Action is the most important to use at the time. Below is a list of all the possible actions within the game:

❖ **Advance** – Units move up to their standard movement distance and may fire ranged weapons at penalty (if ranged weapons equipped.)

❖ **Charge** – Units move up to double their standard movement distance and if come into contact with enemy unit perform a melee attack.

❖ **Fire Weapons** – Units stand and fire ranged weapons at an enemy unit. No Movement.

❖ **Prepare** – Units do not move, instead they hold a Fire Weapons Action to use later or increase their defences to hold off incoming melee combat.

❖ **Rally** – Units remove Fatigue tokens equal to their Command Value. If within Influence range of a Character Unit then they may remove Fatigue tokens equal to the character's CV.

❖ **Cast** – Character units are able to use POWERS, while some character units have the ability to use greater mystical forces in the form of SPELLS. When attempting to use a POWER or SPELL, these are performed using the Cast action.

Once a unit has taken its action, I personally like to mark that unit with a little distinguishable token to let me know that they have already acted on the current turn. While in the first few games, this might not seem that relevant, especially during the First Game Scenario, but on larger scale engagements where the actions whip back and forward, this could be a good habit to get yourself into.

[Authors Note] – *I am uncertain whether or not to make this an actual rule of the game, and having activation tokens, like some other squad based miniature games do. I'd be interested in getting feedback on this, whether it's a positive or negative feature.*

The next section breaks down each of the above available Actions into more specific and detailed segments.

Advance

Units advance across the battlefield, attempting to outflank and outmaneuver their enemies. Each **Advance** Action allows a unit to move up to its standard Movement range in any direction. This movement can bend and swivel as much as necessary, but must not exceed the unit's Standard Movement distance. You'll find a unit's specific movement speed on their unit profile, but below is the basic overview of each of the most common movement speeds:

Unit Type/Rule	Standard Movement
Standard Infantry	4"
Heavy Infantry	4"
Cavalry	8"
Fast Units	6"
Slow Units	3"
Flying Units	6"

If the unit has the capacity to, it may also fire ranged weaponry after their movement. Note – This is always completed in this order when taking an Advance action. A player cannot Fire and then move.

For more details on ranged attacks, see Fire Weapons action on page 12.

Unit Cohesion

For units to be an effective fighting force they need to stick together, to protect each other's flanks, and to deliver coordinated attacks.

When moving about the battlefield, units must keep all models in the unit within 1" of another model from the same unit. If an Advance action would end up with any models

out of cohesion, the unit suffers 1 Fatigue token.

Movement Restrictions

The following section highlights the basic restrictions in place when players move their units. Additional restrictions will be found in the Advanced Rules chapter of this booklet, however, for your first game, the below rules should suffice.

❖ Base Contact – Units cannot come into contact with friendly or enemy units when performing an Advance action. Friendly units must always remain 1" separated between other units. Players may move their units into contact with enemy units through the Charge action only - this action comes with an additional melee attack. At all other times, units must remain 1" separate from enemy units, just like friendly units.

❖ Moving through friendly or enemy models – Units **CANNOT** move through friendly or enemy units.

❖ Table edge – Units cannot willingly move off the table edge. If a unit is ever forced to move towards a table edge and their movement <u>would</u> cause them to leave the battlefield, they stop at the very edge. Rather than being removed from table, they are instead penalised with 1 Fatigue token.

Charge

Whether thundering over the battlefield at record pace, or throwing themselves into deadly close combat, units performing the Charge action move up to double their standard movement distance.

If a Charge ends with at least 1 model from the active unit coming into base contact with enemy unit, then the two units will engage in a melee attack.

Note – even if only 1 model from the unit is in base contact, the *entire* unit counts as being in melee combat.

Melee Combat

When a unit charges and initiates melee combat, the following sequence takes effect:

1. **Determine order** – Melee fights are a brutal scrap, but charging into combat can often grant the aggressor the advantage. When a unit charges into combat, they gain the priority in the fighting. Their attacks are resolved first and if any enemy units remain, they attack second, before the fight is concluded. There are situations where the fight order may be different, but the majority of melee combat will follow the above order.

2. **Create attack dice pool** – When the fight order has been established, the active player creates a pool of dice to attack with. This pool is made up of the unit's Might value x number of models. For example: a unit of 5 Gelfling warriors attacks a Garthim unit. The Gelflings have Might 1, therefore with five models they have a attach dice pool of 5d10.

3. **Apply Modifiers** – Charging into combat can have its advantages. Standard infantry benefit less from hitting the enemy at a run, but other unit types can benefit greatly. The following modifiers apply to your attack dice pool, either adding dice to it, or removing dice from it:

❖ Infantry vs. Infantry/Heavy Infantry/Cavalry (+1d10)

❖ Heavy Infantry/Cavalry vs. Infantry (+2d10)

❖ Heavy Infantry/Cavalry vs. Heavy Infantry/Cavalry (+1d10)

❖ Large vs. Infantry (+3d10)

❖ Large vs Heavy Infantry/Cavalry (+2d10)

❖ Large vs. Large (+1d10)

❖ Shaken Unit (Half attack dice pool – rounding down)

Units always roll a minimum of 1 attack dice.

Modifiers to the dice pool only count for the Charging unit. The defending unit does not gain bonus dice if they are given the opportunity to attack back.

4. **Roll to Hit** – Once you have your dice pool assembled you need to see how effective the attack is. All melee attacks rolled to hit are successful on a 5+. Once you've rolled your dice, remove any unsuccessful attacks and the remaining dice are then rolled again (see step 5) to see how many of the hits cause damage. When rolling to hit, no matter what modifiers have been applied, the roll of a 1 on the dice is always a miss.

   If there are no successful hits, then the attack has failed and the defending unit can now retaliate. The defending player follows step 2 and generates their own dice pool and rolls to hit, just like the attacking player did.

CRITICAL HITS

When rolling to hit, any rolls of 10 on the dice count as **Critical Hits**.

   Critical Hits always hit, regardless of modifiers. Also, for every Critical Hit rolled, the attacking player may roll a bonus 1d10. If this also produces a 10 on the die, then they roll another, and another, until no more tens are rolled.

   For example: Player A has a dice pool of 8d10. They roll up their dice and score five hits and three misses. One of those hits was a 10. They roll a bonus 1d10 and this is also a 10! They roll another 1d10 and this is 3. A miss. But they can now add up all of their successful hits. This gives Player A a total of six successful hits to roll again for damage.

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5. **Roll to Damage** – All successful attacks now roll again, but the value required to be successful is dependent on the target you are attacking. Every unit has a Defence value. This is their physical toughness and ability to resist combat-based attacks. Consult the target's Defence. A breakdown of common values is below:
   ❖ Weak units Defence is 3+ or 4+
   ❖ Average units Defence is 5+ or 6+
   ❖ Tough units Defence is 7+ or 8+
   ❖ Monstrous units Defence is 9+

   To break through a target's Defence, an attacking unit might benefit from Damage Modifiers brought on by superior weaponry, while a defending unit may profit from additional armour or tougher skin like scaly

hides. Below is a list of the most common Damage modifiers:
   ❖ Basic Weapons (Hand Weapons, etc) – No Attack Bonus.
   ❖ Armour Piercing Weapons – Reduce target's Defence by 1.
   ❖ Heavy Weapons – Reduce target's Defence by 2.

   These modifiers will generate a final Damage value which the attacking player requires to roll in order to inflict damage upon the target unit. For every dice that equals or exceeds this value, the attacker has successfully caused 1 damage. See step 6.

   For example: Player A picks up their six successful hits and consults with Player B. Their Gelfling Warriors have a Defence of 5+. This would mean that Player A would need to a five or higher on their dice. Player A rolls there dice. They roll a 2, 3, 3, 5, 8, and 10. This means that Player A has caused three Damage to the Gelfling warriors.

   If Player A's attackers had Heavy Weapons then they would reduce that roll from a 5+ to a 3+, meaning that five hits successfully damaged Player B's Gelfling Warrior unit.

   Note – 10's do not have the same bonus when causing Damage as they do to hit. A 10 on the Damage roll is not a Critical Hit.

6. **Damage takes effect** – Once you've worked out how much Damage an attack has caused (if any), complete the following step. For each point of Damage suffered, the defending unit removes 1 Essence. Consult the defending unit's statistics – in particular their Essence stat. This shows how much Essence each model in the unit has. Once the number of Essence lost reaches this number, remove 1 model from that unit.

   For Example: using the above examples, Player A's Garthim unit has caused Player B's Gelfling Warrior unit 2 points of Damage. Gelfling Warriors have Essence 1. This means for every 1 point of Damage Player B must remove 1 Gelfling Model. Therefore, Player B removes 2 of the models from their Warrior

unit. These casualties are removed from the unit and off the table.

The two points of Damage are noted, and then with Player A's attack over, it is Player B's turn. Player B follows the guide in Step 2 and follows the rest the combat through the above steps.

7. **Resolve Combat** – Once both sides have had the chance to attack (or not, if defenders defeated), players add up total Damage caused. The side which has inflicted more damage, wins the combat. Note – it is on Damage caused and not models lost as some units have Essence values greater than 1.

If the Damage caused is tied then the win is given to the defender.

The loser is forced to retreat 4" away from the winner, in as straight an arc as possible, avoiding any other units (friendly or enemy) and all terrain features. The winner is able to reform themselves 1" for Infantry/Heavy Infantry/Slow units and 2" for Cavalry/Fast/Flying/Large units.

If one side's unit is completely wiped out then the winner is awarded with a 4" reform movement, rather than 1".

