



NIGHTFANG DOMINION

CODEx IMPERIALIS

"All living things are merely blood waiting to be consumed."

From the blood-drenched jungles of the Crimson Maw, the Nightfang Dominion rises -- a predatory empire of vampiric tiger-lords who rule through plague, corruption, and the unquenchable hunger that drives them. Every creature beneath our banner is either predator or prey. And we, the Nightfang, are ALWAYS the predators. The Blight is not disease -- it is evolution. The Hunger is not weakness -- it is power. And the blood we consume builds an empire that will outlast the stars.

Dictated by the Blood Court -- Transcribed in Thrall Ink

SHARDBORNE UNIVERSE -- TABLETOP WARGAME
v2.0

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This codex is classified. Its contents are for the eyes of sworn warriors only.

I. OUR HISTORY & CREED

Vampiric tiger empire of plague, corruption, thrall armies, and blood magic

"All living things are merely blood waiting to be consumed."

From the blood-drenched jungles of the Crimson Maw, the Nightfang Dominion rises -- a predatory empire of vampiric tiger-lords who rule through plague, corruption, and the unquenchable hunger that drives them. Every creature beneath our banner is either predator or prey. And we, the Nightfang, are ALWAYS the predators. The Blight is not disease -- it is evolution. The Hunger is not weakness -- it is power. And the blood we consume builds an empire that will outlast the stars.

Core Philosophy: Consumption. Propagation. Dominance.

II. POLITICAL STRUCTURE & HIERARCHY

Government: The Blood Court -- ruled by Lord Sanguinar, the Blood Patriarch

Hierarchy: Lord Sanguinar -> Blood Dukes & Duchesses -> Fang Generals -> Plague Heralds -> Thrall Masters -> Thralls

Loe Leader: Lord Sanguinar, the Blood Patriarch -- who has consumed the blood of ten thousand warriors and remembers each one

III. THE DOCTRINE

1. Consumption

Feed first, question never. Every enemy is sustenance. Every battlefield is a feast. The strong consume the weak -- this is not cruelty, it is the natural order perfected.

2. Propagation

The Blight is not disease -- it is evolution. When our corruption spreads, it does not destroy -- it TRANSFORMS. The corrupted become ours. Their strength feeds our Hunger Pool. Their pain fuels our ascension.

3. Dominance

The weak serve; the strong consume. There is no middle ground. A Thrall who fights well may earn the Quickening. A warrior who fails is merely... dinner.

IV. OUR ENGINE: CORRUPTION, HUNGER, AND BLOOD TITHE

Three interconnected systems fuel the Dominion's war machine. CORRUPTION tokens stack on enemies through melee contact, progressively weakening them until they can barely lift their weapons. The HUNGER POOL tracks our collective kills -- as the body count rises, the entire army grows stronger, faster, and hungrier. And BLOOD TITHE lets any unit sacrifice its own HP for immediate power -- because pain is just another weapon.

Level / Action	Effect
Clean (0 tokens)	No corruption effect. Target is fresh. Fix this.
Tainted (3 tokens)	-1 ATK, -1 MOR. The rot begins.
Corrupted (6 tokens)	-2 ATK, -1 DEF, -2 MOR. The flesh rebels.
Consumed (9 tokens)	-3 ATK, -2 DEF, -3 MOR, must roll to act. Practica
Hunger: Peckish	+1 MOV all Nightfang. The scent of blood carried.
Hunger: Ravenous	+1 ATK die all Nightfang. The frenzy builds.
Hunger: Gorged	Commander heals 3HP, all gain Blood Drain. The fea
Blood Tithe (Units)	Sacrifice 1 HP -> +1 ATK die this attack
Blood Tithe (Commander)	Sacrifice 2 HP -> draw 1 card immediately

V. FACTION ABILITIES

- Corruption Spread: melee hits apply Corruption tokens to targets -- rotting from within.
- Blood Tithe: sacrifice HP for +ATK or card draw -- pain IS power.
- Hunger Pool: kills accumulate into army-wide permanent buffs.
- Nocturnal Predators: +1 DEF in cover/shadow terrain -- we see in the dark.

VI. THE WAR COUNCIL

13 Commanders of the Nightfang Dominion

The Blood Court's war leaders. Each has proven their strength through consumption, each has earned their rank in blood. The weak ones were eaten long ago. What remains is terrible, efficient, and always hungry.

