



# EMBERCLAW WARPACK

CODEX IMPERIALIS

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*"The sky belongs to the Warpack. In the air, only strength and flame decide."*

From burning nests in the Scorched Peaks, the Emberclaw ride drakes born of molten stone and feral flame. Every warrior is bonded to a drake -- a partnership sealed in fire that grants both rider and beast unnatural strength. To face the Warpack is to face the storm itself: wings blotting the sun, claws raking steel, and the endless, roaring furnace of dragonfire consuming all below.

*Compiled by the Ember Council -- For the Eyes of the Bonded*

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

*Dragon-bonded aerial warriors who wield dragonfire and soar on drake-back*

*"The sky belongs to the Warpack. In the air, only strength and flame decide."*

From burning nests in the Scorched Peaks, the Emberclaw ride drakes born of molten stone and feral flame. Every warrior is bonded to a drake -- a partnership sealed in fire that grants both rider and beast unnatural strength. To face the Warpack is to face the storm itself: wings blotting the sun, claws raking steel, and the endless, roaring furnace of dragonfire consuming all below.

**Core Philosophy:** Strength through bonding; power through flame; glory through the skies.

## II. POLITICAL STRUCTURE & HIERARCHY

**Government:** Ember Council -- 5 Flamewarden elders who have each survived three bonding cycles

**Hierarchy:** Flamewarden -> Scorchcaller -> Ashbringer -> Kindled -> Unbonded

**Lore Leader:** The Crimson Tyrant -- a divine ancestor said to be the First Drake, now a semi-mythic figure whose flame allegedly still burns.

## III. THE DOCTRINE

### 1. The First Flame

All fire is sacred; every blaze is a prayer to the Crimson Tyrant, whose eternal flame lit the first bonding.

### 2. The Bond Unbroken

A rider who abandons their drake is worse than dead -- they are forgotten. Their name is struck from the nesting rolls, their ashes scattered without ceremony.

### 3. The Ascent

The higher you fly, the closer to truth. The ground is for the unworthy -- walls, trenches, and fortifications are the tools of cowards who fear the open sky.

## IV. OUR ENGINE: THE HEAT POOL

Every flame we kindle, every breath our drakes unleash, feeds the Heat Pool -- a shared reservoir of thermal fury that binds the Warpack together. As the battle rages, Heat accumulates. Wise commanders learn to ride the edge: spend Heat for devastating Superheated Strikes, empowered Breath Weapons, or the terrifying Firestorm. But beware -- let the Pool exceed 15 and it Overheats: every unit takes 1 damage as the sky itself catches fire, and the Commander is left gasping, unable to channel Fragments. Heat decays by 3 each Command Phase. Control the burn, or be consumed by it.

Level / Action	Effect
Heat Sources	Fire keyword attacks, Breath Weapons, Drake Bond a
Spend 2 Heat	Superheated Strike: +2 damage on next hit
Spend 3 Heat	Extra Breath Weapon activation
Spend 4 Heat	Thermal Updraft: +4 MOV to all Fly units this turn
Spend 6 Heat	Firestorm: d6 damage to all non-Emberclaw in 6"
Overheat (15+)	All units take 1 damage, Commander can't play Frag
Decay	Heat decreases by 3 at each Command Phase

## V. FACTION ABILITIES

- Fly ignores terrain penalties -- the sky is our highway.
- Breath Weapons ignore cover -- dragonfire seeps through stone.
- Drake Bond grants +1 ATK to bonded pairs, plus shared wound pool.
- Flame Aura: adjacent enemies take automatic damage from our burning presence.

## VI. THE WAR COUNCIL

### 13 Commanders of the Emberclaw Warpack

*These are the chosen of the Ember Council. Each has survived the bonding fires, each commands the loyalty of drakes and warriors alike. Know their strengths, understand their doctrine, and follow their lead into the burning sky.*

#### 1. Scorchcaller Vex

*Mistress of the Red Sky*

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	5	33	12	4	9	24

**Base Stats:** Command: 9 | Knowledge: 7 | Leadership: 8 | Agility: 7 | Health: 285

*Bonded to Pyrathax, an Ancient Drake of legendary ferocity. Vex has led the Emberclaw to victory in thirty major battles and never lost a drake.*

Knowledge -> Skymaster Tactician: Perfect coordination between all bonded pairs. Breath weapons never miss, drakes act with absolute s

Chaos -> Inferno Incarnate: Vex and Pyrathax merge consciousness, becoming a single entity of pure flame and fury.