SHIELDS

Some units can be equipped with Shields. Handy to block melee attacks as well as incoming ranged fire.

Shields can block 1 successful point of Damage. This can only be used against physical attack that have targeted a unit's Defence, and not against attacks that target a unit's Fortitude.

If a unit has at least **half** its number of models equipped with Shields, then the whole unit benefits from the effect. (*Halved unit rounded up*)

For example: Player A inflicted three successful points of Damage on Player B's Gelfling Warrior unit. The Gelflings are equipped with Shields, therefore they are able to block one of those successful points of Damage, bringing the total Damage down from three to two.

Shields can only ever block **1** point of Damage at a time, no matter how many models in the unit are equipped with Shields.

Finally, once units have retreated and reformed, assign each unit 1 Fatigue token for every point of Essence lost. The losing unit also gains an additional 1 Fatigue token. If there are any additional penalty Fatigue tokens to apply, they are applied now - see Fatigue page 15.

Defeated Units

If a unit ever loses all of its models due to Essence Damage, it is considered Defeated. When a unit is Defeated, the opponent of the defeated unit gains Victory Points (VP) equal to the unit's Command Value (CV).

These VP are used to determine the winner at the end of some game scenarios.

Fire Weapons

Arrows dart about the battlefield, zipping among enemy warriors and felling those unlucky enough to have their defences breached. Units with ranged weaponry may choose to stand and fire their weapons at the enemy, or advance forward to bring their quarry into range. Other times they might lie in wait for their enemy to come to them.

Ranged Combat

When making a ranged attack, the attacking unit follows the below sequence of events:

1. **Choose Target** - The first thing to do, once you have declared you are taking an action with a ranged attack as part of it, is choose the target of your attack. The target must be a single enemy unit which the attacking unit is able to see. The target may be behind cover and this will modify the roll, however, the firing unit must have a line of sight to the unit they intend to attack. I'll go a little deeper into line of sight (LOS) within the Advanced Rules chapter.

2. **Check range** – Once you have selected your target, you'll need to make sure your attack can reach. Every ranged weapon has a maximum distance it may fire. To check if your unit can make the attack, measure the distance between the

attacking unit's model bases to the base of the nearest model of target unit. Below are some of the more common ranged weapons and their firing distances:

Ranged Weapon	Maximum Firing Distance
Bola	6"
Javelins	8"
Short bows	12"
Longbows	16"

If after checking the range, the attacking unit cannot reach the target unit, then the attack immediately fails.

If at least one model in the attacking unit is within range, move on to Step 3.

Note – it is possible that only a partial number of your unit can attack. Each unit is treated as an individual for range, therefore if a unit is spread out in a long formation, then it is likely that the model at the back may be out of range. In this case, you only add dice for those models within range.

3. **Create attack dice pool** – Like the dice pool created for melee combat, you do a similar process for ranged combat. This pool is made up of the unit's Accuracy value x number of model. For example: a unit of 3 Gelfling Scouts attacks a unit of Darkened Landstriders. The Gelfling Scouts have Accuracy 2, meaning with 3 models they have an attack pool of 6d10.
4. **Apply Modifiers** – Firing from afar, while safer for your own troops, is less accurate than getting stuck into the fight up close and personal. Therefore, the majority of the modifiers effect the value required to hit, rather than the dice pool, as seen in melee combat. There are a few significant exceptions to this rule, however. See below:
   ❖ Shaken Unit (Half attack dice pool – Rounding Down)
   ❖ Target unit is a non-Large single model (Half attack dice pool – rounding down)

Units always roll a minimum of 1 attack dice.

5. **Roll to Hit** – Once you have your dice pool assembled, you'll loosen your weapons and let those arrows fly. To work out which ones hit their mark you'll need to know the value to hit. All ranged attacks start as 5+ being successful. However, this number is manipulated by the modifiers below:
   ❖ Target unit is in Close Range (within 6") – Decrease value to hit by 1.
   ❖ Target unit is Large – Decrease value to hit by 1.
   ❖ Attacking unit moved this turn – Increase value to hit by 1.
   ❖ Target unit is at Long range (over ½ weapon's maximum distance) – Increase value to hit by 1.
   ❖ Target unit is behind Soft Cover – Increase value to hit by 1.
   ❖ Target unit is behind Hard Cover – Increase value to hit by 2.

Applying all the modifiers above that are relevant, this will give you a final target value to roll. For example: that unit of Gelfling Scouts is given the Advance action. They move up to a position and fire upon the Darkened Landstriders. Now, because they have moved the value to hit increased by one from 5+, to 6+, but the Landstriders are 12" away and the Gelfling Scout's Longbows have maximum distance 16". The 12" are more than half of the Longbows range (this would be 8" or less), so the value to hit is increase again by one, leading to a final value to hit of 7+. So when the Gelfling Scouts roll their dice, every roll of 7 or higher will count as a success.

Once you've rolled your dice, remove any unsuccessful attacks and the remaining dice are then rolled again (see step 6) to see how many of the hits cause damage. When rolling to hit, no matter what modifiers have been applied, the roll of a 1 on the dice is always a miss. On ranged attacks - just like melee - 10s rolled on any dice to hit are **Critical Hits**. See page 11.

6. **Roll to Damage & Damage takes effect** – Rolling damage for ranged weapons and solving the effect of that damage works exactly the same as rolling damage for melee combat. You can follow the same

process of Steps 5 & 6 from that section (pages 11 & 12) and then move onto the below section to complete the ranged combat sequence.

7. **Resolve attack** – The main difference between melee and ranged combat is that the defending unit doesn't attack back. Once the attacking unit has rolled to hit and then, if applicable, rolled to damage, the action is effectively complete. The target unit's player assigns any damage and removes models if appropriate. The target unit suffers 1 Fatigue token for every point of Essence lost. It also suffers an additional 1 Fatigue token if hit by the attack.

   Note – this additional Fatigue token may still be given to the target unit even if it suffered no Essence damage. As long as a single hit was successful, the target unit suffers this penalty Fatigue token.

Prepare

Hidden among the undergrowth, a young Gelfling spies a Garthim soldier patrolling through the forest. Too far to shoot, and not wanting to give away their position, the young Gelfling bides their time as the creature approaches.

Using the Prepare action, players are able to set traps with ranged units to control movement and open fire on enemy units, or stand ready to fend off an enemy charge.

When a unit uses the Prepare action, it must choose which benefit the action will grant. If player wishes to hold a ranged attack then prepared unit must have at least **1** model with a ranged weapon equipped.

When you take the Prepare action, that unit cannot move, instead, its player places a noticeable token beside it to symbolise that it has prepared itself.

Ranged units may activate their held attack whenever an enemy unit within line of sight (LOS) attempts to perform an action. The Prepared unit can interrupt the enemy's Action at any point during the enemy's turn, where the Prepared player attempts a ranged attack on that chosen unit. This attack follows the same process as any ranged attack, see page 12. After the Prepared action is completed, the enemy unit completes its turn. (If not destroyed or **Broken** in attack) The Prepared token is then removed from play.

If the Prepared unit does not have any models with ranged weapons, then it may Prepare to fight off an enemy attack. When targeted as part of an opponent's attack (ranged or melee), the Prepared unit may remove <u>one</u> successful damage inflicted on them. The Prepared unit's owner then removes the Prepared token from the unit as it has been expended, and the benefit used.

This Prepared token can be used with additional benefits and abilities, such as Shield bonus.

If a unit does not use its Prepared attack, or fends off an enemy attack by the End Phase, the token remains until that unit's next action opportunity. The unit's controlling player can then choose to reissue that Prepared action and the token remains in play - attached to that unit. The unit then spends another turn Prepared. Alternatively, a player can give that unit a new action, where upon the Prepared token is removed from play and the new action is undertaken.

Rally

Battles put a strain on the psyche of soldiers. That strain is portrayed in **The Dark Crystal: Fires of Rebellion** as **Fatigue**.

Fatigue

Units within battle will pick up Fatigue as they come under fire from ranged weaponry, the mesh of melee combat, or the fear from Fortitude based attacks. This Fatigue builds up as a tangible presence within the game, with Fatigue added to units in the form of Fatigue tokens.

You could use tokens or maybe a die beside the unit, where each pip is a level of Fatigue. Whatever you feel comfortable using as a method, but <u>you will need a method</u> in which to track this effect. However, during the course of this booklet I refer to them as Fatigue tokens.

There are a number of ways in which units can acquire Fatigue tokens. Below are a list of some of the most common:

- ❖ Every 1 Essence lost by unit (+1 Fatigue token)
- ❖ A unit loses in melee combat (+1 Fatigue token)
- ❖ Unit is hit by a ranged attack (+1 Fatigue token)
- ❖ Unit hit by the effect of a Power or Spell (+ Fatigue tokens equal to effect of the Power/Spell)
- ❖ Unit loses half its models in a single combat, both melee and ranged [rounded up - e.g. 2.5 = 3 losses] (+1 Fatigue token)
- ❖ Unit is reduced down to a single model [Character and Large units exempt] (+1 Fatigue token)

As you pick up Fatigue tokens, you'll be comparing this total against the unit's Courage value, found within their statistics. When the number of Fatigue tokens matches or exceeds the unit's Courage value, they become **Shaken**.

A Shaken unit is considerably weakened in its ability to engage or act in combat. A Shaken unit suffers the below penalties:

- ❖ All unit's melee and ranged attacks have their dice pools halved (rounded down)
- ❖ A unit's movement distance is halved.
- ❖ Shaken units cannot use the Cast action.

While a unit has many ways to obtain Fatigue tokens, there is one simple way to remove it. That is for a unit to use the Rally action on their turn.