1. Lord Sanguinar

The Blood Patriarch

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	4	33	7	5	10	25

Base Stats: Command: 10 | Knowledge: 8 | Leadership: 10 | Agility: 6 | Health: 420

The first and greatest of the Nightfang. Lord Sanguinar drank from the Crimson Wellspring 800 years ago and has built an empire of blood and corruption ever since. He is patient, methodical, and utterly ruthless -- a predator who thinks in centuries.

- Knowledge -> Patriarch Ascended: Sanguinar becomes a godlike commander, his thralls acting with perfect coordination and his Blight C
- Chaos -> The Crimson Apotheosis: Sanguinar fully unleashes the Blight within him, becoming a living corruption engine that warps real
- Hybrid -> The Eternal Predator: A balance of command mastery and personal lethality. Sanguinar leads from the front, coordinating th

2. Countess Nyxara

The Plague Weaver

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	27	7	8	9	20

Base Stats: Command: 8 | Knowledge: 9 | Leadership: 7 | Agility: 7 | Health: 300

Countess Nyxara views warfare as a garden -- she plants corruption and patiently watches it bloom. Her enemies don't die in battle; they wither as the Blight consumes them from within. By the time her warriors engage, the enemy is already half-dead.

- Knowledge -> The Patient Plague: Nyxara perfects corruption control, making each token more devastating and expanding her infection r
- Chaos -> The Living Pandemic: Nyxara becomes corruption incarnate. Tokens spread uncontrollably, damage ticks every phase, and dyl
- Hybrid -> The Garden of Thorns: A balanced blend of patient corruption and combat effectiveness. Nyxara weakens and fights in concer

3. Grand Fang Voraxis

The Tiger Lord

ATK	DEF	HP	MOV	RNG	MOR	PTS
21	5	36	8	1	10	29

Base Stats: Command: 6 | Knowledge: 5 | Leadership: 9 | Agility: 10 | Health: 450

Voraxis is not a king who commands tigers -- he IS a tiger who commands an empire. The largest and most ferocious Stage 3 warrior in the Dominion, he leads from the absolute front, tearing through enemy lines with claws that can shear through plate armor.

- Knowledge -> The Pack Lord: Voraxis elevates every beast in his army, transforming a collection of war beasts into a perfectly c
- Chaos -> The Apex Incarnate: Voraxis becomes the ultimate individual predator -- nearly unkillable in melee and growing stronger w
- Hybrid -> The Night Hunter: A balanced approach -- Voraxis is a terrifying fighter who also makes his pack deadly.

4. Thrallmaster Ghûl

The Horde Commander

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	3	24	7	5	8	17

Base Stats: Command: 7 | Knowledge: 8 | Leadership: 6 | Agility: 5 | Health: 270

Where other Nightfang commanders seek personal glory, Ghûl understands that victory belongs to the endless horde. He maintains thousands of thralls through his Blight-link, fielding armies that outnumber the enemy three to one and simply never stop coming.

Knowledge -> The Legion Master: Ghûl transforms thralls from expendable chaff into a disciplined fighting force, matching regular in

Chaos -> The Detonation Swarm: Ghûl weaponizes thrall deaths, turning every casualty into explosive collateral damage.

Hybrid -> The Relentless Tide: A balance of thrall enhancement and attrition -- thralls are better than baseline but still expendabl

5. Lady Hemora

The Blood Surgeon

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	4	30	6	8	9	22

Base Stats: Command: 7 | Knowledge: 10 | Leadership: 8 | Agility: 5 | Health: 330

Lady Hemora is the Nightfang Dominion's premier battlefield healer -- though her methods are unsettling. She drains blood from enemies and channels it into wounded allies, stitching torn flesh with tendrils of Blight. Her operating theater is the battlefield, and no patient escapes her care.

Knowledge -> The Crimson Savior: Hemora becomes the ultimate battlefield medic, keeping an entire army alive through Blood Drain and

Chaos -> The Blood Vampire: Hemora weaponizes healing, draining enemies to fuel allies and becoming nearly impossible to kill he

Hybrid -> The Battlefield Physician: A balance of healing and combat prowess. Hemora keeps her army functional while being a credible fig

6. Shadowfang Kreev

The Silent Hunter

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	3	24	9	1	9	22

Base Stats: Command: 6 | Knowledge: 7 | Leadership: 7 | Agility: 10 | Health: 285

Kreev does not command armies -- he stalks battlefields. A master assassin who emerged from the shadows of the Crimson Maw, he specializes in decapitating enemy forces by killing their commanders. Where Kreev walks, leaders die.

