

DRAGONSEEKERS



V 0.4

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Gruff, Ho Meqas, Pyre Lady [1]	30mm	145	8"	9	5	3+	8	Sword, Katana, Dagger	2	-	Double Slash	Hidden Dagger, Dragon Scales	DRAGONIAN, LEADER, DRAKKEN
Ronqur, Son of the Wyrm [1]	50mm	210	9"	10	5	5+	7	Spell Book, Magical Bombs, Dagger	2	4	Book Keeper	Dragon Scales	DRAGONIAN, LEADER, SON OF THE WYRM
Falcon Glider [1]	75mm	220	16"	7	4	5+	9	Axe, Magical Bombs, Sword, Bow	2	-	Fly Out	Enraged Rider, Get In Here	DRAGONIAN, LEADER
Drakken Protectors [2-4]	30mm	70	8"	1	4	5+	4	Katana, Sword, Dagger, Shield	2	-	Guard	Dragon Scales, Unusual Strength	DRAGONIAN, DRAKKEN
Stalker Sisters [3-5]	30mm	50	12"	1	4	6+	1	Magical Bombs, Dagger	2	-	-	Sharp Blade, Hidden Dagger	DRAGONIAN, DRAKKEN
Drakken Marauders [2-4]	30mm	60	8"	3	4	4+	3	Axe, Dagger, Club w Spikes, Maze	2	-	-	Dragon Scales	DRAGONIAN, DRAKKEN
Ember Protectors [2-4]	30mm	80	9"	2	3	5+	3	Staff, Daggers, Shield	2	1	Draconic Ritual	Hidden Dagger	DRAGONIAN, SON OF THE WYRM
Tempest Guard [2-4]	35mm	65	8"	1	3	5+	4	Sword, Axe, Shield, Maze	2	-	-	Dragon Scales, Bannermen	DRAGONIAN, SON OF THE WYRM
Arrow Sisters [3-6]	30mm	50	12"	2	5	3+	2	Bow, Crossbow, Dagger	2	-	-	Sharp Shooting	DRAGONIAN, SON OF THE WYRM
Relic Keepers [1-3]	30mm	90	7"	3	4	4+	4	Spell Book, Magical Bombs	2	2	Draconic Strength	Relic, Unusual Strength	DRAGONIAN

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Axe	2	Melee	+2	0	-
Sword	1	Melee	+1	5	-
Dagger	1	Melee	+1	0	-
Bow	2	26"	+1	0	-
Maze	1	Melee	+4	25	For each damage dealt, the enemy squad Bleeds 1.
Crossbow	2	18"	+2	0	-
Staff	2	2"	+2	25	Wielder gets +1 Spell Slots.
Katana	1	Melee	+2	10	After this weapon deals damage, the enemy gets the Bleed Status Effect.
Shield	1	N/A	0	0	Wielder gets Defense +1.
Club with Spikes	1	Melee	+2	15	For each damage dealt, the enemy squad Bleeds 2.
Magical Bombs	1	12"	+5	10	Each squad can use up to 1 bomb per turn.
Spell Book	1	N/A	-	5	Adds 1 Spell Slot to the wielder and gives +1 to Spell checks.

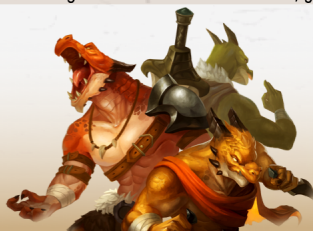
Spells	Cast Difficulty	Range	Effect
Draconic Breath	7	10"	Select up to 3 enemy squads in line of sight within range that are within 3" of each other. Roll 6D6 for each enemy squad. Every result of 4+ deals 1 Direct Damage.
Fireball	8	16"	Select an enemy squad in line of sight within range and deal D3 Direct Damage. If damage was dealt this way, roll a D6. On a 5+, the enemy is burned.
Psychic Blast	5	24"	Select a squad within range. Roll a D6, on a result of 5+, deal 3 direct damage. Does not need to be in line of sight.
Immobilize	9	12"	Select an enemy squad in line of sight within range and immobilize that squad. During its next turn it can not move.
Drakken Mark	6	15"	Select an enemy within range and give them a Drakken Marked counter.
Healing Power	4	8"	Heal 1 HP to a friendly DRAGONSEEKER Squad in line of sight within range.
Shield	5	12"	Give a visible ally squad within range +1 Defense until your next Starting Phase.
Draconic Ancestors	10	16"	Select an enemy squad within range and deal D3+1 Direct Damage.
Frost Bolt	7	10"	Select a squad within range that is in line of sight. That squad receives D3 -1 Direct Damage. If they received more than 1 damage, add a Frozen counter.

Activated Abilities	Effect
Double Slash	When wielding two items, it can hit with each equipped weapon twice.
Book Keeper	Once per game. Gain +3 to one Spell Roll before rolling the dice.
Fly Out	This squad can move out of hand-to-hand combat without being affected by opportunity attacks.
Guard	During your opponent's turn. After a friendly squad within 3" is damaged, you may chose to redirect all the damage to this squad instead. (once per turn)
Draconic Ritual	During your planning phase, roll a D6. On a result of 5+, this squad can attempt one additional Spell this turn.
Draconic Strength	Other friendly squads at 5" of this get +2" Move and +1 Defense until the end of the turn. This squad takes D3-1 damage.

Passive	Effect
Dragon Scales	When this squad is attacked with Melee weapons, it has +1 Defense.
Enraged Rider	If this squad is not at full HP. It has +3 Strength.
Bannermen	Squads within 10" of this squad get +1 Strength until the end of the turn.
Relic	Before the beginning of the game, pick one relic.
Hidden Dagger	When this squad deals damage, its wielder may perform one extra attack with it immediatly using a dagger. (Only triggers once)
Unusual Strength	Enemy squads in hand-to-hand combat with this have -1 Evade.
Sharp Shooting	If this unit is attacking at distance of 8" or more, it gets +1 Strength.
Get in Here	This unit is always placed last in the deployment phase. After all other squads have been deployed.
Sharp Blade	After dealing damage in hand-to-hand combat, give the damaged enemy squad one Bleed counter.

Status Effects	Effect
Burn	For each burn counter take 1 Damage during your Starting Phase. Immediatly after, roll a D6. On a result of 5+, remove all Burn Tokens.
Bleed	After taking non-direct damage roll a D6, on a result of 2 or less, take 1 direct damage.
Frozen	A Frozen squad has it's Move stat reduced in half (rounded up). Remove this status effect during the squad controller's End Step.
Drakken Marked	A Drakken Marked squad gets -1 Evade. Remove all Drakken Mark Counters during your End Phase.

Relics	Effect
Drakken Relic	As long as the holder is on the battlefield, give other DRAKKEN squads in the battlefield a +1 Defense.
Sons of the Wyrm Relic	As long as the holder is on the battlefield, give other SONS OF THE WYRM squads in the battlefield a +1" Move and +1 to all Spell Rolls.



The Twin suns sank in the horizon, and the moon's silver glitter covered the land. What once seemed a barren wasteland started to vibrate as parts of the ground rose and collapsed, revealing rows of archaic columns, all with an open dragon eye insignia. There's no doubt anymore; we had found the shrine.

Let no other people take what is ours, we are dragonians, and all relics and dragon remains belong to us. We shall search for them in every corner of the world, in every environment, in any condition, and against all dangers and foes.
We are Dragonseekers.