



RATTLE AND REND

RULES-LIGHT, MINIATURES-AGNOSTIC
10MM SKIRMISHES

IN A GRIM FANTASY WORLD

v03 (BETA)
April 2026



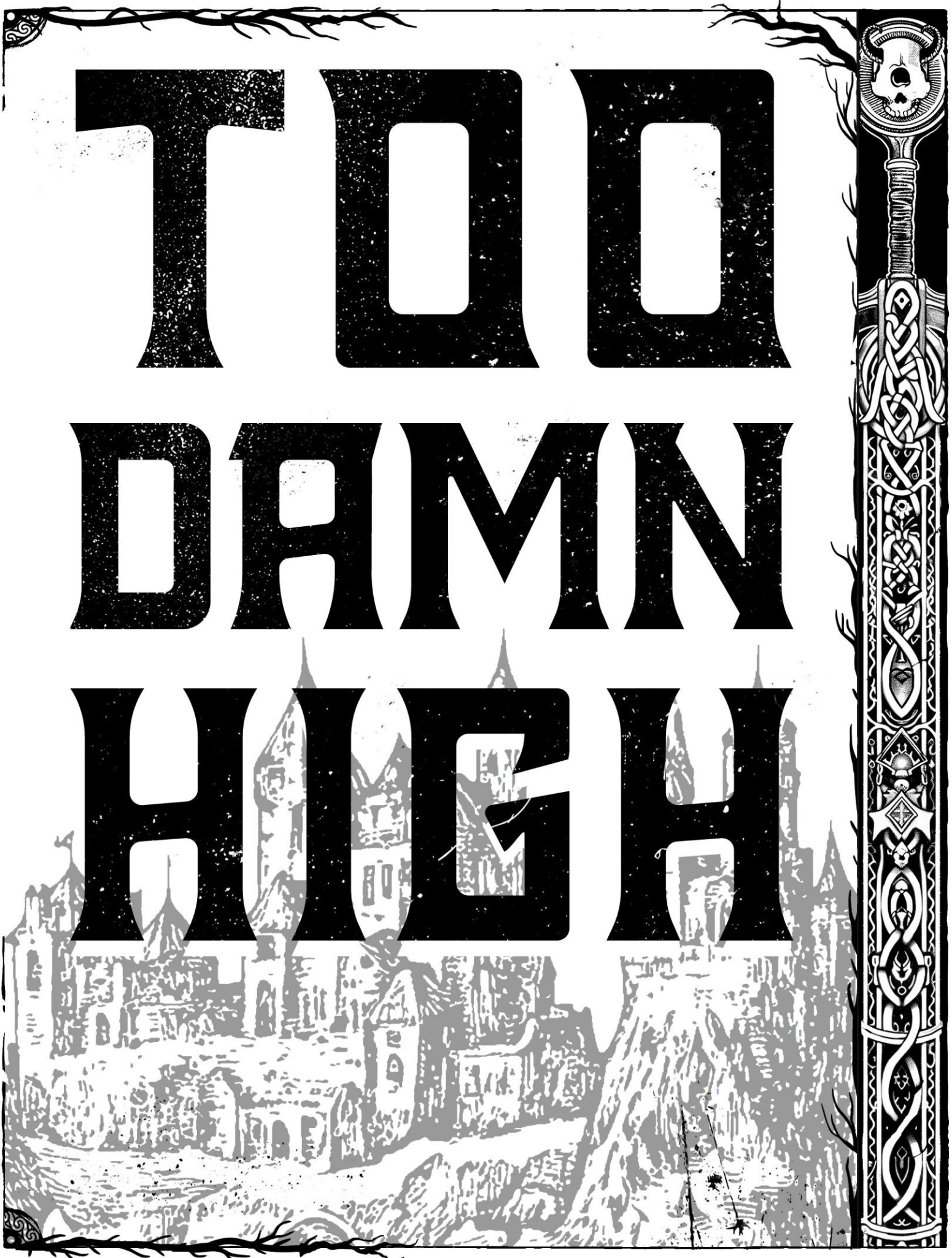
**THE SPACE AND
EFFORT NEEDED
FOR ALL THESE
MINIATURES
GAMES
IS**



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RATTLE AND REND

**RULES-LIGHT 10MM SKIRMISHES
IN A GRIM FANTASY WORLD**

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Facebook.com/Groups/RattleAndRend

THIS IS A PLAYTEST

This is the Beta release of Rattle and Rend. The game is fully playable; core rules and gameplay are locked-in. Tweaks and minor additions will continue over playtesting.

