

Skeksis Force Selector

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

This current edition – BETA rules V1.1
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Tyrants

SkekSo, the Emperor

Ruler of the Skeksis for a thousand trine, SkekSo will stop at nothing to rule for a thousand more. Almost certain of his immortality, he seeks ways to make sure that he and (to a lesser extent) his kind will never die, and will always rule Thra. His fear of death pushes him to extremes, trying many kinds of lotions, potions, and elixirs to extend his life, abusing the crystal, hiding and trying to harness the Darkening caused by this abuse, and even stealing the very life essence from the creatures of Thra. The Emperor desires power and life everlasting, and he will not allow Gelfling to make his life difficult.



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							
<p>Cumbersome Form – SkekSo has a Slow movement speed of 3".</p> <p>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.</p> <p>No matter the cost – SkekSo does not gain Fatigue tokens from losing Essence.</p>							
Powers							
SkekSo may purchase up to <u>2</u> Tyrannical Powers: He also has access to the two exclusive Powers below.							
<p>Tyrannical Power – Crush all hope (SkekSo Only) SkekSo selects <u>1</u> 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)</p>						Points Cost – 3pts	
<p>Tyrannical Power – Master of the Darkening (SkekSo Only) SkekSo may know any 2 spells from the Well of Darkening.</p>						Points Cost – 3pts	

SkekUng, the Garthim Master

A fierce warrior, SkekUng was first appointed General, after SkekVar was killed at the Second Battle of Stone-in-the-Wood. He was then given the title of Garthim Master, and became the leader of the Garthim army. His job is to lead the Garthim in the suppression of the Gelfling Resistance.



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							
<p>Cumbersome Form – SkekUng has a Slow movement speed of 3".</p> <p>Crack of the whip – Garthim units within the Influence range of SkekUng have an additional 2" to their Charge distance.</p> <p>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.</p>							
Powers							
SkekUng may purchase up to <u>2</u> Tyrannical Powers: He also has access to the two exclusive Powers below.							
<p>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]</p>						Points Cost – 4pts	
<p>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]</p>						Points Cost – 2pts	

SkekSil, the Chamberlain

Often ostracised by the other Skeksis due to his high-pitched whining voice and manipulative ways, SkekSil the Chamberlain always has a plan, and often gets his own way. Falling in and out of favour with the Emperor, Chamberlain is, for the most part, next in line for the throne. He can talk his way out of any situation, and always has a scheme up his sleeve. Some of the most crucial ideas came from Chamberlain, such as harvesting the Gelfling for their essence, or creating the Garthim, but he twists his words to make the other Skeksis feel as though they had the ideas themselves. He may be one of the weaker Skeksis, but his wit and tongue are powerful enough, and he is not afraid to fight dirty, or run away when the odds are against him.

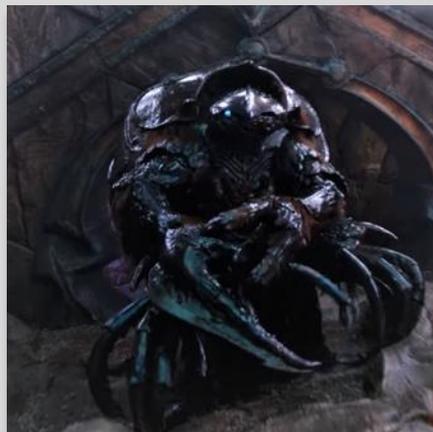


Unit Name		Unit Type		Unit size		Points Cost	
SkekSil, The Chamberlain		Tyrant		1 Heavy Infantry		63pts	
Move	Might	Accuracy	Defence	Fortitude	Essence	Courage	Command
3"	3	0	8+	5+	3	6	3
Options							
SkekSil is equipped with a Heavy Weapon and Heavy Armour.							
Special Rules							
Coward - SkekSil's 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.							
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]						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

Garthim Soldiers

When tasked by Emperor SkekSo with creating him an army, SkekTek the Scientist began his experiments using the remains of defeated Arathim Spitters, but their anatomy alone was lacking. It was only when SkekTek discovered his laboratory assistants, two Gruenak slaves, had been plotting against him and were trying to escape, that SkekTek realised that the parts he needed had been in front of him all along. By combining the Arathim and Gruenak parts, he created his Emperor an army of Garthim. These soulless constructs are fast, hit hard, and their size and hard carapace make them a formidable opponent.