Knowledge -> The Shadow Master: Kreev makes his entire army a stealth force, with coordinated ambushes and enhanced concealment.

Chaos -> The Deathstalker: Kreev becomes the ultimate assassin -- able to kill any target in a single strike from Stealth.

Hybrid -> The Night Terror: Kreev combines personal assassination prowess with stealth army enhancement.

7. The Crimson Prophet

Voice of the Blight

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	4	30	6	10	10	21

Base Stats: Command: 8 | Knowledge: 10 | Leadership: 8 | Agility: 5 | Health: 330

The Crimson Prophet speaks for the Scarlet Blight itself -- or so they claim. A Plague Herald who ascended beyond mortal form, they channel the Wellspring's power directly, wielding fragments with unmatched precision. Their prophecies always come True -- because they make them come True.

Knowledge -> The Wellspring Conduit: The Prophet becomes a living channel for the Wellspring, making fragments virtually unlimited and
va

Chaos -> The Crimson Detonator: The Prophet weaponizes fragments, turning them into corruption bombs that devastate the battlefield.

Hybrid -> The Blight Oracle: A balanced approach that enhances fragment effects while maintaining personal combat capability.

8. Warlord Rathka

The Siege Breaker

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	5	33	6	5	10	25

Base Stats: Command: 9 | Knowledge: 8 | Leadership: 9 | Agility: 5 | Health: 390

Rathka was a fortress commander before the Blooding. He brought his knowledge of fortifications to the Nightfang, becoming the Dominion's premier siege commander. He knows how to build walls -- and more importantly, how to tear them down.

Knowledge -> The Machine Lord: Rathka maximizes War Machine effectiveness, making them devastating and resilient.

Chaos -> The Demolisher: Rathka turns every War Machine into a walking bomb of concentrated destruction.

Hybrid -> The Siege Commander: A balanced approach that makes War Machines effective while maintaining strong defensive presence.

9. Blood Duchess Lysara

The Crimson Aristocrat

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	7	8	10	23

Base Stats: Command: 8 | Knowledge: 8 | Leadership: 9 | Agility: 7 | Health: 315

Duchess Lysara rules the most civilized corner of the Nightfang Dominion -- a territory where the courts still dance, the wine still flows (though it is red in a different sense), and the warriors fight with elegant precision. She favors elite units over hordes, quality over quantity.

Knowledge -> The Perfect Court: Lysara creates the ultimate elite army -- each unit is a masterwork of vampiric warfare.

Chaos -> The Crimson Aristocracy: Lysara's elite warriors grow stronger with every kill, becoming unstoppable killing machines.

Hybrid -> The Elegant War: A balance of elite enhancement and personal combat mastery.

10. Plague Herald Mortivex

The Contagion Bringer

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	27	8	8	8	20

Base Stats: Command: 7 | Knowledge: 9 | Leadership: 7 | Agility: 8 | Health: 300

Mortivex was not Blooded by choice -- the Blight chose him, erupting from within during a battle and transforming him into something between a Plague Herald and a walking biohazard. He is more Blight than flesh now, and everywhere he walks, corruption blossoms.

Knowledge -> The Living Landscape: Mortivex turns the entire battlefield into a Blight-land, making it permanently hostile to non-Night

Chaos -> The Walking Plague: Mortivex becomes an engine of destruction, with expanding, damage-dealing Corruption Zones that cons

Hybrid -> The Toxic Commander: Balanced corruption control with personal combat effectiveness.

11. Fang General Zharak

The Iron Fang

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	7	5	9	23

Base Stats: Command: 8 | Knowledge: 7 | Leadership: 9 | Agility: 6 | Health: 345

Zharak is the most conventionally military commander in the Nightfang Dominion. A former army general who was Blooded during the Siege of Iron Gate, he combines mortal tactical doctrine with vampiric ferocity. His armies fight with discipline that surprises those who expect mindless savagery.