Missing flavor text, in-development rules, and requests for feedback will be called out in these pink boxes.

I hope these rules scratch the similar wargaming itch that I had as a busy grown-up who doesn't get to play these games nearly as much as I'd like: easy to remember rules for whatever cool miniatures I want to use that don't take up much room and travel easily.

Join the Facebook Group here:
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PROLOGUE

KNAVES IN THE LAST OF THE VAST BORAL

The land is a dirge—a lament sung by the wind through shattered trees and over barren rock, haunted by the scars of the apocalyptic **GREAT KALYPTOS**.

Once, **THE VAST BORAL** was an unbroken forest of ancient evergreens whose roots drank from clear streams and rich earth. But apocalypse tore the world asunder, poisoning rivers, birthing deadly tarpits, and shrouding the skies in ash.

Civilizations were swept away, their fortresses and halls reduced to ruin. The land remains broken some half-thousand winters hence. Yet, life endures, a bleak existence amidst the desolation.

Oozing from the west are the **BLACK-TAR BOGLANDS**, a treacherous expanse of bubbling tar pits, stunted trees, and noxious fumes. Pools of inky black pitch ripple ominously, burning the unwary in an instant. Within the deepest pits, it is said the tar possesses a malevolent sentience, churning with the memories of the creatures it has claimed over centuries of suffocating hunger.

To the south, the **SALT-SEA REEDS** stretch like a verdant mire into the horizon, their waters shallow and choked with vegetation. Navigating this labyrinth requires a keen eye for the shifting tides and devouring muck, where the currents pull everything down into the lightless silt of the seabed. Coastal settlements, most little more than huddled villages on stilts, eke out a tenuous existence, fishing and trading along the narrow channels that snake through the reeds. These specks of civilization are lifelines to the warbands that scour the region, though they are as often plundered as they are aided.

THE FALLEN CIVILIZATIONS

Three great civilizations once dominated the Vast Boral, their ambitions locked in ceaseless strife.

In the coast and hinterlands of the Salt-Sea, the now **EMPTY CITIES OF BURNMYRD** stand as hollow monuments to defiance. City-states of stone and iron once allied in fleeting confederations to withstand their rivals. Now their wide streets lie

silent, their tall towers crumble, scavenged by desperate warbands seeking the remnants of past glories.

Deep inland, the **RUINS OF TARNA-KETH** mark the remains of the forest's great chiefdoms. They believed the Boral itself would guard them, but the Great Kalyptos turned the timbered halls into their tomb.

To the west, the **FELMORAIGH BARROW HOLDS** are a hellscape of black bogs and fractured earth. Once a mighty empire, its towering obsidian castles and fortresses were symbols of centralized power and ambition. Now, they stand twisted and broken. Ghosts and mad sorcerers haunt the ruins, twisted echoes of imperial ambition.

For centuries, these three powers clashed in wars of attrition and treachery, forging alliances that dissolved in betrayal. None could claim sole dominance, and their pride and bloodlust doomed the Vast Boral by unleashing the Great Kalyptos.

A LAND OF STRUGGLE

The apocalypse did not extinguish the flame of ambition; it merely dimmed it, leaving behind embers that now spark once more in the shadows of the ruinous world.

The lands of the Vast Boral are littered with the detritus of the past—forgotten relics of power, cursed artifacts, and treasures that could buy fleeting comfort or invite unspeakable ruin.

Warbands forged from the shattered remnants of these once-mighty peoples roam the broken lands, carving out their destinies with fury, guile, and indomitable will.

They are **KNAVES IN THE LAST OF THE VAST BORAL**, where life clings to the edge of a sword, and lines between survival and oblivion are drawn in blood.

Will your warband rise to glory, or will they, too, be lost to the darkness?



THE EVERLAST BORAL

RUINS OF TARNA-KETH

FELMORAIGH
BARROW HOLDS

BLACKTAR
BOGLANDS

EMPTY CITIES OF
BURNMYRD

SALT-SEA REEDS

INTRODUCTION

DESIGN MANIFESTO

Rattle and Rend has been designed as an escape for miniatures gamers looking for a game that is easier to play and easier to store and transport.

