

NOT YET PLAYTESTED

Leave comments here if you do playtestable :) thx

From somewhere within the deepest parts of the city, where time folds inward upon itself, contingents of a long-forgotten order have emerged. Holding to a rigid code of honor that most modern necromancers scoff at, the Knights of the House of Scortifiore have sworn to bring a spurred heel down upon these young upstarts. It's believed the knights made a pact with Magdalazza, Lady of Thorns, an elder demon of noble blood, who cares only for those who glorify her name. To do so, they lead their black masses onto battle from atop skeletal steeds, wielding Dread Lances to drive fear into the unbearing hearts of their Lady's enemies. The more righteous the knights' indignant fury, the more powerful they become.

## PLAYSTYLE

Strong defense, building power.

## FACTION SOUNDTRACK

- SLEEP TOKEN - LIKE THAT
- FALCONER - THE CLARION CALL
- KATATONIA - SOIL'S SONG

## SPECIAL MECHANIC:

### HONOR:

Thorn units can gain Honor and Dishonor tokens. They function similar to e.g. Strength and Weak, in that they cancel out, and have a static effect regardless of the number of similar tokens.

Honor: +1D on attacks

Dishonor: -1D on attacks

Special tags:

### HONOR-BOUND:

Units with this trait can gain Honor and Dishonor in the following ways:

- +2 Honor for killing an enemy unit
- +1 Honor for being used for body block
- +1 Dishonor for being attacked (once per enemy unit ACT)
- According to unit-specific rules

### HONORED / DISHONORED:

A unit is *honored* if it has any honor tokens, and *dishonored* if it has any dishonor tokens. A trait, ACT, or SOUL feature with the *dishonored* tag requires a unit to be *dishonored* in order to function.

## VANGUARD

Grants +1 DF to adjacent allies. When an ally receiving this benefit is targeted by an attack and that attack misses, gain 1 *honor*. Does not stack. A unit cannot receive this benefit from another.

## UNITS

### THRALL

	<b>GALLANT</b>			
	<i>Thorn Thrall</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	3	2	3+	-
	<b>TRAITS</b>			
	<ul style="list-style-type: none"> <li>• <i>Thrall</i></li> <li>• <i>Honor-bound</i></li> <li>• <i>Polearm</i>: This unit's attacks ignore cover, but still require line of sight.</li> </ul>			
<b>ACT ABILITIES</b>				
<p><b>Pike</b>: Attack, Range 1-2.  <i>On hit</i>: 1 damage, (<i>dishonored</i>) then step 1. (5+) Gain 1 <i>honor</i> afterward.  <b>Phalanx</b>: Self.  <i>Effect</i>: Step 1, then gain 1 <i>strength</i> for each adjacent ally.</p>				
<b>?</b>	<b>UPGRADE 2</b>		<b>UPGRADE 3</b>	
If Pike hits an enemy that has cover, gain 1 <i>honor</i> .	Mechanics		Mechanics	

## SCION

	<b>CHEVALIER</b>			
	<i>Thorn Scion</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	3	3	5+	PHYS
	<b>TRAITS</b>			
	<ul style="list-style-type: none"> <li>• <i>Honor-bound</i></li> <li>• <i>Vanguard</i></li> </ul>			
<b>ACT ABILITIES</b>				
<p><b>Warspike:</b> <i>Attack, Melee.</i>  <i>On hit:</i> 2 damage, then inflict 1 <i>weak</i>, or (<i>dishonored</i>) gain 1 <i>strength</i>.</p> <p><b>Vengeful Challenge:</b> <i>Range 1-3.</i>  <i>Effect:</i> Choose a foe within range. Gain 1 <i>strength</i>. If the target is slain before the end of this unit's next turn, convert all this unit's <i>dishonor</i> into <i>honor</i>.</p>				
<b>AUTHORITY</b>	<b>UPGRADE 2</b>		<b>UPGRADE 3</b>	
When an adjacent foe MOVES away, inflict 1 curse damage.	Mechanics		Mechanics	