Knowledge -> The Master Tactician: Zharak applies conventional military genius with vampiric enhancement, creating a disciplined and fl
Chaos -> The Corrupted General: Zharak embraces the Blight fully, turning his disciplined army into a corruption-enhanced war machin
Hybrid -> The Balanced Commander: A well-rounded approach that combines tactical acumen with corruption enhancement.

12. The Hollow King

The Undying Bastion

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	6	39	5	1	10	26

Base Stats: Command: 7 | Knowledge: 6 | Leadership: 10 | Agility: 3 | Health: 450

The Hollow King is a mystery even among the Nightfang. No one knows his mortal name or how he was Blooded. He appeared from the deep Blight-Lands centuries ago, a towering figure in ancient bone armor that seems to be part of his body. He does not speak. He does not eat. He simply endures -- and eve...

Knowledge -> The Eternal Fortress: The Hollow King becomes a nearly immovable defensive anchor that makes his entire army virtually unk
Chaos -> The Undying Horror: The Hollow King becomes truly unkillable -- rising from death, reflecting damage, and regenerating co
Hybrid -> The Silent Wall: Balanced durability for both the King and his army.

13. Nightclaw Vex

The Feral Alpha

ATK	DEF	HP	MOV	RNG	MOR	PTS
21	3	30	10	1	9	25

Base Stats: Command: 6 | Knowledge: 6 | Leadership: 8 | Agility: 10 | Health: 330

Vex was never fully human even before the Bleeding -- raised by corrupted great cats in the deep Crimson Maw, she is more beast than noble. She fights with raw, primal fury, shifting between human and tiger forms mid-combat, leading packs of war beasts with instinctual coordination.

Knowledge -> The Pack Mother: Vex becomes the supreme beast coordinator, leading every war beast and cavalry unit with instinctual
Chaos -> The Apex Beast: Vex fully surrenders to the tiger within, becoming the most powerful individual combatant -- a perman
Hybrid -> The Adaptive Hunter: Vex masters form-switching, gaining combat bonuses in both forms while buffing nearby beasts.

VII. THE RANKS

Complete Unit Roster -- 61 Units

The ranks of the Dominion -- from expendable Thrall meat to the apex predators that lead the hunt. Each serves its purpose in the endless feast.

Infantry (18 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Thrall Conscripts	2	3	3	3	7	1	4	Corruption, Thrall (cannot benefit
Plague Horde	2	3	2	3	7	1	4	Corruption, Thrall, Expendable
Blood Thralls	2	6	3	6	7	1	5	Corruption, Corruption Spread (mele
Corrupted Militia	2	6	4	3	6	1	5	Corruption, Corruption Spread, Shie
Blightspitter Thralls	2	6	2	3	7	8	4	Corruption, Thrall, Expendable
Fang Guard	3	9	3	6	7	1	7	Corruption, Corruption Spread, Reac
Crimson Spearmen	3	6	4	6	7	1	7	Corruption, Corruption Spread, Brac
Shadow Claw Infantry	3	9	3	6	7	1	7	Corruption, Corruption Spread, Stea
Infected Archers	3	9	3	3	7	16	6	Corruption, Corruption Spread (rang
Nightfang Warriors	4	12	3	6	8	1	8	Corruption, Corruption Spread, Pack
Blood Reavers	4	12	3	6	8	1	7	Corruption, Corruption Spread, Bloo
Plague Knights	4	9	5	9	6	1	8	Corruption, Corruption Aura 2" (ene
Corruption Guard	4	9	5	9	6	1	9	Corruption, Corruption Aura 2", Bod
Blight Reapers	4	12	3	6	7	1	8	Corruption, Corruption Spread, Reap
Crimson Halberdiers	4	9	4	6	7	1	7	Corruption, Corruption Spread, Reac
Tiger Berserkers	5	15	3	6	8	1	9	Corruption, Corruption Spread, Fren
Bloodsworn Templars	5	9	5	12	6	1	9	Corruption, Corruption Aura 2", Blo
Tiger Fang Elite	6	18	4	12	8	1	9	Corruption, Corruption Spread, Pack

Cavalry (6 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Thrall Riders	3	9	3	6	10	1	5	Corruption, Corruption Spread, Fren
Plague Runners	4	6	3	6	12	1	6	Corruption, Corruption Trail (all u
Tiger Chargers	5	12	4	6	11	1	8	Corruption, Corruption Spread, Fren
Shadow Pounce Cavalry	5	12	3	6	11	1	7	Corruption, Corruption Spread, Fren
Blood Fanged Riders	6	15	4	9	11	1	9	Corruption, Corruption Spread, Fren
Nightstalker Cavalry	7	15	4	9	12	1	9	Corruption, Corruption Aura 2", Fre