1. **FOR BUSY PLAYERS:** Fast-playing, easy to remember rules... and not min-maxing a competitive, ever-changing meta.
2. **QUICK LIST BUILDING:** Meaningful choices, but minimal minutia.
3. **NARRATIVE FOCUS:** The rules should support the story we tell about our warband.
4. **MINIATURES AGNOSTIC:** Choose the miniatures you like.
5. **SMALL FOOTPRINT:** 10mm scale figures and terrain that is easy to transport and store.

WHAT IS NEEDED TO PLAY

MINIATURES: 4 to 8 Elements using 20mm and 40mm round bases. This generally means anywhere from 12-30 individual 10mm scale miniatures, all together. Consider evocative "diorama" style basing, where multiple figures on a single 40mm base can represent a cohesive unit or a small, desperate struggle.

WARBAND ROSTER: Downloadable where you got these rules.

PLAY AREA: A 400x400mm board (approximately 16x16in) with various terrain pieces (see pg. [[##]]).

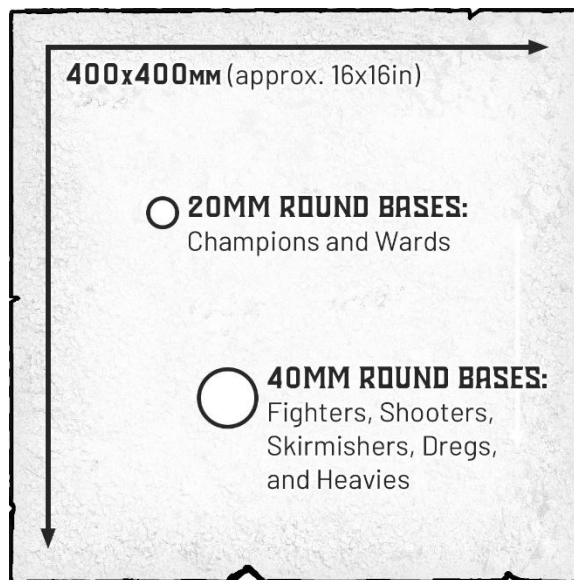
DICE: Three twenty-sided dice (3d20)

TOOLS: a tool to measure Range Bands (see pg. [[##]]) and a way to track 12 Momentum points, such as coins, poker chips, or paperclips that can be used on the trackers at the bottom of the warband roster.

SCALE AND BASING

Rattle and Rend is designed for 10mm scale miniatures on a 400x400mm or 16x16in board.

It uses 40mm and 20mm round bases.



NUMBER OF PLAYERS

Rattle and Rend is designed for busy players who enjoy the occasional opportunity to meet a friend for a quick, brutal skirmish. The rules prioritize a friendly, one-on-one social dynamic over the rigid complexities of competitive tournament play.

SOLO PLAY

Rattle and Rend is designed for social, head-to-head play. The core bidding mechanism for Momentum is best suited for playing with an opponent.

As such, variant procedures for solo play are not included in these rules. If you are looking for a dedicated solo experience, there are many great games designed specifically for solo play.

THREE OR MORE PLAYERS

These rules are intended for two players. While you are welcome to adapt the mechanics for larger number of players, doing so falls outside the scope of the core rules. Proceed with caution and adapt as needed!

10MM SCALE CONSIDERATIONS

Playing at 10mm scale offers a unique blend of still-detailed and characterful miniatures with ease of storage and portability, but the small size requires specific handling and preparation to ensure the best experience on the tabletop.

HANDLING AND DURABILITY

- **Mind the Material:** 3D-printed resin figures are highly popular but can be extremely brittle at this scale. A single drop or a heavy-handed grip can easily snap off delicate limbs or weapons.
- **Handle by the Base:** Always pick up your Elements by the base rather than the miniatures themselves. Utilizing slightly thicker bases can provide a better physical "grip" area, reducing the need to touch the painted, fragile figures.
- **Magnetized Storage:** Small miniatures are vulnerable to being jostled or crushed in standard foam trays. Magnetizing the bottom of your bases and storing them in a tin or a steel-lined box is the most secure way to transport your warband.

VISUAL CLARITY AND PAINTING

- **High-Contrast Palettes:** At arm's length, subtle color transitions disappear. Use bright, high-contrast colors and deep shadows to ensure your Elements are visually distinct on the board.
- **Speed Painting Techniques:** Because 10mm figures are often cast or printed in strips or small clusters, they are perfect for "slapchop" methods, washes, or contrast paints that settle into deep recesses.
- **Exaggerated Features:** Focus your painting effort on the highest points - such as helmets, shields, and banners - to provide immediate "readability" during a fast-paced game.