## FREAK

	<b>HERALD</b>			
	<i>Thorn Freak</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	3	3	3+	MAG
	<b>TRAITS</b>			
	<ul style="list-style-type: none"> <li>• <i>Honor-bound</i></li> </ul>			
<b>ACT ABILITIES</b>				
<p><b>Exaltation:</b> <i>Self, Splash.</i>  <i>Effect: Splash (self)</i> Self and allies gain 1 honor. <i>Dishonored:</i> Foes gain 1 weak.</p> <p><b>Proclamation:</b> <i>Range 3.</i>  <i>Effect:</i> Remove two, (4+) three, (6+) or four Honor tokens from units within range (including self) and redistribute them freely among any allies in range.</p> <p><b>Malediction:</b> <i>Curse, Range 2, Dishonored.</i>  <i>Effect:</i> 1 curse damage, then inflict target with one, (4+) two, (6+) or three weak.</p>				
<b>WARHORN</b>	<b>UPGRADE 2</b>		<b>UPGRADE 3</b>	
<b>Proclamation</b> may also redistribute <i>dishonor</i> .	Mechanics		Mechanics	

## HORROR

	<b>ROOK</b>			
	<i>Thorn Horror</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	4	2	4+	MAG
	<b>TRAITS</b>			
<ul style="list-style-type: none"> <li>• <i>Honor-bound</i></li> <li>• <i>Flight</i>: Ignores adverse terrain and elevation attack and movement penalties.</li> <li>• <i>Roost (Dishonored)</i>: Can end MOVEment on a corpse's space. While roosting in a corpse, has cover from all directions. Effects or attacks that target the corpse do not target the Rook.</li> </ul>				
<b>ACT ABILITIES</b>				
<p><b>Murder:</b> <i>Attack, Melee.</i>  <i>On hit:</i> 2 damage. If the attack misses, may MOVE again. <i>Dishonored:</i> ignore armor.</p> <p><b>Bargain:</b> <i>Range 3.</i>  <i>Effect:</i> A foe in range takes one, (4+) or two <i>strength</i> or <i>weak</i> tokens, their choice. Gain the same tokens they do.</p>				
<b>DEVIL'S TONGUE</b>	<b>UPGRADE 2</b>		<b>UPGRADE 3</b>	
The effect of <b>Bargain</b> is your choice, not foe's.	Mechanics		Mechanics	

# TYRANT

	<b>TARASQUE</b>			
	<i>Thorn Tyrant</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	1	4	3+	SUPER
	<b>TRAITS</b>			
	<ul style="list-style-type: none"> <li>• <i>Honor-bound</i></li> <li>• <i>Vanguard</i></li> </ul>			
<b>ACT ABILITIES</b>				
<p><b>Barrage:</b> <i>Line.</i>  <i>Effect:</i> Line 4, even through walls and over elevation. 1 damage. <i>Dishonored:</i> Damage ignores armor.</p> <p><b>Vile Breath:</b> <i>Attack, Range 2-4.</i>  <i>On hit:</i> 2 toxic damage. Inflict one, (3+) two, (5+) or three <i>weak</i>.</p> <p><b>Tantrum:</b> <i>Self.</i>  <i>Effect:</i> Step 1 into a wall, hazard, or adverse terrain, ignoring movement penalties but still taking damage if applicable, then destroy it. Then <i>splash (self)</i> dealing 1, (5+) or 2 damage to foes.</p>				
<b>SPIKED GARAPAGE</b>	<b>UPGRADE 2</b>		<b>UPGRADE 3</b>	
When a melee attack misses this unit, inflict 1 <i>weak</i> on the attacker.	Mechanics		Mechanics	