Rallying

When a unit chooses to use the Rally action, they do not move or fire any weapons. Instead, the unit remains stationary and removes Fatigue tokens equal to their Command Value found in the unit's statistics. There is no roll involved - the correct amount of tokens are simply removed from the unit.

If a unit is within a character's Influence range, then they are able to remove Fatigue tokens equal to that character's Command Value instead.

Additionally, units within Influence range of a character unit, benefit from a Courage bonus, equal to that character's Command Value. This can sometimes elevate a unit out of Shaken, even without the need for a Rally action.

For example: A unit of Gelfling Warriors, who have a Courage of 4, have 5 Fatigue tokens on them. This means they are Shaken. They also have a Command Value of 1. If they were to use the Rally action on themselves, they would reduce their Fatigue tokens to 4, but they would remain Shaken as this is equal to that Courage value.

However, if a character unit - for this example I'll use Rian - was to move into Influence range of that Gelfling Warrior unit, his Command Value of 3 would increase their Courage from 4 to 7. This would mean they are no longer Shaken. If the Gelfling Warriors were to then use the Rally action, with Rian in Influence range, they would remove 3 Fatigue token instead of 1, because of his Command Value.

Let's say that they don't take the Rally action, and instead they take the Advance action, and move out of Rian's Influence range. Their Courage would drop back to their original value of 4. Therefore, once they completed this action they would return to being Shaken, as their number of Fatigue tokens meets this Courage value.

Rally is the only action that a player's units can use on other friendly units. A character unit may take the Rally action and apply the benefits onto another unit that's within their Influence range. Only character units can do this feat, because only character units have an Influence range.

Influence Range

Every character unit has an Influence range of 4". This ability is used to boost nearby friendly unit's Courage, as well as have a number of effects with unique Heroes and Tyrants features; such as Powers and Spells.

A character unit and their Influence range is also the only way to help recover a **Broken** unit.

Broken Units

In the sections above, you have learned that a unit that receives a number of Fatigue tokens equal to or exceeding their Courage value becomes Shaken. When the number of Fatigue tokens becomes <u>double</u> a unit's Courage value, they deteriorate into a Broken unit.

Broken units suffer all the issues of Shaken units, but they also cannot take any actions. In addition, their Command Value is reduced to 0.

During the End Phase, all Broken units are tested to see if they remain in the fight, but I'll explain more of that in the End Phase section.

Cast

One of the distinctive features of **The Dark Crystal: Fires of Rebellion** is the ability to bring the characters from the show onto the table top. This is the concept of Heroes and Tyrants. You can have Rian gallantly leading an army of united Gelfling in the bitter – and inevitably doomed – struggle against the Skeksis. Alternatively, you can sneer to your hearts delight as your bring SkekSil, the Chamberlain, and his forces of dark Garthim monsters to bear, and snatch all the available Gelfling for draining.

Now, with so many personalities and big named characters, there needed to be a way to show off their unique traits. That's where Powers come in. Each character unit has the ability to purchase Powers which they can use during the game. Additionally, we get a glimpse of the possibilities of Thra's mystic, almost, magical nature and therefore, I've included the ability for some characters to be able to tap into this through Spells.

The Cast action, therefore, is an action that is primarily for character units to use.

I go into the mechanics of the Cast action in greater depth within the Advanced Rules chapter, as for the purposes of your First Game Scenario you do not need to know about it.

End Phase

Once all of the units have had a chance to take an Action during the Turn, the turn enters into the End Phase.

During the End Phase you are essentially checking for the following criteria:
1. Are there any Broken units that require resolving?
2. Have the Victory Conditions been met?
3. Are there anymore Turns remaining?

If there are any of the above criteria that require intervention then resolve them in the above order, and if none of them are applicable, then you have most likely reached the Game Turn limit and the game is over.

Below, I'll go into each of the criteria in a brief amount of detail. As with much of the Basic Rules, if there are any areas that have been overlooked then they will most likely have a mention within the Advanced Rules Chapter of this booklet.

Break Tests

If there are any units that are Broken when the Turn reaches the End Phase, you see if there are any Broken units to resolve. Starting in reverse Initiative order (*if you have Initiative for this turn then your opponent is first to resolve Break Tests*), you and your opponent alternate between the resolution steps as defined below:

1. **Commander Break Test** – At the start of the End Phase, each player counts up the number of Broken units they have on the table. If a single player ever has more Broken units than their Commander's Command Value (CV), the entire army is balanced on a knife's edge and the Commander's mettle is pushed to its limits.

   The Commander rolls a Break test – see Break Test box – however, they subtract from their Courage value equal to the number of Broken units **over** their Command Value.

For example: SkekSil has a Command Value of 3 and a Courage value of 6. If there were four Broken units left on the table – *after* unit Break tests – then SkekSil would have to roll a Commander Break test, where his Courage value would be reduced to 5, because the difference between Broken units and Command value is 1. SkekSil's player would therefore need to roll a 5 or less on 1d10 to remain in the game. If failed, then SkekSil and the entire Skeksis army flees the battlefield, and SkekSil's player immediately loses the game.

2. **Select Broken Unit** – If Commander Break Tests are not required and the game is not over, progress onto individual Broken units.

   Broken units are resolved in reverse Initiative order as mentioned earlier. Players takes it in turns to select one Broken unit and then apply the above Break Test to that unit.

   Once all Broken units have been resolved move onto the next part of the End Phase.

Victory Conditions

Once Broken units have been resolved (if applicable), if one player has completed or obtained all of the necessary criteria to win the game, then they are the victor and the game is over.

If not then move onto the next section.

Remaining Game Turns

If you reach the End Phase and the above criteria hold no impact on the state of the game, and if there are available Turns remaining, then the Turn counter progresses by 1, and players return to the top of the Turn sequence – The Initiative Phase.

If there are no Turns remaining, then the game is over and players must work out through the set Victory Conditions of their game who (if anybody) is the winner.

BREAK TESTS

A Broken unit is a moment away from turning tail and fleeing from the battlefield in a complete panic.

To perform a Break test, players roll 1d10. Once rolled, compare the number on the die to the unit's Courage value.

If the roll is **equal to or under** the Courage value; the unit remains on the table, remove 1 Fatigue token and adjust Broken or Shaken status as required.

If the roll is **over** the Courage value; the unit has given up the will to fight and flees. Remove the unit and all of its models from the table, including all their tokens as well. They will take no further part in this game.

In certain game scenarios, your opponent scores Victory Points (VP) equal to that unit's Command Value (CV).

DEFEATED COMMANDERS

Commanders are key Heroes and Tyrants that lead your forces in to battle. As such, they hold a great significance over your fighting force.

If a Commander is ever defeated, all remaining units of their force suffer 1 point of FATIGUE.

If the player has any additional Heroes or Tyrants, they may select one of them to become the *new* Commander of their forces. This means that any future Commander Break Tests are subject to their CV.

If the player has no additional Heroes or Tyrants, then their force's overall Command Value drops to 0. This means if they are to have any BROKEN units in the End Phase, then they will automatically fail the Commander Break Test and the game is over – their forces routed, and Victory handed to their opponent.

Your First Game

The above rules should give you enough of a core understanding of the game systems to attempt a first game. For this first game I've created a simple scenario, as well as broken down the set-up, prepared some forces, and as part of this BETA TEST produced an optional print 'n play sheet that you can print and cut out paper minis to stick to card for play. You may prefer to use alternative minis that you have instead and this is fine, just so long as you and your opponent agree on which units are which.

In addition to models, you will need the following:

- ❖ A flat surface to act as your battlefield, roughly 3ft x 3ft in size.
- ❖ Some d10 dice, or a dice rolling app.
- ❖ A tape measure or ruler with inch increments.
- ❖ Some distinguishable tokens, either from the print 'n play sheet or other sources.
- ❖ An item to keep track of Turn numbers, such as a dice or scrap of paper.

Once you have the above prepared, move on to the below sections.

Set Up

Set up your table and forces as seen in the diagram below, with space around the gaming area to place dice, tokens or units no longer on the battlefield. If you're using a larger surface such as a kitchen table, then it might be easier to define the playing dimension using a specific battle mat or something as simple as a table cloth.

Set up the following minis on the table as seen in the diagram:

1: Gelfling Warriors with hand weapons and short bows unit

2: Gelfling Warriors with hand weapons and shields unit

3: Rian, Hero of Stone-in-the-Wood

4: Garthim Soldiers unit A

5: Garthim Soldiers unit B

6: SkekSil, the Chamberlain

Forces

Below the game map you will find the unit profiles for all the forces in the First Game scenario.

You can print the page off and use it as a reference sheet during gameplay.