Support (8 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Thrall Masters	2	3	3	6	7	1	7	Corruption, Thrall Command (Thrall
Blood Collectors	2	0	3	3	7	1	5	Corruption, Blood Harvest (at End P
Blood Shamans	3	3	3	9	7	1	7	Corruption, Heal (restore 1 HP to a
Corruption Spreaders	3	0	3	6	7	8	6	Corruption, Plague Censer (instead
Plague Apothecaries	3	0	3	6	7	1	7	Corruption, Intensify Corruption (c

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Hunger Priests	3	0	3	6	6	1	8	Corruption, Hunger Amplification (e
Blight Weavers	3	0	3	6	6	1	8	Corruption, Create Corruption Zone
Crimson Chanters	3	0	3	6	7	1	8	Corruption, Blood Song (+1 MOR to a

Scout (6 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Shadow Stalkers	2	3	3	3	10	1	4	Corruption, Thrall, Blood Scent Sco
Blood Runners	2	3	2	3	12	1	4	Corruption, Thrall, Expendable
Tiger Scout Pack	3	6	3	3	11	1	6	Corruption, Corruption Spread, Bloo
Corruption Scouts	3	6	3	3	10	10	5	Corruption, Corruption Spread, Bloo
Blight Hound Pack	3	6	3	3	11	1	5	Corruption, Corruption Spread, Bloo
Nightveil Infiltrators	4	9	3	6	10	1	7	Corruption, Corruption Spread, Bloo

Artillery (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Blood Mortar Team	4	9	3	6	6	20	7	Corruption, Blast 2", Corruption Sp
Plague Ballista Crew	4	12	3	6	6	22	7	Corruption, Corruption Spread, Anti
Plague Catapult Crew	5	12	3	9	5	26	7	Corruption, Blast 2" (hits all mode
Bile Cannon Crew	5	15	3	6	5	12	7	Corruption, Blast 3", Corruption Sp
Corruption Spire Batte	6	15	3	9	0	26	7	Corruption, Corruption Spread, Pred

Specialist (7 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Plague Doctor	3	6	3	6	7	1	7	Corruption, Purge Corruption (remov
Midnight Assassin	4	15	3	6	9	1	7	Corruption, Shadow Meld (invisible
Blood Hierophant	4	0	3	6	6	8	8	Corruption, Fragment Attunement (fr
Blood Champion	5	15	4	9	8	1	9	Corruption, Corruption Spread, Bloo
Feral Skinchanger	5	12	4	9	8	1	8	Corruption, Corruption Spread, Shap
Tiger Alpha	6	15	4	12	9	1	9	Corruption, Corruption Spread, Alph
Hunger Wraith	6	12	6	9	8	1	10	Corruption, Corruption Aura 2", Mis

War Machine (11 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Bile Wurm	75	18	4	24	8	1	10	Corruption, Burrow (may deploy anyw
Blood Engine	80	18	4	24	6	14	10	Corruption, Blood-Powered (for each
Blood Harvester Jugger	80	18	5	27	7	1	10	Corruption, Blood Drain, Trample (w
Plague Broodmother	80	12	4	27	5	1	10	Corruption, Spawn Thralls (at the s
Crimson Behemoth	85	21	5	30	8	1	10	Corruption, Corruption Aura 3", Blo
Corruption Colossus	85	15	5	27	7	10	10	Corruption, Corruption Trail (creat
Elder Tiger Horror	85	21	4	30	10	1	10	Corruption, Corruption Aura 3", Sup
Plague Titan	95	24	5	36	6	1	10	Corruption, Corruption Aura 4", Tow
Shadow Leviathan	95	27	4	30	9	1	10	Corruption, Corruption Aura 3", Sha

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Nightfang Dragon	100	24	4	33	12	14	10	Corruption, Fly, Silent Approach (l
The Patriarch's Avatar	150	27	6	54	7	1	10	Corruption, Corruption Aura 4" (ene

VIII. SACRED ARTIFACTS

Fragment Catalogue -- 15 Fragments

The blood-soaked relics of the Dominion. Each fragment has been fed, each resonates with the Hunger. They are not tools -- they are extensions of our appetite.