## NECROMANCER

	<b>GRIM BANNERET</b>			
	<i>Thorn Necromancer</i>			
	<b>MV</b>	<b>HP</b>	<b>DF</b>	<b>ARM</b>
	4	8	4+	PHYS
	<b>TRAITS</b>			
<ul style="list-style-type: none"> <li>• <i>Vow of Fealty</i>: Is <i>honor-bound</i>, but also has the combined Honor and Dishonor of all Thorn units, in addition to its own.</li> <li>• <i>Mounted</i>: Ignores adverse terrain and elevation movement penalties.</li> <li>• + <i>Choose One More</i></li> </ul>				
<b>ACT ABILITIES</b>				
<p><b>Dread Lance:</b> <i>Attack, Melee.</i>  <i>On Hit:</i> Gain 1 <i>honor</i>, then deal 2 damage, (5+) and gain 1 <i>strength</i>.            + <i>Choose One More</i></p>				
<b>SOUL ABILITIES</b>				
<p><b>Impale (1 SOUL):</b> <i>Enemy Turn. Trigger:</i> a foe moves into an adjacent space.  <i>Effect:</i> Deal 1 damage, ignoring armor.</p> <p><b>Admonish (3 SOUL):</b> <i>Self or Allied Turn. Range 3. Trigger:</i> Start of turn.  <i>Effect:</i> Take up to three <i>strength</i> from foes within range and replace them with <i>weak</i>.            + <i>Choose One More</i></p>				
<b>BONUS TRAIT</b>				
<ul style="list-style-type: none"> <li>• <b>Code of the Basilisk:</b> Dread Lance gives <i>dishonor</i>, not <i>honor</i>.</li> <li>• <b>Code of the Wyvern:</b> When spending SOUL, gain an equal amount of <i>honor</i>.</li> <li>• <b>Code of the Manticore:</b> -1 MV and cannot ever be <i>dishonored</i>, regardless of tokens.</li> </ul>				
<b>ACT UPGRADES</b>				
<ul style="list-style-type: none"> <li>• <b>Summons.</b> <i>Curse, range 4. Effect:</i> Choose two, (4+) three, (6+) or four foes within range and pull 1. Foes that would be pulled into enemies take 1 damage.</li> </ul>				

- **Destiny.** *Self. Effect:* For the next attack this unit makes, *honor* tokens stack (e.g. 2 *honor* grant +2D). Only factor *honor* tokens on this unit (i.e. disregard Vow of Fealty).
- **Penance.** *Self. Effect:* Remove any number of *dishonor* tokens from this unit. Then take an equal number of negative tokens from allies in range 3 and put them on this unit. Then gain 1 *honor*.
- **Jealousy.** *Effect:* Remove any number of *honor* tokens from this unit. Then inflict an adjacent foe with an equal amount of *weak*. Then gain 1 *dishonor*.
- **Mace of Truth.** *Attack, melee. On hit:* Deal 1 holy damage and push 1 (5+) or 2. Cannot use this attack if *dishonored*.
- **Trample.** *Dishonored, Attack, Melee. On hit:* Deal 1 damage and push 1, then step 1. (6+) Gain 1 *dishonor* and Trample again.
- **Javelin.** *Attack, range 2-3. On hit:* 1 damage, ignore armor.

### SOUL UPGRADES

- **The Lady's Favor (1 SOUL).** *Any turn. Trigger:* An Effect die is rolled. *Effect:* Treat the effect as a 6.
- **Cold Heart (2 SOUL).** *Own or allied turn. Trigger:* turn start. *Effect:* Adjacent allies cannot be pushed or pulled until the end of this unit's next turn.
- **Fell Deeds Awake (2 SOUL).** *Own turn. Trigger:* turn start. *Effect:* Until the start of this unit's next turn, allies may use traits and ACT abilities as if they were *dishonored*, regardless of tokens. They only suffer the *dishonored* attack penalty if they have *dishonor* tokens.
- **Now for Wrath (3 SOUL).** *Any turn. Trigger:* an ally takes damage. *Effect:* Remove this unit and place in a free space adjacent to the ally. Deal 1 damage to the attacker, ignoring armor, regardless of range or cover.
- **Now for Ruin (4 SOUL).** *Own or allied turn. Trigger:* turn start. *Effect:* For remainder of combat, allies gain retribution while adjacent to this unit.
- **Red Dawn (6 SOUL).** *Own turn. Trigger:* turn start. *Effect:* Move twice. May move through foes. Once movement is resolved, deal 1 damage ignoring armor to each foe that was adjacent to this unit at any point during the movement.