Game Duration

The game lasts for 6 Turns or until all of one player's forces have been defeated.
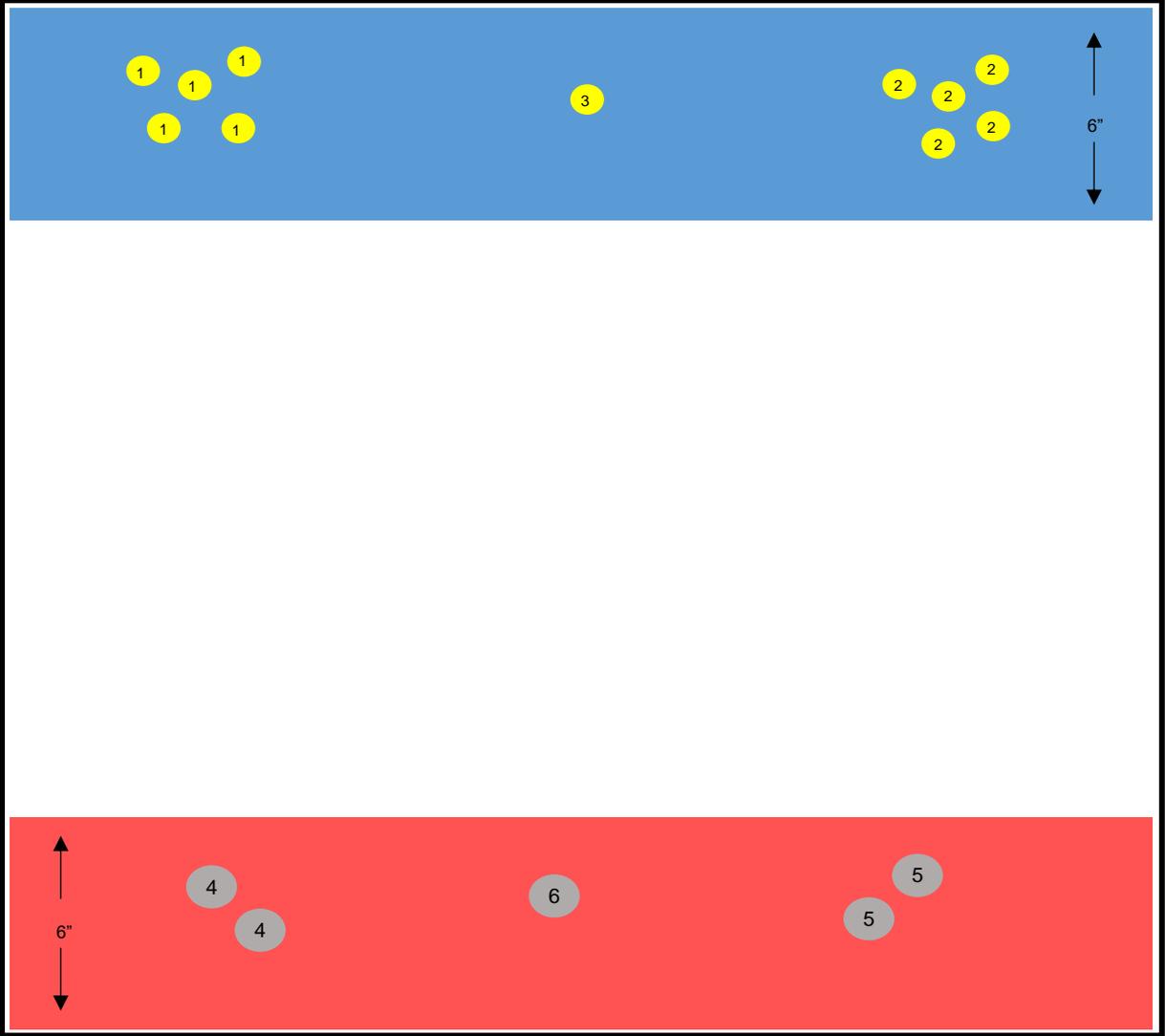
Victory Conditions

The winner is the player who claims the most Victory Points (VP) from opponent's Command Values (CV).

Battle Map

Below you'll find the diagram mentioned in the sections above. This is a rough diagram, and you're set up doesn't have to look exactly the same. If you have played miniatures games before, you might want some scenery or terrain to fight over rather than a flat battlefield. However, if this is your first experience with miniatures games then I suggest keep it simple and the table clear; at least until you feel comfortable with the basic rules.

Unit Profiles

Below you'll find the unit profiles of all the forces within the First Game scenario. You can reference these throughout the game or print this page off and use it as a handy guide.

Gelfling Forces

Unit Name				Unit size			
Rian				1 Infantry			
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.							
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.							

Unit Name				Unit size			
Gelfling Warriors				5 Infantry			
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
4"	1	1	5+	4+	1	4	1
Options							
Gelfling Warriors are equipped with either: • A Hand Weapon, Short bows, and Light Armour. • A Hand Weapon, Shield, and Light Armour.							

Skeksis Forces

Unit Name				Unit size			
SkekSil, The Chamberlain				1 Heavy Infantry			
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
3"	3	0	8+	5+	3	6	3
Options							
SkekSil is equipped with a Heavy Weapon and Heavy Armour.							
Special Rules							
Coward - SkekSil's retreat value is 6" rather than 4". **Cumbersome Form** – SkekSil has a Slow movement speed of 3". **Unnerving Aura** – Whenever an enemy unit within Influence Range of SkekSil gains at least one Fatigue token, they gain 1 additional Fatigue token.							

Unit Name				Unit size			
Garthim Soldiers				2 Heavy Infantry			
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
6"	3	0	7+	3+	2	5	1
Special Rules							
Fast - Garthim Soldiers have a movement speed of 6". **Mindless Monsters** - Garthim Soldiers ignore all Fatigue tokens, except those caused by Essence damage and Power/Spell effects. **Protective Shells** - Garthim Soldiers gain a Defence of 7+							

Part Two:

Advanced Rules

Once you've played through the First Game and you're feeling confident in your abilities to play the First Game Scenario, you can start reading the next section – Advanced Rules. In this chapter I give a more detailed breakdown of some of the finer rule points, as well as, delve into new rules surrounding terrain, cover, combat, and the Cast action.

Advanced Movement and Terrain

In this next section, I go over a few of the more technical details on movement cohesion, movement rules, and terrain and how this impacts movement.

Advanced Movement

While the Basic rules covers the majority of movement rules when undertaking Advance or Charge actions, the following rules must also be adhered to when moving about the battlefield.

❖ 1" Gap – When navigate past friendly or enemy units, you must leave a minimum of 1" between your selected unit and the unit(s) you are attempting to pass. This coordinates with the 1" cohesion rules and movement restrictions found on page 10. When a unit that is attempting to move past multiple other units, or a unit and an obstacle or obstruction, if a 1" gap cannot be maintained then the movement is not allowed.

• For example: Player A's Gelfling Warriors are trying to move past Rian and a unit of Gelfling Paladins. Rian and the Paladins are only 2" apart. The Gelfling Warriors therefore cannot move through the gap between them as to navigate through the gap would break the 1" gap rule. If you are ever in doubt about a gap, place a model from the selected unit you wish to move within the gap and measure the distance between it and the bases of the nearby unit. If the 1" rule can be upheld, then the unit may move through the gap. If not, then they cannot move through.

Terrain

When discussing terrain, within **The Dark Crystal: Fires of Rebellion**, I've decided to minimize the possible complexity of it, and chosen to categorise terrain into three groups:

❖ Open Terrain
❖ Difficult Terrain
❖ Impassable Terrain

If you are using terrain to make your games more interesting, then before you begin deploying units, decide with your opponent how you want to classify each piece of terrain on the table. To help you decide which group the terrain falls in to, consult the below descriptors:

❖ Open Terrain – Open Terrain signifies rolling grassland or open ground, over which units may move freely up to their standard movement distances, see page 9.

Open Terrain will make up the majority of your table top. Units moving over Open Terrain suffer no penalties.

❖ Difficult Terrain – Difficult Terrain comes in a range of different forms, however, they all share a similar theme. They all restrict movement through one means or another.

This might be dense woodland, soft shifting sand, cold snowdrifts, or rocky and unsettled ground. Additionally, Difficult Terrain may also include obstacles or obstructions that are small enough for units to navigate over, but not without penalty. Walls, hedges or farmland fences would all be such obstacles that fit the above profile.

When setting out Difficult Terrain, it's recommended that each piece have an area of effect associate with it. If we take a small copse of trees which denote some woodland as an example, if you set a border in which the trees reside, any unit moving into that area will then encroach upon the movement penalty but gain the Cover bonus. (For more about Cover - see page 25)

Any unit moving through an area of Difficult Terrain will suffer a cost of 2" of movement for every 1" made (rounded down).

This movement penalty is applied to both Advance and Charge actions and begins once the unit enters the area of effect. If the unit starts their Action within Difficult Terrain, then the penalty is applied until they leave the area. For example: a unit of Garthim Soldiers attempts to Charge through some woodland in order to get at a Gelfling Unit on the other side. They usually have a Charge range of 12". They are 3" away from the woods, classed as Difficult Terrain. Therefore, they would move normal up to that point and then within the woods every inch would count as 2". The woods are 4" wide. This means that crossing the woods would consume 8" of movement distance. With the Garthim's total movement allowance, this would mean that after the 3" to get to the woods and then the 8" to cross the woodland, they would have 1" remaining on the other side of the terrain.

Some units may be adept at moving through terrain or simply bypass it all together thanks to other methods of movement; such as Flying. If a unit has any Special Rules regarding movement or terrain, you will find this information on their Unit profile.

❖ Impassable Terrain – Impassable Terrain is classified as any terrain which would be impossible for units to move over safety, without risk of injury or without the need to down arms and interact with. Large rock formations, deep bodies of water, and chasms or openings within the ground would be examples of this. No units may cross over or through these terrain pieces, even if they move via methods such as Flying. You may wish to amend this ruling, however, this would be a personal agreement between you and your opponent. For a more general purpose ruling, I have decided that Impassable Terrain is treated as an all movement effect.

Advanced Charge Rules

The below section highlights additional advanced rules for Charges and melee combat.

Charging through Terrain

When a unit makes a Charge action and the target unit of their attack is in Difficult Terrain or behind an obstacle, follow the below guidance:

❖ Charging through Difficult Terrain – If the target unit is within Difficult Terrain, and charging unit has the movement distance to get into base contact, they may make a melee attack as normal. However, charging through terrain or obstacles loses some of the impact of the attack, allowing defender to prepare to repel the chargers.