Hybrid -> Ember Warlord: Balances tactical precision with overwhelming firepower

#### 2. Flamewarden Kora

*The Burning Survivor*

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	24	8	10	10	20

**Base Stats:** Command: 7 | Knowledge: 10 | Leadership: 9 | Agility: 6 | Health: 210

*After sacrificing herself to cure the Clutch Plague, Kora returned as something more than mortal -- her body flickers between flesh and living flame.*

Knowledge -> Clutch Mother: Kora's healing extends to all drakes and riders, making her army nearly unkillable through sustained

Chaos -> Living Immolation: Kora embraces the pain, becoming a walking inferno that heals allies and burns enemies just by exist

Hybrid -> Phoenix Commander: Controlled resurrection and strategic sacrifice

#### 3. Ashborn Ryx

*The Twice-Burned*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	7	12	7	18

**Base Stats:** Command: 6 | Knowledge: 9 | Leadership: 5 | Agility: 8 | Health: 255

*Survived a pyre accident as a child, then lost his drake to enemy fire as a young rider. Now fights unbonded, wielding pyromancy to prove he doesn't need wings to soar.*

Knowledge -> Pyromantic Architect: Ryx shapes fire with surgical precision, creating walls, traps, and controlled burns.

Chaos -> Walking Detonation: Ryx weaponizes his own fragmentation instability, becoming a living bomb.

Hybrid -> Fire Tactician: Balanced pyromancy with tactical insight

## 4. WyrmLord Tzarak

*Rider of the Obsidian Wyrm*

ATK	DEF	HP	MOV	RNG	MOR	PTS
27	7	45	10	5	10	35

**Base Stats:** Command: 8 | Knowledge: 6 | Leadership: 10 | Agility: 4 | Health: 450

*Bonded to Obsidax, one of only three Wyrms in existence. Tzarak rarely speaks -- his drake's roar says everything necessary.*

Knowledge -> Ancient Strategist: Tzarak and Obsidax fight with the wisdom of centuries, positioning perfectly for maximum impact.

Chaos -> Primal Wyrm: Obsidax reverts to instinctive fury, devastating everything in his path.

Hybrid -> Wyrm Warlord: Controlled power with strategic insight

## 5. Skydancer Lyss

*The Swift Talon*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	21	16	6	8	19

**Base Stats:** Command: 7 | Knowledge: 5 | Leadership: 6 | Agility: 10 | Health: 240

*Bonded to three drakes simultaneously (a rare feat) -- one for reconnaissance, one for combat, one for pure speed. Lyss can't sit still; she's always airborne.*

Knowledge -> Tactical Harrier: Lyss coordinates lightning-fast strikes with perfect timing.

Chaos -> Speed Incarnate: Lyss moves so fast she becomes a blur, striking from impossible angles.

Hybrid -> Swift Warlord: Balanced speed with tactical timing

## 6. Embersmith Torvan

*Master of the Forge*

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	5	30	6	8	9	22

**Base Stats:** Command: 8 | Knowledge: 10 | Leadership: 7 | Agility: 5 | Health: 270

*An Unbonded smith who discovered how to forge fragment-infused weapons. His creations have equipped three generations of riders.*

Knowledge -> Master Craftsman: Torvan's equipment never fails and grants massive bonuses.

Chaos -> Chaos Forger: Torvan infuses weapons with raw instability for devastating short-term power.

Hybrid -> Tactical Armorer: Balanced crafting with options for different situations

## 7. Pyroclaw Drenna

*The Fireborn Berserker*

ATK	DEF	HP	MOV	RNG	MOR	PTS
24	4	36	9	1	10	21

**Base Stats:** Command: 5 | Knowledge: 4 | Leadership: 6 | Agility: 9 | Health: 300

*Drenna survived a direct hit from enemy artillery that killed her drake. She absorbed the explosion's fire, transforming into a living flame. Now she fights on foot, burning everything she touches.*

Knowledge -> Controlled Inferno: Drenna harnesses her rage, striking with precision instead of wild abandon.

Chaos -> Living Cataclysm: Drenna stops fighting her transformation and becomes pure destructive force.