SCALE CONSISTENCY

- **Base Sizes:** Ensure all miniatures are mounted on the required 20mm or 40mm round bases, as measurements are made from the center of the base.
- **Mixed Manufacturers:** 10mm can vary slightly between "true 10mm" and "heroic 10mm". When mixing manufacturers, check that your Champions and Heavies still look appropriate when placed alongside your Dregs or Fighters.

- **Mixing Scales:** Because Rattle and Rend is miniatures-agnostic and relies on abstract Element types, you can easily adapt larger scales to fill specific roles. A standard 28mm or 32mm "heroic scale" Orc from a typical TTRPG collection makes for a daunting, towering Giant when used as a Heavy Element alongside 10mm troops. Similarly, 15mm figures can serve as imposing monstrous infantry or elite Champions, allowing you to repurpose your existing collection to fit the grim world of the Vast Boral.

10MM SCALE MINIATURES MANUFACTURERS



MORE SOURCES TO COME

The final release of the rules will include a fuller list of current 10mm scale manufacturers - as of 2026 - with reviews of their lines and comparative qualities (depending on what may be allowed by any publisher). What follows here is a simple, incomplete list.

Commercial Manufacturers

- Pendraken
- Wargames Atlantic
- Spellcrow's *Argatoria* line

3d-Printed

- Todor Minis
- Forest Dragon (line in flux as of early 2026)
- Wake's Emporium
- Greenskin Miniatures

Older Manufacturers (some no longer made)

- Games Workshop's *Warmaster* line
- Irregular Miniatures
- Old Glory
- Magister Militum



ONE

CORE MECHANICS

CORE DICE MECHANIC

Standard CHECKS roll 2d20.

- **PENALTIES** force a roll of a single d20.
- **BONUSES** allow you to roll 3d20.

PENALTIES AND BONUSES CANCEL EACH OTHER OUT, regardless of the amount. Just roll 2d20.

- For example, you may have three **PENALTIES** to a check, but a single **BONUS** offsets all the penalties.

Checks are labelled as a **FURY**, **GUILE**, or **WILL** checks – the three stats used by the warband's Elements (see pg. [[##]]).

ROLL HIGH: EQUAL TO OR OVER THE STAT.
Rolling high means lower **STATS** are better!

SUCCESS: SUCCEED ON AT LEAST ONE DICE.
A single-die success is sometimes called a "simple success."

CRITICAL SUCCESS: if two or more dice roll equal to or higher than the stat. This often grants an extra benefit or bonus.

NUMERICAL MODIFIERS (e.g. -1, +1) modify the Stat, itself. As the Stats act as target numbers, this means a lower number is stronger. These modifiers will most often be seen in the Tactics available to select when building your warband (see pg. [[##]]).

WHY USE D20S?

Rattle and Rend uses d20s specifically for their inherent "swingy-ness," treating high variability as a core feature rather than a bug in a casual game such as these rules.

This unpredictability helps flummox overly competitive min-maxers while ensuring every roll contributes to the epic, high-stakes stories of the Vast Boral. The result is a casual, narrative-driven experience where even the most carefully laid plans can be upended by a single roll.

WHEN RULES ARE UNCLEAR OR CONFLICT WITH ONE ANOTHER

Follow this workflow:

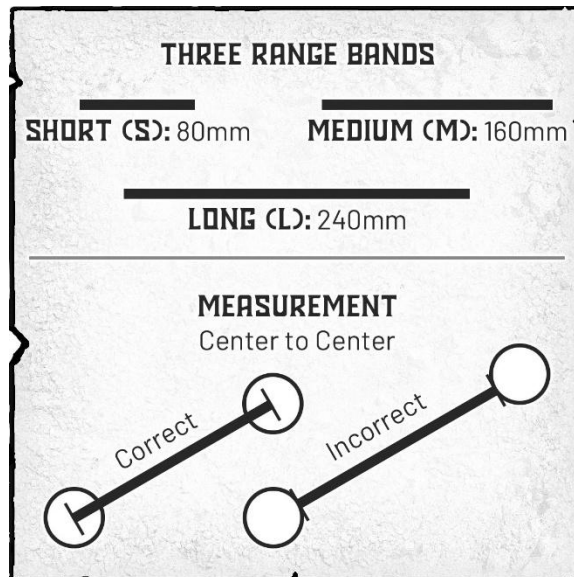
1. The effect of warband Tactics (pg. ##) override effects granted by Actions and Reactions.
2. If two Tactics are at odds, favor the Acting player.
3. If the details or ramifications of a given rule remain unclear, the two players should come to a quick agreement and continue play.