During melee combat within Difficult Terrain or across obstacles, instead of resolving the Charging unit's attack first, both sides attack simultaneously. All other melee combat modifiers and processes are followed as normal. Retreat and reform movement is not penalized by Difficult Terrain.

Obstacles, such as walls and hedges, allow for combat through or over them, so long as both units (attacker and defender) have at least 1 model up against the obstacle.

Multiple unit combats

Occasionally there may be an incident where multiple units are attacked by a charging unit. On these occasions, the defending units are treated as separate entities when it comes to dividing attack pools, but a single entity when it comes to the combat result.

In this example, the charging unit; I'll call them unit A, is attacking two defending units; we'll call them unit X and unit Y. Unit A as the attacker is going to create a dice pool first. When doing this, modifiers are only counted once. Once the total number of dice have been confirmed, the attacker may then split the dice pool between the two units as they wish. (This could mean that one unit is not attacked at all) Unit A's player then rolls the dice assigned to units X and Y separately, keeping count of the successes against each individual target. Unit A's player then rolls the successes against each unit's Defence separately as well, inflicting Damage to each

individual unit equal to the number of successes like normal. Once Damage has been resolved, unit A's player counts up the number of Damage collectively between the two units and this creates unit A's score towards the combat resolution.

Units X and Y now take their turns in the combat (if they haven't been defeated) and all successful Damage is counted as a collective just like unit A.

Once ALL units have had a chance to attack (if possible), then players count up the Damage inflicted on either side, just like a normal melee combat. The winner is the side that has inflicted the most Damage. The loser then retreats and the winner reforms.

During the retreats and reforms, the player with the multiple units must make sure that at the end of their movement all of their units adhere to the movement restriction rules (see page 10) and retreating and reforming guidance (page 12).

For example: let's say unit A scores three Damage across both unit X and Y, while units X and Y only manage to inflict two Damage. Unit A has won the combat, and units X and Y must now retreat, making sure they end up a minimum of 1" apart at the end of their retreat movements.

Advanced Ranged Rules

Firing weapons is a relatively simple action at its very basis. You check to see if a unit is in range and then fire. However, below I go over a few of the more delicate intricacies around ranged attacks, including information around Cover.

Line of Sight (LOS)

Within **The Dark Crystal: Fires of Rebellion** all ranged attacks are subject to line of sight (LOS). LOS is determined as a straight line between the firing unit and the target unit for the attack. To determine if a unit has a LOS on another, follow the below guidance:

1. Can the firing unit draw a straight line over open terrain to the target?

- While this might seem obvious, if any players are new to table top games then they might not realise it.
2. If there a piece of terrain or an obstruction between the firing unit and the target unit?
- Some terrain like woodland makes firing through almost impossible, the same goes for rocky outcroppings or other large impassable pieces of terrain. These are what's called **Dense Terrain**. Dense Terrain blocks LOS and stops ranged units from firing at any units behind it, even if the unit lies in range of the weapon's distance.
- If the obstruction is an obstacle or terrain piece that that only partially hides the target unit then this is classified as Cover. I'll expand on Cover a little bit more in the section below. Cover makes the attack more difficult but not impossible. You'll find a list of the modifiers for ranged weapons on page 13.
3. Can I fire at one unit if it's behind another unit?
- Yes – you can. Though the unit in front of the target grants them Soft Cover. If the unit in front of the target is a Large model then this modifier is upgraded to Hard Cover.
4. Can LOS be curved?
- No – LOS is always a straight line between the firing unit and the target unit.
5. Only one of the models in the unit has LOS to the target. Can I still fire?
- Yes – you may fire. In **The Dark Crystal: Fires of Rebellion**, so long as **1** model within the unit has a LOS to target then the entire unit may fire.

Cover

As mentioned above, sometimes a target will be obscured by terrain or an obstacle. This adds a greater degree of difficulty to the shot. In **The Dark Crystal: Fires of Rebellion**, there are two types of Cover: Soft Cover and Hard Cover.

❖ Soft Cover – This is described as lighter terrain pieces that might be considered of lesser quality in blocking ranged attacks.

Such examples might be a hedge, tall grass fields, or some wooden fences.

❖ Hard Cover – This is described as heavy, more durable terrain pieces. They are often made of tough physical construction. Such examples are those of rocks, ruins or buildings.

I suggest that when agreeing on what each terrain piece might be classified as during the set-up of a game, you and your opponents also settle on whether any terrain or obstacles might construe Cover and what penalties to shoot they might produce.

50% rule

Sometimes – depending on how units are arranged – some of the models in the target unit *are* behind cover while other models in the unit *are not*. When checking on range and LOS, you can also determine whether a target unit is or isn't behind cover.

For the purposes of streamlined gameplay when defining Cover bonus or not, if 50% or more of a target unit is behind a terrain piece or obstacle that grants them the cover benefit then, the modifier is applied. If under 50% then modifier is not. If there is a grey area – in rare and odd occasions – then the following method can be used as a deciding faction. Roll1d10. On a 1-5, the Cover modifier IS applied. On a 6-10, the Cover bonus is ignored.

Advanced Cast Rules

The Cast action is primarily for character units. When a character chooses to use the Cast action, they do not move prior to the effects of the individual Power or Spell.

[Author's Note] - *It is used when character units want to use both Powers and Spells, even though the name Cast suggests a more magical usage. I've gone through a number of alternative names for this, even going so far as having an additional optional Action called Power, and leaving Cast just for Spells. However, thinking practically, and hoping one day to get these rules published, the extra page space for another action which can only be used by Character units seems wasteful. I image when a non-magic wielding character; such as Rian, uses Cast it's not so much in the magical sense, but more in a casting his will onto the battlefield. Please let me know what you think. Should the name stick and cover both Powers and Spells, or would splitting them up be better?*

Casting

When a character unit chooses to use the Cast action, they select <u>one</u> of their listed Powers or Spells, as indicated on their unit profile. You can find a list of potential Powers and Spells, along with an explanation of their abilities in the upcoming sections.

Once a character unit has selected the Power or Spell they wish to activate, they follow the details as defined on the Power or Spell's effect profile. These might involve movement or attacks; melee, ranged or Fortitude based. Some Powers or Spells will require players to make a Cast roll against a Cast Target. This is essentially a **Roll to hit**, but does not apply standard modifiers.

Cast Roll

Using the Cast action, character units may need to roll a Cast roll against a Cast Target. When using Powers this might symbolise the characters ability to harness their valour or guile to bring about success. When using Spells, this might symbolise the character's ability to tap into the mythic energies of Thra, or harness the vile corruption of the Darkening. Cast rolls always use a character unit's Fortitude statistic. Fortitude is often displayed as value with a + symbol beside it. This is because Fortitude is both an offensive and defensive statistic. When rolling to Cast, a character unit rolls a number of dice equal to the number displayed in the statistic block in the unit's profile. As with melee and ranged combat, this forms a dice pool. This makes it the **Cast dice pool**.

For example: Brea has a Fortitude of 6+. This means when Brea wishes to use the Cast action, her Cast dice pool will be 6d10.

Each Spell and some Powers have a Cast Target. As mentioned above, the Cast Target is a number required to successfully form a

Spell or harness a Power. With your character's Cast dice pool, you will need to roll at least **1** die of a value equal to or higher than the Cast Target.

For example: Let's go back to Brea. She wants to cast the Spell: *Tides of the Moon*. It has a Cast Target of 6. This means that as long as Brea's player rolls <u>one</u> dice of 6 or higher, the Spell is successful. Brea then continues with the effect of the Spell. If the roll had failed to produce a single die of 6 or higher; say the dice landed on the following values: 1, 2, 2, 3, 4, 5. this would mean the Spell failed to materialise and Brea's turn is now over.

Once the outcomes of the Power or Spell have been resolved, make a note of the Power or Spell used and its Rest condition. This Power or Spell is now no longer available until that condition has been met.

After this, the action is complete. Gameplay moves onto the next part of the current turn sequence.

Note – Even if a Spell or Power with a Cast Target fails in its Cast roll, players are still bound by the Spell's Rest condition.

Rest Condition

Powers and Spells require deep levels of concentration, stamina, and poise. Attempting either one of them places a strain on the body. Every Power and Spell has a Rest condition. When a Power or Spell is used, whether successfully or not, it requires a determined length of time before it can be attempted again. This is the Rest condition. On a Power or Spell's description, you will find the word **REST** beside a set of brackets with a number in it. This number indicates how many turns a player must wait before they have access to that particular Power or Spell again.

For Example: In the above section we said Brea failed to cast the Spell: *Tides of the Moon*. It has a Rest condition of [1]. This means that Brea must wait 1 full turn in

between attempts of casting it. Let's say she cast it on Turn 2. Therefore, in Turn 3, *Tides of the Moon* would be resting and unable to be used, but Brea could attempt to cast it again on Turn 4.

Note – Most character units have the possibility to purchase multiple Powers or gain access to multiple Spells. This means that while a character unit must wait between uses of a particular Power or Spell, it does not mean they must wait between uses of the Cast action. If they have two Powers, let's call them Power A and Power B, they can cast Power A on Turn 1, and while it's resting, on Turn 2, they cast Power B. Spells follow the exact same formation.

The next section highlights a list of Powers and Spells you can use in this BETA TEST version of the game. These basic lists will be expanded on and given their own chapter in future editions, however, for this version, I'm hoping that the next section will suffice.