Hybrid -> Tactical Berserker: Controlled aggression with tactical timing

## 8. Skywatcher Orin

*The Silent Observer*

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	24	12	10	8	17

**Base Stats:** Command: 8 | Knowledge: 10 | Leadership: 7 | Agility: 8 | Health: 225

*Bonded to a scout drake with perfect camouflage. Orin sees everything from above but speaks only when absolutely necessary. His reports are terrifyingly accurate.*

Knowledge -> Omniscent Commander: Orin sees the entire battlefield simultaneously, granting perfect tactical awareness.

Chaos -> Paranoid Seer: Orin sees TOO much -- possible futures, alternate timelines, and things that shouldn't exist.

Hybrid -> Tactical Overseer: Balanced intelligence gathering with actionable tactics

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## 9. Clutchmaster Vayne

*Guardian of the Hatcheries*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	5	30	8	6	9	20

**Base Stats:** Command: 7 | Knowledge: 8 | Leadership: 9 | Agility: 6 | Health: 270

*Bonded to a Mature female drake who has hatched 47 successful clutches. Vayne protects the next generation with fanatical devotion.*

Knowledge -> Master Breeder: Vayne spawns drakes with perfect efficiency and control.

Chaos -> Mutation Mother: Vayne's clutches produce unpredictable mutant drakes with random abilities.

Hybrid -> Tactical Hatchery: Controlled drake spawning with selective breeding

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## 10. Cinderfist Brok

*The Walking Siege*

ATK	DEF	HP	MOV	RNG	MOR	PTS
21	6	39	7	4	9	23

**Base Stats:** Command: 6 | Knowledge: 5 | Leadership: 7 | Agility: 5 | Health: 330

*An Unbonded warrior who bonded with war itself -- he wields a fragment-powered gauntlet that punches through walls, armor, and drakes alike.*

Knowledge -> Surgical Breacher: Brok demolishes exactly what he targets with perfect efficiency.

Chaos -> Demolition Incarnate: Brok doesn't just break structures -- he levels the battlefield.

Hybrid -> Tactical Demolisher: Controlled siege with selective targeting

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## 11. Flameheart Syrax

*Voice of the Crimson Tyrant*

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	4	27	7	14	10	22

**Base Stats:** Command: 8 | Knowledge: 10 | Leadership: 10 | Agility: 5 | Health: 210

*The youngest Ember Council member in 300 years. Syrax claims the Crimson Tyrant speaks to her directly, granting prophecies and visions. Others aren't sure whether to believe her or fear her.*

Knowledge -> Perfect Prophet: Syrax's visions are accurate and actionable, granting perfect tactical foresight.

Chaos -> Mad Oracle: Syrax sees ALL possible futures simultaneously -- her mind fractures under the weight.

Hybrid -> Tactical Seer: Balanced prophecy with actionable insights

## 12. Skullcrusher Threx

*The Blood-Winged Terror*

ATK	DEF	HP	MOV	RNG	MOR	PTS
24	5	36	10	1	10	24

**Base Stats:** Command: 7 | Knowledge: 5 | Leadership: 8 | Agility: 7 | Health: 315

*Bonded to a drake with a taste for melee combat -- Threx taught it to fight with claws and fangs instead of fire. Together they're living nightmares in close combat.*

Knowledge -> Perfect Warrior: Threx strikes with surgical precision, never wasting an attack.

Chaos -> Blood Avatar: Threx surrenders to bloodlust, becoming an unstoppable killing machine.

Hybrid -> Tactical Berserker: Controlled aggression with strategic targeting

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## 13. Tidescar the Exiled

*The Ash-Cursed*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	27	10	12	7	21

**Base Stats:** Command: 6 | Knowledge: 10 | Leadership: 5 | Agility: 6 | Health: 240

*Once a Council member, Tidescar was exiled for forbidden experiments with corrupted fragments. Now she returns with dark knowledge and a twisted bond to her dying drake.*

Knowledge -> Dark Scholar: Tidescar masters corruption without succumbing to it, wielding forbidden power safely.

Chaos -> Ash Plague: Tidescar surrenders to corruption, becoming a walking plague that spreads decay.