This is a casual game designed for friendly play far from the rigors and drama of competitive tourney play. Keep that in mind.

RANGES AND MEASUREMENTS

Measurements are always made from the center of a Unit's base to the other center (never from edge to edge).

A range ruler of 240mm divided into three 80mm segments will make measuring distances easier:

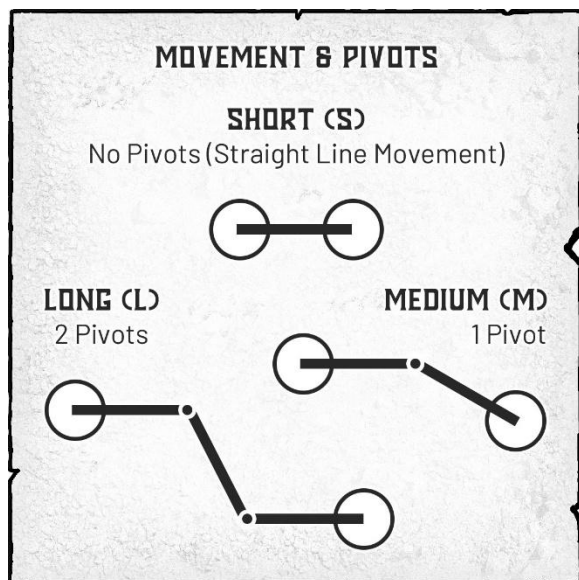


MOVEMENT

Elements may move up to their MOV value when allowed to do so by an ACTION or REACTION.

- S RANGE movement must take a straight line.
- M RANGE movement can make one pivot anywhere along their path.
- L RANGE movement can make two pivots.

Examples: Fighters advancing somewhere S may only move in a straight line, while the Champion who advances M may pivot once along the way before finishing their move. When sprinting, Skirmishers may travel L range. In this circumstance, they may make two pivots.



MOVING THROUGH OTHER ELEMENTS (INTERPENETRATION)

An Element may move past other Elements (both allied and enemy) as long as its center does not pass over another Element's base

(This follows the same rule for line of sight.)

If it does, the movement stops when the two bases would come into contact.

MOVEMENT AND TERRAIN

An Element may move past any terrain type using the same rule as above: as long as its center does not pass over the footprint of the terrain feature.

If an Element's movement would do so, it is considered as having "moved into" that Terrain. Follow all Terrain rules when this occurs (e.g. no movement into Blocking or Inspiring Terrain, etc.)

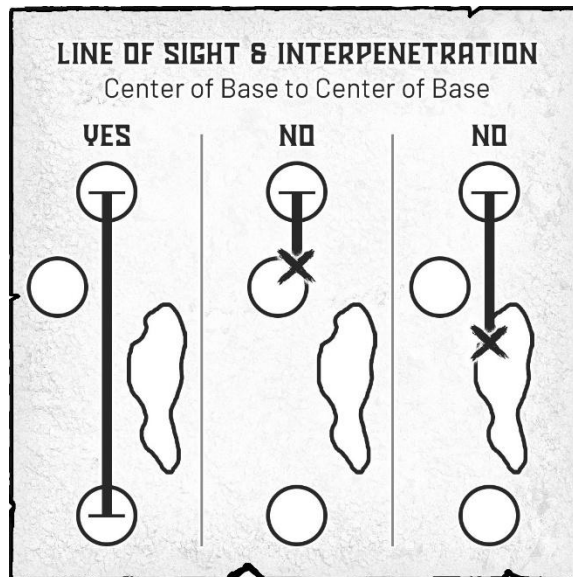
See Terrain Types (pg. [[#]]) for these specifics.

LINE OF SIGHT

An Element has line of sight to a target Element (ally or enemy) if it can draw a straight line from the center of its base to the center of the target's base without moving through any other Element (allied or enemy) or Blocking or Inspiring Terrain.

If a rule requires line of sight to a Terrain feature, the line can be drawn to any point on that Terrain.