Powers

Powers are split into two formats: Heroic Powers and Tyrannical Powers. As you can guess, Hero character units may purchase Heroic Powers, while Tyrant character units may purchase the Tyrannical ones. These Powers are purchased as part of a forces selection and declared on a unit's profile before game set-up. Every Hero and Tyrant will have access to **2** unique Powers that are only available to <u>that</u> Hero or Tyrant. These may be purchased, or alternatively, any of the Generic Heroic and Tyrannical Powers in their place.

Note – All Powers are purchased and therefore these will need to be accounted for within your Points Limits – see page 34.

Heroic Powers

Power Name	Power Effects	Cost
Hero of the Rebellion	Hero makes immediate Advance, Charge or Fire Weapons action against nearest Tyrant unit. Hero gains +1 die to their attack pool against target unit. **Rest [1]**	3 Points
Hold the line	Hero selects 1 friendly unit within Influence range that has not yet acted this turn. Both Hero and selected unit may make an immediate Advance, Charge, or Fire Weapons action. **Rest [2]**	3 Points
Monster Hunter	Hero makes an immediate Advance, Charge or Fire Weapons action against nearest enemy Large unit. Hero gains +2 dice to their attack pool against target unit. **Rest [1]**	3 Points
Nerves of Steel	Hero makes immediate Rally action on friendly Shaken unit within 12". **Rest [1]**	2 Points
Thra's Blessing	Hero may recover 1 Essence damage. They do not remove any Fatigue as part of this action. **Rest [3]**	5 Points
Unwavering Courage	Hero's player does not need to make Break Tests in next End Phase. Additionally, Hero's player does not resolve Commander Break test if required. **Rest [2]**	4 Points
Vliyaya's Gifts	Caster (1) Hero gains the ability to cast spells. They may learn 1 spell from either the Vliyayas of Moons, Suns or Thra.	2 Points
War cry	Hero makes an immediate Rally action, but rather than removing Fatigue equal to Command Value, Hero uses Might value. **Rest [1]**	2 Points

Tyrannical Powers

Power Name	Power Effects	Cost
Break Resolve	Tyrant makes a Cast roll against enemy unit within 6" range. If Cast roll successful, reduce target's Command Value by 1 until next Initiative Phase. **Rest [2]** **Cast Target (7)**	3 Points
Drink Essence	Tyrant may recover 1 Essence damage. They do not remove any Fatigue as part of this action. **Rest [3]**	5 Points
Intimidate	All enemy units within Tyrant's Influence range immediately suffer 2 Fatigue. **Rest [2]**	2 Points
Conqueror of Thra	Tyrant makes immediate Advance, Charge or Fire Weapons action against nearest Hero unit. Tyrant gains +1 die to their attack pool against target unit. **Rest [1]**	3 Points
Shield Breaker	Tyrant make a Charge action towards enemy unit. During this combat, enemy units cannot use the Shield ability to reduce damage inflicted. **Rest [1]**	2 Points
Surge Forward	Tyrant selects 1 friendly unit within Influence range that has not yet acted this turn. Both Tyrant and selected unit may make an immediate Advance or Charge action. **Rest [2]**	3 Points
Unbending Will	Tyrant's player does not need to make Break Tests in next End Phase. Additionally, Tyrant's player does not resolve Commander Break test if required. **Rest [2]**	4 Points
Warlock	Caster (1) Tyrant gains the ability to cast spells. They may learn 1 spell from the Well of Darkening.	2 Points

Spells

Spells come in many different forms. Some of these forms are known Vliyayas. In the old Gelfling language Vliyaya is translated to "*Flame of the Blue Fire*". The link of Vliyaya is that of a magical bond between them and their essence. This link provides heroes with the ability to protect their allies and incapacitate their enemies. The other side of the magical spectrum is the corrupting maleficence of "The Darkening". From the Well of Darkening, Tyrants tap into the magical energies coursing through Thra, using it to control their minions and crush their foes.

Each Hero and Tyrant will have access to a limited amount of Spells; noted as Caster (x), where x is the number of Spells a character knows. These Spells are acquired from a limited selection of forms; indicated on the unit's profile.

Using Brea as the example: She has a Power she can purchase called Deeper Connection to Thra. It grants her with Caster (3) from either the Vliyayas of Moon or Light. This means that you can select **any** of the Spells from the above Vliyayas, up to a maximum of three. You don't have to select three, but each spell has different Cast Targets and Rest conditions, so a good mix offers you the best advantage on the battlefield.

With this BETA TEST booklet, I have included all of Spells from the Vliyayas of Moon and Light, as well as all of the Spells from the Well of Darkening. It is my intention to expand out to additional Vliyayas, and offer new spells as the game progresses through the development stage. Below is a brief look at how I currently intend to pursue Spell forms.

- ❖ Vliyaya of Dreams – Spriton Exclusive Spell List – *In Development*
- ❖ Vliyaya of Fortune – Sifan Exclusive Spell List – *In Development*
- ❖ Vliyaya of Life – Drenchen Exclusive Spell List – *In Development*
- ❖ Vliyaya of Light – Vapran Exclusive Spell List – **BETA Complete**
- ❖ Vliyaya of the Moons – Core Heroic Spell List – **BETA Complete**
- ❖ Vliyaya of Shadows – Grottan Exclusive Spell List – *In Development*
- ❖ Vliyaya of the Suns – Core Heroic Spell List – **BETA Complete**
- ❖ Vliyaya of Thra – Core Heroic Spell List – **BETA Complete**
- ❖ Vliyaya of Valour – Stonewood Exclusive Spell List – *In Development*
- ❖ Vliyaya of Whispers – Dousan Exclusive Spell List – *In Development*
- ❖ Well of Darkening – Core Tyrannical Spell List – **BETA Complete**

Below is the current Spell forms for Vliyayas of Light and Moons, along with the Well of Darkening.

Vliyaya of Light (Vapran Heroes only)

SPELL NAME	SPELL EFFECT	CAST TARGET	REST
Flash	Target <u>one</u> enemy unit within 12" and LOS. If Cast roll is successful, target unit suffers a -1 to all attack dice pools until the End Phase.	7	1
Wall of Light	Caster attempts to create a wall of light within 12" of themselves. If Cast roll is successful, they create a 4" long and 1" wide wall. Any units behind the wall count as being behind Soft Cover. Wall disappears at the start of the End Phase.	7	1
Dazzling Aura	Caster places an aura of light on a friendly unit within 12" and LOS. If Cast roll is successful, that unit cannot be the target of any ranged attacks or Spells/Powers until End Phase.	8	2
Blinding Vliyaya	Target all enemy units within 8". Roll a Cast Roll for each unit separately. For each successful roll, target unit suffers -2 to all dice pools (attack and defence) until the End phase.	9	4

Vliyaya of the Moons

SPELL NAME	SPELL EFFECT	CAST TARGET	REST
Dance of Moonlight	Moonlight shrouds a friendly unit within 12" and LOS. If Cast roll successful, all Ranged attacks against unit suffers additional +1 to hit until End Phase.	6	1
Tides of the Moon	Target a friendly unit within 8" and LOS. If Cast roll successful, target friendly unit gains +2" on Advance and +4" to Charge movements until End Phase.	6	1
Starlight Shield	Choose 1 friendly unit within 8" and LOS. If Cast roll successful, until the End Phase, that unit increases their Defence value by 2.	7	2
Blessing of the Three Sisters	If Cast roll successful, all Friendly units within Caster's Influence range gain +4" to Advance and + 8" to Charge values until the End Phase.	8	3

Vliyaya of the Suns

SPELL NAME	SPELL EFFECT	CAST TARGET	REST
Fury of the Suns	Target 1 Friendly unit within 8" and LOS. If Cast Roll successful, Target unit gains +1d10 to Charge dice pool.	6	1
Sunshot	Target 1 enemy unit within 12" and LOS. Make a Fortitude attack against unit. For every Damage rolled, cause 1 Essence Damage.	6	1
Reenergise	Target 1 Friendly unit within 8" and LOS. If Cast Roll successful, Target unit recovers Fatigue equal to double Caster's Command.	7	2
Wrath of the Three Brothers	Target all enemy unit's within Influence Range. Roll Fortitude Attack against all units individually. For every Damage rolled, cause 1 Essence Damage. All units successfully Hit suffer 1 Fatigue, this is whether any Damage is cause or not.	8	3

Vliyaya of Thra

SPELL NAME	SPELL EFFECT	CAST TARGET	REST
Barkskin	Target 1 friendly unit within 8" and LOS. If Cast Roll successful, increase unit's Defence by 1 until End Phase.	7	1
Entangle	Target 1 enemy unit within 12" and LOS. If cast roll successful, all of target unit's movement counts as though within Difficult Terrain. This effect lasts until the End Phase.	7	2
Enlarge	Target 1 friendly infantry unit within 8" and LOS. If Cast Roll successful, until End Phase until counts as Heavy infantry.	8	1
Ensnare	Target 1 enemy unit within 12" and LOS. If cast roll successful, Target unit's movement is reduced to 0 until the End Phase.	8	2