Hybrid -> Tactical Corruptor: Selective corruption with strategic targeting

## VII. THE RANKS

*Complete Unit Roster -- 50 Units*

*Every warrior listed below has been forged in the bonding fires. From the rawest Unbonded recruit to the mightiest War Drake, each serves the flame.*

### Infantry (15 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Ashborn Infantry	2	6	3	3	7	1	6	Fire Resistant
Emberclaw Warriors	2	6	3	3	7	6	7	Fire Resistant, Javelin Thrower
Ashwalker Skirmishers	2	6	2	3	9	8	6	Skirmish, Retreat and Fire
Flameborn Guard	3	12	4	6	7	1	8	Fire Resistant, Flame Ward (+1 DEF);
Pyromancer Adepts	3	9	2	3	7	10	7	Fire Bolt (8" RNG fire attack), Fra
Hatchery Guard	3	9	5	6	6	1	9	Stubborn, Hold Ground (+2 DEF if no
Unbonded Berserkers	3	15	2	3	8	1	10	Fearless, Furious Charge (+2 ATK fi
Fragment Artillery Cre	3	6	3	6	6	1	7	Operates War Machines, Fragment Spe
Forge Acolytes	3	6	3	3	6	1	7	Field Repairs (heal 1 HP to adjacen
Faithful Guard	3	9	4	6	7	1	10	War Chant of Ash (+1 MOR aura; alli
Emberforged Blades	4	15	4	6	8	1	8	Flame Weapons (ignore 1 DEF), Ember
Immolation Infantry	4	12	3	3	8	8	10	Fearless, Death Explosion (3" blast
Reborn Phalanx	5	12	5	9	6	1	9	Stubborn, Phoenix Rebirth (50% chan
Scorched Veterans	5	15	5	9	7	1	9	Veteran, Fire Immune, Reroll 1s
Ember Council Honor Gu	6	18	6	9	7	1	10	Pyre Guardian (intercept attacks on

### Cavalry (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Swift Talon Outriders	4	12	3	6	14	6	8	Fly, Scorch and Soar (attack then f
Ashrider Scouts	5	12	3	6	14	6	7	Ash Runner (deploy 6" ahead; leave
Skytalon Lancers	5	15	4	9	12	4	8	Fly, Inferno Charge (+2 ATK on char
Emberknight Riders	8	18	5	12	12	4	9	Fly, Drake Bond (share wounds with
Scorchcaller Elites	10	21	6	15	12	5	10	Fly, Drake Bond, Inferno Breath (18

### Support (8 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Fragment Shapers	3	6	3	6	6	1	7	Fragment Stabilization, Buff Nearby
Drake Handlers	3	6	3	6	7	1	7	Command Drakes, Calm Beast (prevent
Embersmith Apprentices	3	6	4	6	6	1	7	Field Repairs, Weapon Enhancement (
Smoke Weavers	3	6	2	3	7	10	6	Smoke Screen (block LoS), Cover Pro
Bonfire Keepers	3	6	3	6	6	8	7	Create Burning Terrain, Fire Immune
Flameheart Clerics	4	6	3	6	7	8	8	Phoenix Mend (restore 1d3 HP; heale
Divine Acolytes	4	6	3	6	7	1	9	War Chant of Ash (+1 MOR aura; alli
Pyromancer Circle	5	9	2	6	7	14	7	Fireball (12" blast), Fragment Mani

**Scout (3 units)**

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Silent Wing Scouts	3	9	2	6	14	8	7	Fly, Smoke Veil (hidden in ash/smok
Thermal Trackers	3	6	2	3	8	10	6	Detect Hidden Units, Thermal Vision
Sky Watchers	4	9	3	6	12	14	8	Fly, Perfect Vision, Relay Commands

**Artillery (3 units)**

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Ember Ballista	5	12	3	9	5	26	7	Anti-Air, Armor Piercing
Pyroclast Catapult	6	18	3	9	5	26	7	Indirect Fire, Blast Template, Crea
Fragment Launcher	7	21	3	9	5	32	7	Indirect Fire, Fragment Detonation,

**Specialist (5 units)**

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Fledgling Swarm	3	6	2	3	12	1	6	Fly, Swarm (multiple count as one u
Immolation Bombers	4	18	2	3	14	1	10	Fly, Fearless, Kamikaze (6" blast o
Fragment-Blade Assassin	5	18	3	6	9	1	8	Smoke Veil (hidden in ash/smoke ter
Flame Prophets	5	9	2	6	7	14	10	Prophecy (grant rerolls), Terror, M
Phoenix Guard	6	15	4	6	7	1	10	Phoenix Rebirth (auto-revive once),