A Champion attached to another Element is always considered to be in line of sight to it.



WILL CHECKS

Enemy attacks and some terrain effects force WILL CHECKS with the following results:

FAIL: Remove the Element from play. This will reduce your warband's Total Momentum in the next Initiative Phase (see pg. [[#]]).

SUCCESS (AGAINST AN ENEMY ELEMENT): The Element remains in play. Your opponent may move it up to its MOV value away from the attacker.

SUCCESS (AGAINST THE EFFECT OF TERRAIN): The Element remains in play and in its current location. It may then take the movement effect of its Action or Reaction as normal.

CRITICAL SUCCESS: The Element remains in play and in its current location. You may choose one of two bonus effects:

1. Move up to its MOV value in any direction.
2. Move the enemy that forced the check up to s range.

If in within Rough or Hazardous Terrain, this bonus movement must follow terrain rules.

THREE WARBAND CREATION

Making your own Rattle and Rend warband is simple & straightforward:

1. Spend **12 POINTS** on **ELEMENTS**, choosing from six types: **CHAMPIONS, HEAVIES, FIGHTERS, SHOOTERS, SKIRMISHERS, DREGS,** or **WARDS**.
 - Warbands must consist of 4 to 8 **ELEMENTS**.
 - At least 4 points must be spent on **FIGHTERS, SHOOTERS,** or **SKIRMISHERS** (in any combination).
2. Select **TWO WARBAND TACTICS**: special rules that modify your Warband's stats and abilities.
3. Choose a **BOND** that describe the overarching interpersonal dynamic shared by your Warband – and also effects how your Warband may regain lost Momentum.
4. Lastly, choose your warband's **REPUTATION**: a narrative device that grants your warband a unique benefit during the pre-game setup.

AGNOSTIC & ABSTRACT

Rattle and Rend is miniatures-agnostic and does not rely on "What-You-See-Is-What-You-Get" modeling restrictions. Elements may be depicted by any figures that fit the vision of your warband.

NARRATIVE FREEDOM: You are encouraged to use any miniatures that match the dark aesthetic of the Vast Boral, regardless of the manufacturer.

ABSTRACT REPRESENTATION: An Element's type describes its mechanical role on the battlefield rather than a specific physical form. Shooters, for example, might be represented by a group of archers, a cadre of wizards, or a light ballista.

FLEXIBLE MINIATURE COUNTS: You have total control over the density of your bases; an Element can be sparsely populated or jam-packed with figures as long as they fit the base size. However, because most Elements are designed to represent groups of warriors, reserve single-miniature bases for Champions, Wards, and Heavies to maintain that visual distinction.

CREATIVE BASING: The 10mm scale is ideal for "diorama basing". Because multiple figures can fit on a single 40mm round base, you can use your Elements to depict cohesive units or small vignettes, complete with terrain bits of its own.

EXAMPLE WARBANDS

The following examples should provide new players with reference points that showcase differing playstyles Rattle and Rend warbands can achieve – even within the rules-light framework of the game.

DWARVEN THRONG

A mobile wall of iron and stone, the Throng survives through fellowship forged in the frost of the Day-Dark Tundra. Every march is a calculated reclamation of honor, moving with a collective weight the apocalypse could not shatter.

PHOTO COMING IN A FUTURE RELEASE.

Rep.	PREPARED
Tactics	DEATH-DEFIERS
	RIDERS
Bond	FELLOWSHIP
1pt	Champion (Spot Weakness)
2pts	Fighters
2pts	Fighters
2pts	Fighters
2pts	Fighters
3pts	Heavy (Transport)

PLAYSTYLE: This is a defensive powerhouse designed for reliability. The Prepared reputation gives you superior control over terrain placement, which you then exploit using a dense core of Fighters. The Riders tactic turns your Transport Heavy into a mobile fortress that can deploy fresh troops without consuming the movement portion of an action, while Death-Defiers ensures that your Elements become harder to break as their Will stats improve following allied failures.

OGREKIN HUNTING PARTY

Scouring the Black-Tar Boglands, these hulking opportunists treat the Vast Boral as a private larder. Driven by primitive instincts, they find dark revitalization in the spray of blood and the panicked retreat of their prey.

PHOTO COMING IN A FUTURE RELEASE.