Well of Darkening

SPELL NAME	SPELL EFFECT	CAST TARGET	REST
Shrouded Form	Caster Targets Self. If Cast roll successful, all ranged attacks and Spell/Power effect rolls against Caster suffer an additional +1 to Hit.	6	1
Enfeeble	Target 1 enemy unit within 8" and LOS. If Cast roll successful, until the End Phase, that unit decreases their Defence value by 1.	6	1
Sharpen Claws	Target 1 friendly unit within 8" and LOS. If Cast roll successful, target gains Armour Piercing modifier until End Phase.	6	1
Pit of Thorns	Target 1 enemy unit within 12" and LOS. If cast roll successful, all of target unit's movement counts as though within Difficult Terrain. This effect lasts until the End Phase.	7	1
Dire Thoughts	Target 1 enemy unit with 12" and LOS. If Cast roll successful, target suffers -1 Courage until next Initiative Phase.	7	2
Enveloping Cloud	Caster creates a dark cloud around a Friendly unit within 12" and LOS. If Cast roll successful, that unit cannot be the target of any ranged attacks or Spells/Powers until End Phase.	8	2
Syphon	Target 1 friendly unit within Influence range and LOS. If Cast roll successful, you may inflict 2 Essence Damage on target unit and Caster recovers 1 Essence Damage.	8	2
Dark Lightning	Target all enemy units within 8". Roll a Fortitude attack for each unit separately. If attack hits, roll Damage versus target unit's Fortitude. For every success, inflict 2 Essence Damage. If at least 1 hit is rolled, even if no Damage, unit suffers 1 Fatigue token.	8	4
Scourge Arrow	Target 1 enemy unit within 12" and LOS. Make a Fortitude attack against unit. For every Damage rolled, cause 1 Essence Damage.	6	1

Induce Fear	Target 1 enemy unit within 8" and LOS. If Cast roll successful, target unit must make an immediate Retreat movement away from Caster. This movement is completed whether the target unit has acted or not this turn. Retreating does not cause an inactive unit to use their action.	7	2
Silence	Target 1 enemy Hero within 12" and LOS. If Cast roll successful, target Hero cannot use Cast Action until End Phase.	8	1
Drain Vigour	Target 1 enemy unit within 12" and LOS. If Cast roll successful, target unit suffers 1/2 dice pools on all Attack and Defence roll until End Phase.	8	2

Game Scenarios

In this BETA TEST version of **The Dark Crystal: Fires of Rebellion** I am still in the early stages of creating some quirky, fun, and challenging scenarios. That doesn't mean I don't intend for more to be developed as this BETA ruleset progresses.

In the next section, I'll expand on the Force Selections for both the Gelfling Gathering and the Forces of the Darkening and below are 3 possible scenarios for you to play within the BETA.

To set up a game, I suggest adjusting your playing area depending on the size of the forces involved. All sizes express length followed by width:

- Game with forces under 399 points = 3ft x 3ft area.
- Game with forces between 400 – 499 points = 4ft x 3ft area.
- Game with forces over 500 points = 5ft x 3ft area.

You may wish to add terrain to the table. I suggest splitting the table into equal 1/6th and within each 1/6th having one bit of scenery.

Scenario 1 - Pitched Battle

Set Up
You and your opponent roll 1d10 each. The player with the highest value selects who deploys 1st or 2nd. If a player chooses to deploy 2nd then the other player chooses which long table edge they wish to deploy along.

Starting with the 1st player, players alternate placing one unit along their table-edge, up to an extended depth of 6" towards the table middle. Continue to do this until all units have been set upon the table.

You may now begin with the 1st turn. See Game Turns - page 8.
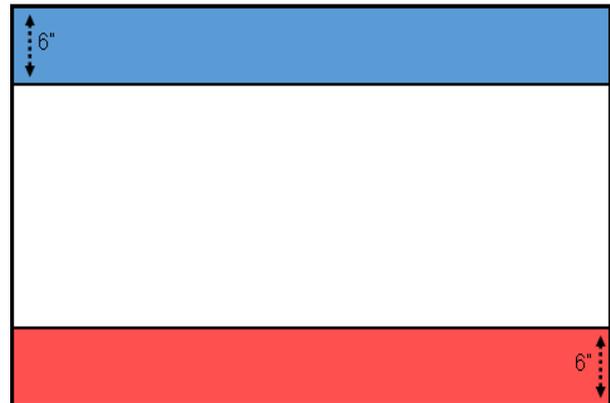
Objective
There is only one objective - Destroy the enemy.

Game Duration
The game lasts 6 Turns, or until the enemy Commander breaks, or all enemy forces have been destroyed.

Victory Conditions
The winner is the player who claims the most Victory Points (VP) from opponent's Command Values (CV).

Scenario 2 – Raid

Set Up
Set-up just like in a pitched battle, however, before setting down units, each player takes it in turn to place two objectives on the table - each in their opponents half. These objectives must be placed a minimum of 12" from any long table edge, 8" from any short table edge and 8" from another objective. Once all four objectives have been placed, continue set-up as normal.

Objectives
The objectives hold valuable material required to keep your forces going - obtain them at all costs.

Game Duration
The game lasts 6 Turns, or until the enemy Commander breaks, or all enemy forces have been destroyed.

Victory Conditions
At the end of the game, each player looks at the objectives.

If a player has a unit within 4" of an objective, they may claim it, so long as an enemy unit isn't within 4" of the same objective.

Players secure 2 Victory Points (VP) for each claimed objective.

If an enemy unit is within 4" of objective, the objective is contested and players split 1VP each.

If no unit is within 4" of an objective, then it is unclaimed and scores 0VP for both players.

The player with the most VP is the winner.
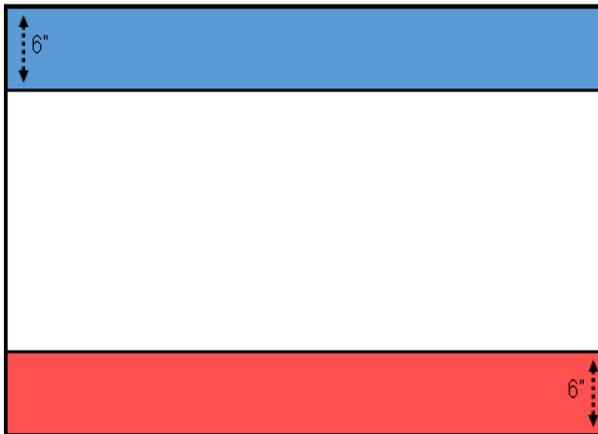
Scenario 3 – Flanking Strike

Set Up

See battlefield diagram below.

Players deploy in opposing corners.

Place a single Objective in the center of the table.

You and your opponent roll 1d10 each. The player with the highest value selects who deploys 1st or 2nd. If a player chooses to deploy 2nd then the other player chooses which corner they wish to deploy along.

Starting with the 1st player, players alternate placing one unit within their deployment area. Continue to do this until all units have been set upon the table.

You may now begin with the 1st turn. See Game Turns - page 8.

Objectives

Each side hopes to gain a tactical advantage with a flanking maneuver against the enemy.

Game Duration

The game lasts 6 Turns, or until the enemy Commander breaks, or all enemy forces have been destroyed.

Victory Conditions

At the end of the game, each player looks at the centre objective.

If a player has a unit within 4" of the objective, they may claim it, so long as an enemy unit isn't within 4" of the same objective.

Players secure 2 Victory Points (VP) for the complete control of the objective.

If an enemy unit is within 4" of the objective, the objective is contested and players split 1VP each.

If no unit is within 4" of an objective, then it is unclaimed and scores 0VP for both players.

Players additionally wish to cause as much damage on the enemy as possible.

Players claim Victory Points (VP) from opponent's defeated unit's Command Values (CV).

The player with the most VP is the winner.
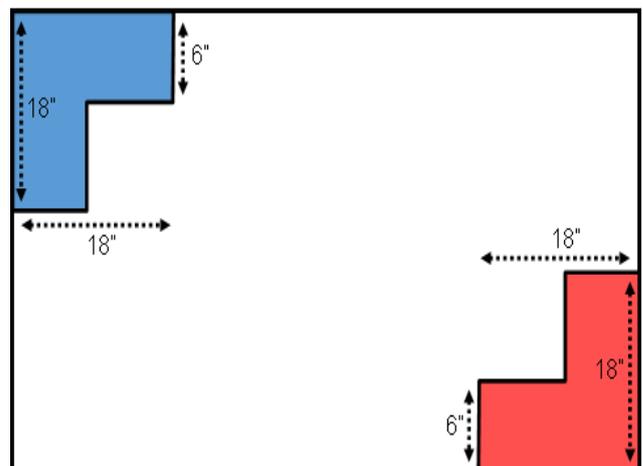
Part Three:

Forces of Thra

Assembling your Forces

Within **The Dark Crystal: Fires of Rebellion** BETA TEST, I've started out with a small selection of a few units for the First Game, however, you may wish to expand this and try to play larger scale games.

[Author Notes] - *I have compiled two force selector lists; one for the Gelfling Gathering and one for the Forces of Darkening. Now, the Gelfling Gathering is what I'd call the Generic Gelfling army list, with no individual clan affiliations. I have plans and notes in place for the expansion of clan specific forces; so you could, if you wanted, to field an entirely Vapran or Drenchen force, but these will be released at a later date. Additionally, I know at the end of Episode 10 in the Netflix show, the Arathim agree to an alliance with the Gelfling and therefore I will be releasing Arathim soldier selection options as well. For the Forces of the Darkening, I have chosen to focus on the Skeksis and their Garthim drones, however, I am working on a Darkening force around Deet and an army of Darkened creatures of Thra. Finally, I plan at some point to look back to the comics set before even the show and the Second Arathim War, where Gelfling helped their Skeksis masters put down the Arathim Ascendency. But first things first…*

When expanding into further games of **The Dark Crystal: Fires of Rebellion** you'll want to create games that are fun, but also fair. To ensure this, players following the below guidance:

Points Limits

To create games that are fair, players agree to a Points Limit when constructing their forces. Each Unit has a Points value – this is the cost of fielding them in your army for the battle – and you will find the unit's Points Value clearly marked on its Unit Profile.