**War Machine (11 units)**

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Young War Drake	60	18	4	18	14	4	8	Fly, Flame Breath (12" cone), Dive
Flame Engine	65	12	5	21	6	1	10	Fragment Amplification Aura, Buff N
Drake Nest Mobile	70	12	6	24	5	1	10	Spawn Fledglings (1d3 per turn), He
Cinder Golem	70	21	6	27	7	1	10	Fearless, Regeneration (in ash terr
Mature War Drake	80	21	5	24	12	4	9	Fly, Inferno Breath (18" cone), Ren
Fire Colossus	90	24	6	30	7	8	10	Fearless, Fragment Core (explodes o
Magma Titan	95	24	5	33	6	10	10	Fire Immune, Creates Lava Terrain,
Scorched Titan	100	27	7	36	6	4	10	Massive, Siege Breaker, Fire Stomp
Grounded Wyrm	110	27	7	36	6	5	10	Massive, Cataclysm Breath (24" cone
Pyrathax (Unique Ancie	150	30	7	48	14	6	10	Fly, Crimson Inferno Breath (20" co
Obsidax (Unique Wyrm)	200	42	9	72	12	8	10	Fly, Cataclysm Breath (30" cone), A

## VIII. SACRED ARTIFACTS

### *Fragment Catalogue -- 15 Fragments*

*Fragment shards forged in dragonfire, each carrying a sliver of the Crimson Tyrant's ancient power. Handle with reverence -- and asbestos gloves.*

#### **1. Ember Core**

**Cost:** 1

#### **2. Inferno Heart**

**Cost:** 2

#### **3. Velocity Shard**

**Cost:** 1

#### **4. Phoenix Ash**

**Cost:** 3

#### **5. Pyroclast Stone**

**Cost:** 2

#### **6. Thermal Vision Gem**

**Cost:** 1

#### **7. Dragonscale Ward**

**Cost:** 2

#### **8. Fury Crystal**

**Cost:** 2

#### **9. Molten Core**

**Cost:** 2

#### **10. Wind Rider Charm**

**Cost:** 1

#### **11. Tyrant's Blessing**

**Cost:** 4

#### **12. Flame Rebirth Token**

**Cost:** 3

#### **13. Breath Amplifier**

**Cost:** 2

#### **14. Ash Cloud Sphere**

**Cost:** 1

#### **15. Scorched Earth Rune**

**Cost:** 1

## IX. TACTICAL DOCTRINE

### *How We Win*

Brothers and sisters of the flame -- hear me well. We do not fight like the Iron Dominion's grinding war machines, nor the Nightfang's pestilent hordes. We strike from ABOVE. Our doctrine is the alpha strike: overwhelming force from an angle the enemy cannot defend.

#### **>> Strike From the Sky**

Deploy your cavalry wide. Use Ashrider Scouts to identify weak points, then commit Sky Lancers in a Diving Charge at the exposed flank. Never engage head-on -- only the Unbonded are foolish enough for that, and they know it.

#### **>> Control the Heat**

A wise Scorchcaller keeps Heat between 8 and 12. Enough for emergency Firestorm, but below the Overheat threshold. Use Forge Tenders and Heat Channelers to manage the pool.

#### **>> The Breath Weapon Gambit**

Stack Breath Weapon units (Dragon Breath Battery, Scorchcaller Elites) and fire in sequence. Each attack ignores cover, and the cumulative Heat generation allows you to trigger Firestorm immediately after -- devastating packed formations.

#### **>> Protect the Nests**

Hatchery Guard and Nesting Wardens aren't glamorous, but they spawn reinforcements throughout the game. Keep them behind the line and let them produce Fledglings while your main force keeps pressure on.

#### **>> The Tidescar Gambit**

If you field Tidescar the Exiled, know that his Ash Curse debuff aura affects EVERYONE near him -- including allies. Deploy him far from your own lines and send him straight into the enemy. He's meant to die gloriously.

#### **>> Fragment Timing**

Our Fragments cost Heat. Wait until Heat is high (10+) before activating -- the bonus damage synergizes with natural Overheat thresholds, turning a liability into weaponized fury.

## X. APPENDIX

*Quick Reference & Combat Summary*

### Combat Resolution

Roll ATK dice. Each die  $\geq$  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  $\leq$  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

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END OF EMBERCLAW WARPACK CODEX

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