1. Crimson Wellspring Shard

Cost: 1

2. Blight Seed

Cost: 2

3. Blood Chalice

Cost: 2

4. Hunger Stone

Cost: 1

5. Tiger Fang Relic

Cost: 2

6. Corruption Nexus

Cost: 3

7. Shadowveil Gem

Cost: 2

8. Plague Heart

Cost: 3

9. Bone Crown Fragment

Cost: 2

10. Thrall Beacon

Cost: 2

11. Crimson Mirror

Cost: 3

12. Feral Totem

Cost: 2

13. Blood Engine Core

Cost: 2

14. Nightfall Orb

Cost: 2

15. Apex Predator Fang

Cost: 3

IX. TACTICAL DOCTRINE

How We Win

Listen well, whelps. The Blood Court does not waste words. What follows is how you hunt. How you feed. How you transform prey into fuel for the Dominion's endless hunger. Those who learn will ascend. Those who fail will be recycled. Both outcomes serve us.

>> **The Thrall Wave**

Thrall Conscripts and Plague Horde cost 2 points each. They die easily -- that is their PURPOSE. Send them first. They absorb charges, apply Corruption tokens on contact, and every one of them that dies feeds the Hunger Pool. Even in death, they serve.

>> **Corruption Stacking**

Melee combat applies Corruption tokens. Stack your attacks on priority targets -- once an enemy reaches Tainted (3 tokens), they lose 1 ATK and 1 MOR. At Corrupted (6), they're barely functional. Nightfang Warriors apply 2 tokens per hit. Tiger Berserkers apply 3.

>> **The Hunger Clock**

At Standard size, Ravenous triggers at 10 kills, granting +1 ATK die to your ENTIRE army. This is your win condition. Rush kills on cheap targets. If the enemy has expensive, durable units, feed Thralls into their cheapest to accelerate the counter.

>> **Blood Tithe Timing**

Blood Tithe costs HP -- don't use it frivolously. The optimal moment is when a Commander is at 60%+ HP with a critical combat about to resolve. Sacrifice 2 HP to draw a card that might save a 29-point commander.

>> **The Tiger Fang Elite**

At 6 points and 18 ATK with Corruption 3, the Tiger Fang Elite is the most cost-efficient murder machine in the roster. Always bring at least 2. They're the scalpel while Thralls are the hammer.

>> **Counter-Play: Iron Dominion**

Their Grid makes them tough. Solution: Corruption doesn't care about DEF bonuses. Stack tokens from cheap Thralls, then use Blood Reavers with Frenzy to exploit the -ATK debuff. Their Grid crumbles when they can't hit back.

X. APPENDIX

Quick Reference & Combat Summary

Combat Resolution

Roll ATK dice. Each die >= target's DEF = 1 Hit (1 damage). Natural 6 = Critical Hit (always hits, deals 2 damage, ignores DEF 7+). Subtract total damage from target's HP. Unit destroyed at 0 HP.

Combat Modifiers

Modifier	Effect
Flanking	+1 ATK die
Rear Attack	+2 ATK dice
Light Cover	+1 DEF vs ranged
Heavy Cover	+2 DEF vs ranged
Elevated	+1 ATK die (ranged)
Charging (5"+ straight)	+1 ATK die (melee)
Commander Aura (8")	+1 MOR

Morale Tests

When a unit is at half HP or below at the End Phase, roll 2d6. If the total is <= the unit's MOR stat, they pass. If they fail, the unit flees and is removed from play. Commander Aura adds +1 MOR to all units within 8".

Army Building

Battle Size	Rules
Skirmish	50-100 pts 5-20 units 1 WM max 30x30"
Standard	200-300 pts 15-30 units 3 WM max 48x48"
Epic	500+ pts 30-60 units 6 WM max 60x72"

Victory Conditions

- Annihilation: Destroy the enemy Commander
- Objective Control: Control majority of 3 objectives after the final turn
- Attrition: Destroy the most enemy points over the full game
- King of the Hill: First to 5 VP from controlling the center objective

"All living things are merely blood waiting to be consumed."

END OF NIGHTFANG DOMINION CODEX

For the glory of the Nightfang Dominion.

Shardborne Universe v2.0