Rep.	DEVIOUS
Tactics	AMBUSHERS
	ZEALOTS
Bond	BLOODLUST
1pt	CHAMPION (Crashing Wave)
1pt	CHAMPION (Push to the Brink)
2pts	FIGHTERS ↓ with Attached Champion below
1pt	CHAMPION (Spot Weakness)
2pts	SHOOTERS
2pts	SHOOTERS
3pts	HEAVY (Flyer)

PLAYSTYLE: This warband excels at psychological warfare and sudden aggression. The Devious reputation allows you to manipulate the enemy's starting positions, forcing them into a vulnerable state just as your Ambushers appear from unexpected angles. Once the melee begins, the Zealots tactic provides a Fury bonus as your Momentum drops, while the Flyer Heavy ignores terrain to dive directly onto high-value targets. The Bloodlust bond rewards this aggressive approach by regaining Momentum whenever an enemy Element is removed.

VAMPIRE COURT

Emerging from obsidian fortresses, these midnight aristocrats view battle as a choreographed display of their inevitable reign. They maneuver through the ruins with chilling grace, treating the living as mere raw material for their sorcerous whims.

PHOTO COMING IN A FUTURE RELEASE.

Rep.	FRENZIED
Tactics	SOOTHSAYERS
	POISONERS
Bond	SUPERIORITY
1pt	CHAMPION (Banish Foe)
1pt	CHAMPION (Battle Summons)
1pt	CHAMPION (Battle Summons)
2pts	FIGHTERS ↓ with Attached Champion below
1pt	CHAMPION (Crashing Wave)
2pts	SKIRMISHERS
2pts	SKIRMISHERS
1pt	WARD (Detonate)
1pt	WARD (Vengeance)

PLAYSTYLE: The Court focuses on disruption and attrition. By using the Frenzied reputation to delay a portion of the enemy force, you can pick apart isolated units with Poisoners and Skirmishers while the Superiority bond provides a predictable and steady Momentum pool. Soothsayers further enhances this control by allowing you to "fix" a critical die result each round. Multiple Champions and Wards give you the most tactical options of the four example warbands, but it also makes the Vampire Court the most complex to play and master.





GHOSTLY HOST

The ruins of Tarna-Keth overflow with restless spirits driven by an ancient compulsion to guard territory that no longer exists. They press forward in hollow silence, ignoring the physical world's tolls as they grind the living into ash.



PHOTO COMING IN A FUTURE RELEASE.

Rep.	COMPELLED
Tactics	FEARSOME
	RESSURECTIONISTS
Bond	NULL
1pt	DREGS
1pt	DREGS
2pts	FIGHTERS
2pts	FIGHTERS
3pt	HEAVY (Colossal)
3pt	HEAVY (Colossal)

PLAYSTYLE: The Host wins through relentless pressure and debuffs. The Fearsome tactic forces enemies to pass Guile checks just to attack your units, while two Colossal Heavies can devastate multiple Elements simultaneously. Even if the enemy manages to dissipate your spirits, the Resurrectionists tactic allows you to return fallen Fighters or Dregs to play every round. As a Null warband, the Host is entirely immune to Morale rules.

FOUR ELEMENTS

The building blocks of your warband are Elements - abstracted units and individual figures that define the tactical roles of your miniatures on the battlefield.

The denizens of the wastes are as varied as the hobbyists who collect them. To maintain a miniatures-agnostic and narrative-driven experience, Rattle and Rend utilizes seven core Element Types. These types are not literal descriptions of a specific species, soldiers, or weapons, but rather tactical archetypes that define how they move, fight, and react to danger.

When building your warband, consider how your specific miniatures fit these broad roles:

CHAMPIONS & WARDS: These 20mm-based Elements represent the individual figures and magical loci (banners, shrines, or spells) that provide unique Actions and Reactions.

FIGHTERS, SHOOTERS, & SKIRMISHERS: The "rank and file" that cover everything from heavy cavalry and magical artillery to nimble scouts.

DREGS: Expendable masses. These mobs, hounds, or thralls exist to occupy space and die so that more valuable Elements might live.

HEAVIES: Massive centerpieces. Whether a lumbering construct or a soaring beast, the Heavy provides a high-impact presence on the board.

ELEMENT STATS

Every Element is defined by a profile of five statistics and a unique Reaction. These numbers are Target Numbers: to succeed in a check, you must roll equal to or higher than the stat.

COST Each Element costs 1-3 points, which go against the 12 points total a warband may have.