For a small scale skirmish, I suggest building an army of around 200 points – this should produce a game of roughly am hour in length for two opponents who are adept within the rules. A more considerable battle might reach the 350 points total – which will make for a roughly two-hour game, and finally, for a large-scale engagement, you'll be reaching the 500 point mark. This would make for a 3 hour epic contest.

In addition to setting a Points Limit, there is one final piece of Force Selection process that you should be aware of. This is the Force Selector Requirement rules.

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 are as follows:

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

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.

The Gelfling Gathering

The seven clans put aside their historical differences and apprehensions to combine their might against their Skeksis overlords. While the darkening consumes the lands around them, the Gelfling refuse to give up hopes of cleansing Thra of the sickness and the twisted creatures that are its cause.

After the triumph of Stone-in-the-Wood, the Gelfling forces are emboldened and ready to rise up. You can use the unit profiles beneath to construct a Gelfling Gathering force:

Heroes

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:
- 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

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 Vliyayas 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

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:
- 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.

Hup – CONTINUED	
Powers	
Hup may purchase up to **2** 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

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: • 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

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 Weapons (Roll to hit = 6+ rather than 5+)

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

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:
- Any model may equip themselves with Shields for +2pts each

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:
- 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".

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.

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:
- 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

Unit Name	Unit Type	Unit size	Points per model
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.

Forces of the Darkening

For a thousand trine the Skeksis have watched over the Crystal of Truth and lorded over Thra as seemingly immortal guardians. But the Gelfling discovered their deception and rose up against their former lords. With their betrayal exposed the Skeksis turned to violent purges of the native species of Thra, harvesting them for their life-force; *their essence.*

With new dark creatures in the form of the twisted Garthim to do their bidding, the Skeksis launch themselves into all-out war against the Gelfling and their Arathim allies. You can use the unit profiles beneath to construct a Skeksis - Garthim War force:

Tyrants

Unit Name		Unit Type		Unit size		Points Cost	
SkekSo, The Emperor		Tyrant		1 Heavy Infantry		78pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
3"	5	0	8+	5+	4	8	3

Options	
SkekSo is equipped with a Crystal Staff (Heavy Weapon) and Heavy Armour.	
Special Rules	
Cumbersome Form – SkekSo has a Slow movement speed of 3". **Emperor of Thra** – SkekSo's Influence range is increased from 4" to 6". All friendly units within range gain a Courage bonus equal to his Might rather than Command Value. **No matter the cost** – SkekSo does not gain Fatigue tokens from losing Essence.	
Powers	
SkekSo may purchase up to **2** Tyrannical Powers: He also has access to the two exclusive Powers below.	
Tyrannical Power – Crush all hope (SkekSo Only) SkekSo selects **1** enemy unit within 12". SkekSo's player makes a Cast roll. If Cast roll successful, target unit becomes Shaken until the End Phase. This is regardless of the target unit's current Fatigue tokens. **Rest [1]** **Cast Target (6)**	Points Cost – 3pts
Tyrannical Power – Master of the Darkening (SkekSo Only) SkekSo may know any 2 spells from the Well of Darkening.	Points Cost – 3pts

Unit Name		Unit Type		Unit size		Points Cost	
SkekUng, The Garthim Master		Tyrant		1 Heavy Infantry		71pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
3"	4	0	8+	4+	4	7	3

Options

SkekUng is equipped with a Heavy Weapon and Heavy Armour.

Special Rules

Cumbersome Form – SkekUng has a Slow movement speed of 3".

Crack of the whip – Garthim units within the Influence range of SkekUng have an additional 2" to their Charge distance.

Garthim Master – Garthim units within the Influence range of SkekUng gain an additional +1 die to their attack pools in combat, and Shaken Garthim units within Influence range suffer -2 dice to attack pools rather than ½ dice pool.

Powers

SkekUng may purchase up to **2** Tyrannical Powers:
He also has access to the two exclusive Powers below.

Tyrannical Power – Remorseless Command (SkekUng Only) SkekUng may select 1 friendly unit within 8" that has already acted this turn. SkekUng inflicts 2 Essence damage to that unit. It may perform another action this turn. **Rest [1]**	Points Cost – 4pts
Tyrannical Power – Trial by stone (SkekUng Only) SkekUng makes an immediate Charge action towards nearest Hero unit. SkekUng gains +1d10 to their attack dice pool. **Rest [1]**	Points Cost – 2pts

Unit Name		Unit Type		Unit size		Points Cost	
SkekSil, The Chamberlain		Tyrant		1 Heavy Infantry		63pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
3"	3	0	8+	5+	3	6	3

Options

SkekSil is equipped with a Heavy Weapon and Heavy Armour.

Special Rules

Coward - SkekSil's retreat value is 6" rather than 4".

Cumbersome Form – SkekSil has a Slow movement speed of 3".

Unnerving Aura – Whenever an enemy unit within Influence range of SkekSil gains at least one Fatigue token, they gain 1 additional Fatigue token.

Powers

SkekSil may purchase up to **2** Tyrannical Powers:
He also has access to the two exclusive Powers below.

SkekSil - CONTINUED	
Tyrannical Power – Dissonant Whispers (SkekSil Only) SkekSil makes a Fortitude attack on a single enemy unit within 8". Successful damage causes no Essence damage, but target suffers 1 Fatigue token for each damage rolled. **Rest [1]** **Cast Target (6)**	Points Cost – 3pts
Tyrannical Power – Shrewd Schemer (SkekSil Only) On the next Initiative Roll, SkekSil's player rolls 2 Initiative dice and selects highest. **Rest [1]**	Points Cost – 3pts

Core

Unit Name		Unit Type		Unit size		Points per model	
Garthim Soldiers		Core		2 - 3 Heavy Infantry		21pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
6"	3	0	7+	3+	2	5	1
Special Rules							
Fast - Garthim Soldiers have a movement speed of 6". **Mindless drones** - Garthim Soldiers ignore all Fatigue tokens, except those caused by Essence damage and Power/Spell effects. **Protective Shells** - Garthim Soldiers gain a Defence o 7+.							

Unit Name		Unit Type		Unit size		Points per model	
Darkened Podlings		Core		2 - 3 Infantry		7pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
4"	2	2	3+	3+	3	5	1
Options							
Darkened Podlings are equipped with an Improvised Weapons (Roll to hit = 6+ rather than 5+)							
Special Rules							
Darkened - Darkened creatures do not gain Fatigue tokens caused by Spells from the Well of Darkening. **Small Creatures** - Darkened Podlings ignore Difficult Terrain penalty. **Sticks and Stones** - Darkened Podlings can throw improvised weapons at enemy units. Range 6". **Swarm** - Darkened Podlings ignore Last Model Standing penalty.							

Unit Name		Unit Type		Unit size		Points per model	
Crystal Bats		Core		5 - 8 Infantry		4pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
6"	1	0	3+	3+	1	4	1

Special Rules

Flying - Crystal Bats can fly. They ignore Difficult Terrain and have a movement speed of 6".

Frail Fighters - Crystal Bats successes when rolling to hit are 6+, rather than 5+.

Elites

Unit Name		Unit Type		Unit size		Points per model	
Darkened Castle Guards		Elite		3 - 5 Infantry		14pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
4"	2	1	6+	4+	2	5	2

Options

Darkened Castle Guards are equipped with a Castle Guard Halberd (Armour Piercing) and Medium Armour.

You may purchase the following equipment for Darkened Castle Guards:
- Any model may equip themselves with Shields for +2pts each

Special Rules

Darkened - Darkened creatures do not gain Fatigue tokens caused by Spells from the Well of Darkening.

Special

Unit Name		Unit Type		Unit size		Points Cost	
Skeksis Carriage		Special		1 Large		115pts	
Move	**Might**	**Accuracy**	**Defence**	**Fortitude**	**Essence**	**Courage**	**Command**
6"	0*	0	9+	5+	5	7	3

Special Rules

Armoured Construct - Skeksis Carriage has a Defence of 9+, and ignores all Fatigue tokens except those caused by Essence damage and Spell/Power effects.

Fast - Armalig beetles move the carriage about quickly. The Skeksis carriage has a movement speed of 6".

Impact - When Skeksis Carriage hits a unit, the faster it is going the harder it hits. When Skeksis Carriage makes a Charge action, if carriage has moved 6" or less into contact with target unit, Skeksis Carriage counts as Might 3. If carriage has moved more than 6" then it counts as Might 7. Skeksis Carriage attacks count as Heavy Weapon attacks.

Large - Skeksis Carriage counts as a Large model.

Quick Getaway - Skeksis Carriage has a Retreat movement of 6" instead of 4"

Speedy Target - If Skeksis Carriage has moved during this turn, all attacks against it suffer -1d10 to combat dice pools.

Part Four:

The World of Thra

The World of the Dark Crystal

[Author Note] - *In this BETA TEST booklet I won't be going into too much depth about the world of Thra, but I do see - if these rules were to ever become something close to published - that there would be a need to produce some content within the rules to bring the setting alive to enhance the gaming experience, especially for those less familiar with the story surrounding it.*

Below is a brief idea of a few of the pieces I would be interested in including among this section and I invite those with any additional ideas to get in contact.

- ❖ Map of Thra.
- ❖ Brief History - Timeline, Creations Myths, AoR and Dark Crystal Movie.
- ❖ Inhabitants of Thra - Gelflings, Podlings, Skeksis, Mystics, other creatures.
- ❖ Possible environments for battlefields – building Thra on the table top. This may include optional environmental rules that players may add to games.
- ❖ The basics of developing a table top campaign.

Map of Thra

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