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							
<p>Fast - Garthim Soldiers have a movement speed of 6".</p> <p>Mindless drones - Garthim Soldiers ignore all Fatigue tokens, except those caused by Essence damage and Power/Spell effects.</p> <p>Protective Shells - Garthim Soldiers have a Defence of 7+.</p>							

Crystal Bats

Created to serve as the Skeksis' eyes outside of the castle, the Crystal Bats transmit images back to the Castle using their crystals, and are often used to alert Garthim of the locations of Gelfling or Podling settlements. They are better used as scouts when by themselves, being too small and weak to do much damage, but they can be quite troublesome as a swarm.

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							
<p>Flying - Crystal Bats can fly. They ignore Difficult Terrain and have a movement speed of 6".</p> <p>Frail Fighters - Crystal Bats successes when rolling to hit are 6+, rather than 5+.</p>							

Darkened Podlings

Drained of most of their essence, these Podlings have lost their autonomy, and are mindless slaves to the Skeksis. If their masters order it, they will take up arms using whatever they have available – usually whatever is lying around on the floor. Although small, the Podlings are fast, do not tire easily, and a lot of them can be overwhelming.

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.							

Elites

Darkened Castle Guards

Once brave and noble soldiers, these Castle Guards have been part-drained by the Crystal. They now act only on the orders of the Skeksis, but they have not lost any of their fighting skills. These elite infantry are equipped with medium armour and armour-piercing halberds.

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:							
<ul style="list-style-type: none"> 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

Skeksis Carriage

The favoured mode of transport for the Skeksis, the carriages are heavily armoured and drawn by Armalig beetles, which roll in harnesses to act as wheels. It can move quickly around the battlefield, and can ensure a hasty retreat.



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							
<p>Armoured Construct - Skeksis Carriage has a Defence of 9+ and ignores all Fatigue tokens except those caused by Essence damage and Spell/Power effects.</p> <p>Fast - Armalig beetles move the carriage about quickly. The Skeksis carriage has a movement speed of 6".</p> <p>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.</p> <p>Large - Skeksis Carriage counts as a Large model.</p> <p>Quick Getaway - Skeksis Carriage has a Retreat movement of 6" instead of 4"</p> <p>Speedy Target - If Skeksis Carriage has moved during this turn, all attacks against it suffer -1d10 to combat dice pools.</p>							

Force Selector Requirements

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

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

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

The Reign of Skeksis

Reptilian and bird-like creatures with long necks and six limbs (four arms, two legs). The Skeksis are rapacious, whimsical and cruel.

The Skeksis are thousands of years old. Despite their current state, the Skeksis were not always cruel and merciless. Some were gregarious and outgoing, while others preferred to keep their secrets in solitude. But time and power corrupted the hearts and minds of the Skeksis lords, turning their intelligence to suspicion and their ambition into bloodthirsty competition. By the time of the events of “The Dark Crystal: Age of Resistance”, the Skeksis have become a villainous group of selfish, sadistic lords who rule over the Gelfling. They are vain, callous, pompous and obsessed with cheating death.

Because the Skeksis are not originally from Thra, they have been able to use their advanced technology to keep the more primitive and rustic Gelfling under their thumb and dependent on their generosity. They built a castle around the Crystal of Truth and harness its power in secret in order to extend their own lives. Their experiments have corrupted the Crystal of Truth and created a sickness that is spreading across Thra known as the Darkening. They essentially draw energy from the land to keep themselves alive.



However the Gelfling remain unaware and continue to be loyal to the Skeksis, who rule over them.

While the Gelfling strive for peace, the Skeksis enjoy nothing more than sadistic games and wanton cruelty. They love the finer things in life and spend their days adorned in voluminous robes and garish jewellery, feasting and loafing about their huge castle. They hide their villainous nature behind a smile. But their love of a good party and a fancy necklace hides a deep fear of their own mortality and an obsession with cheating death.

Even the music they listen to (and they do love a good tune) might sound discordant and screechy to our ears. Because they themselves are discordant and screechy. All they care about is themselves and their own pleasure.

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

(Contributions from: Amy Jefferson)