



# Dragonsworn



*The Dragon Reborn*  
A male channeler, prophesied to battle the Dark One—and to go mad and break the world.

**HP:** 12  
**Att:** 9  
**Def:** 9  
**Cost:** —  
**Move:** 2  
**Dam:** 1

*Player unit. Leader. Channeler. Ta'averan.*  
**Ability: Wrath of the Dragon.** *Battle phase. Saidin.* Add four madness tokens to set the total power equal to ten plus the total power of the opposing side.  
**Ability: Travel.** *Movement phase. Saidin. Limited.* Add two madness tokens to move the Dragon Reborn to any valid location. Then move any units that were within a span of the Dragon Reborn's old location to new valid locations within a span of his new location.  
**Ability: Cleansing the Taint.** *Deployment phase. Saidin. Limited.* Target a friendly Aes Sedai within one span of the Dragon Reborn and discard an angréal to remove three madness tokens. The Dragon Reborn may not move, travel, or use an ability again this turn.  
**Response: Counter-weave.** *Saidin.* If the Dragon Reborn is targeted by an ability using *Saidin* or *Saidar*, add one madness token to prevent that.



*Asha'man*  
A male channeler, trained in the Black Tower to become strong in both sword and *Saidin*.

**HP:** 3  
**Att:** 5  
**Def:** 5  
**Cost:** 5  
**Move:** 2  
**Dam:** 0

*Leader. Channeler.*  
**Ability: Rupture Earth.** *Battle phase. Saidin. Individually limited up to 2.* Add a madness token to increase the Asha'man's damage value by two.  
**Ability: Weaves of Air.** *Battle phase. Saidin. Individually limited.* Add two madness tokens to target one opposing unit. That unit is no longer involved in the battle.  
**Ability: Travel.** *Movement phase. Saidin. Limited.* Add two madness tokens to move the Asha'man to any valid location. Then move up to three units that were within a span of the Asha'man's old location to a new valid location within a span of his new location.



*Aes Sedai*  
An Aes Sedai who swore fealty to the Dragon Reborn.

**HP:** 3  
**Att:** 0  
**Def:** 3  
**Cost:** 3  
**Move:** 1  
**Dam:** 0

*Channeler.*  
**Ability: Heal.** *Movement phase. Saidar. Individually limited.* Target one unit within a span, and heal that unit one hit point. That unit may not move, travel, or use an ability this turn.  
**Ability: Defensive Weaves.** *Battle phase. Saidar. Individually limited.* Remove two supply tokens to reduce the opponent's damage total by one.  
**Response: Link.** *Saidar. Limited.* If a *Channeler* within one span is about to add a madness token, remove three supply tokens to prevent that.

## Minor Units

<i>name</i>	<i>hp</i>	<i>att</i>	<i>def</i>	<i>cost</i>	<i>move</i>	<i>dam</i>	<i>text</i>
Aiel Scout	1	3	3	2	2	0	<b>Ability: Scout.</b> <i>Movement phase. Individually limited.</i> Move to a new valid location up to one short-span away.
Maiden	2	6	5	2	2	0	Valid deployment locations must be within one span of the Dragon Reborn.
Soldier of the Legion	1	3	3	1	1	0	



### Madness of Saidin

Whenever a unit uses an ability which channels *Saidin*, roll a die, and match the result to the corresponding row on the Madness chart on your Game Sheet. If madness tokens have exceeded that row, perform the adverse effect listed beside your die.



# Shadow



## Nae'blis

The Great Lord's right-hand, granted use of some of the True Source—the power of the Great Lord.

**HP:** \*  
**Att:** 10  
**Def:** 10  
**Cost:** —  
**Move:** 2  
**Dam:** 1

*Player unit. Leader. Forsaken.*  
The HP of the Nae'blis is equal to the value of the Favor pile.  
**Ability: Obliterate** *Attack phase. The True Source. Limited.*  
Target one unit or structure within a short-span. If it is not a *Player unit*, you may remove supply tokens equal to that unit or structure's maximum hit-points to destroy that unit or structure.  
**Ability: Travel.** *Movement phase. The True Source. Limited.*  
Remove one supply token to move the Nae'blis to any valid location not within a span of any opposing unit. Uses one movement.  
**Response: Punish.** *The True Source. Limited up to 2.*  
If you lose a battle, you may kill two friendly *Leaders* that were engaged in that battle within a span of the Nae'blis to earn two favor token.



## Male Chosen

Called the Forsaken by those still made weak by the Light, the Chosen are powerful beyond all others.

**HP:** 4  
**Att:** 6  
**Def:** 4  
**Cost:** —  
**Move:** 1  
**Dam:** 1

*Leader. Forsaken. Channeler.*  
**Response: Lighting Storm.** *Saidin. Individually limited. Limited up to 2.*  
If a battle is initiated by a leader within a long-span, count each friendly *Forsaken* within a short-span of Male Chosen (including self) to obtain a damage total. The opponent must the assign this damage to units involved in that battle.



## Female Chosen

Called the Forsaken by those still made weak by the Light, the Chosen are powerful beyond all others.

**HP:** 5  
**Att:** 3  
**Def:** 4  
**Cost:** —  
**Move:** 2  
**Dam:** 0

*Leader. Forsaken. Channeler.*  
**Ability: Compulsion.** *Battle phase. Saidar. Individually limited.*  
Target one opposing unit. For the remainder of the battle, that unit is no long under the control of the opponent but now under your control, and its battle statistics count towards your totals. You may also use that unit's abilities, except where it is impossible to do so.  
**Ability: Infiltration.** *Deployment phase. Individually limited.*  
Remove four supplies to target an opposing city within a short-span. If it owned by the Dragonsworn faction, add one token to their Madness pile. Otherwise, remove one Faction Token from their pile.

## Minor Units

<i>name</i>	<i>hp</i>	<i>att</i>	<i>def</i>	<i>cost</i>	<i>move</i>	<i>dam</i>	<i>text</i>
Trolloc	1	1	1	1	1	0	At the end of a turn, if you cannot target a friendly Myrdraal within a span of a Trolloc, that Trolloc dies instantly.
Myrdraal	2	0	0	3	1	1	<i>Leader.</i> If you cannot target a Trolloc within a span, this Myrdraal is attack 4, defense 2 and damage 0.
Fist of Trollocs	Both Trollocs and Myrdraal may instead be created in a <i>Fist</i> . A <i>Fist</i> costs 4 supply tokens to produce. A <i>fist</i> consists of six Trollocs and one Myrdraal, which are placed as you would any other unit.						
Draghkar	1	0	0	3	3	0	<i>Aerial.</i> <b>Ability: Embrace.</b> <i>Attack phase. Individually limited.</i> Target a unit within a short-span. If that unit does not move by the end of the opponents next turn and this Draghkar is still alive, kill the targeted unit.



## The Great Lord's Favor

The Great Lord of the Dark favors those who spread chaos. Conquer a city for the Shadow or slay an enemy *Leader* to get one favor token. Raze a town to get three favor tokens, and raze a city to get five favor tokens. Lose a city, and lose two favor token. Let a Chosen (*Forsaken*) perish, and lose three favor tokens.