POINTS: Do the 1, 2, 3-point costs feel appropriate?

MOV What range band the Element uses when moving.

RNG The range band used to measure if an Element can target an enemy or effect an ally.

For more on range bands, see Ranges and Measurements, see pg. [\[\[##\]\]](#).

FURY Used for combat and attacks.

GUILE Used for various battlefield tricks.

WILL Used to test your Element's defense and morale.

Fury, Guile, and Will numbers are target numbers. You want to roll high, so lower scores are better! For more on dice checks, see pg. [\[\[##\]\]](#).

REACTION Each Element type has a unique type of Reaction it can use. Each Reaction is unique to a single Element type (see pg. [\[\[##\]\]](#)).

TRAIT CHAMPIONS, HEAVIES, and WARDS have secondary traits that must be selected. Your choice will customize the abilities for that specific Element.





CHAMPION

20MM ROUND BASE: An iconic character (or two): big or human-sized, humanoid or even bestial or monstrous in form.

REACTION: Rally (pg. [[##]])

ELEMENT COST:

1
pt

MOV	RNG	FURY	GUILE	WILL
S	S	13+	10+	11+

ATTACHING TO ANOTHER ELEMENT

CHAMPIONS can be permanently attached to a HEAVY, FIGHTERS, SHOOTERS, or SKIRMISHERS ELEMENT (usually as miniatures based together), which conveys the following effects:

- Together, the two act as a single entity for the purposes of MOMENTUM points (add the CHAMPION and ELEMENT points together), ACTIONS, and REACTIONS (the combination can use either they have access to).
- Use the attached ELEMENT's stats for the purpose of ACTIONS and REACTIONS – including the two chosen CHAMPION ACTIONS (see below).
- All WILL CHECKS made by the attached ELEMENT have a BONUS.

CHAMPION TRAITS (ACTIONS)

Each Champion chosen for your warband gains access to Champion Actions. These may be framed narratively however you desire: spells or tricks of war, for example. **CHOOSE ONE:**

1. **BANISH FOE:** Remove an enemy for one round
2. **BATTLE SUMMONS:** Return an ally to board
3. **CRASHING WAVE:** Move multiple allies
4. **DISTANT DOOM:** Attack an enemy from afar
5. **PUSH TO THE BRINK:** Push enemies
6. **SCHEMING PLOT:** Steal enemy momentum
7. **SPOT WEAKNESS:** An ally attacks with a bonus

See pg. [[##]] for specific rules and mechanics.

HEAVY

40MM ROUND BASE: A great beast, construct, or vehicle that casts a dangerous pall over the battlefield.

REACTION: Intimidate (pg. [[##]])

ELEMENT COST:

3
pts

MOV	RNG	FURY	GUILE	WILL
S	S	7+	13+	8+

HEAVY TRAITS

Each HEAVY in your warband will have a HEAVY TRAIT. Select from the following options:

COLOSSAL

When attacking, a COLOSSAL HEAVY may make FURY CHECKS against up to three enemy ELEMENTS within its RNG. It cannot target the same enemy Element more than once.

A COLOSSAL HEAVY does not withdraw on a successful WILL CHECK.

FLYER

A FLYER HEAVY can move through ROUGH, BLOCKING, and HAZARDOUS TERRAIN without negative effect or needing to make a dice check. It cannot end its turn in HAZARDOUS TERRAIN, however.

MOVE increases to MEDIUM (1 PIVOT).

TRANSPORT

A TRANSPORT HEAVY may carry 2pts of a warband within (Elements may begin the game being transported).

- While within, the ELEMENT cannot be targeted, but cannot take any ACTIONS or REACTIONS unless they first exit the TRANSPORT HEAVY.
- Entering or exiting counts as the MOVEMENT step of an ACTION: either by the HEAVY or the ELEMENT that is or will be transported.
- When exiting, place the ELEMENT in base-to-base contact with the Vehicle.
- If the TRANSPORT HEAVY rolls a result of BREAK on a WILL CHECK while transporting an Element, place that Element on the board where the HEAVY once was. Then, that ELEMENT must make a WILL CHECK of their own.

A TRANSPORT HEAVY increases its MOVE to MEDIUM (1 PIVOT), but cannot enter ROUGH or HAZARDOUS TERRAIN.

- If it enters those terrain types, it automatically BREAKS and is removed from the board.

FIGHTERS

40MM ROUND BASE: Heavily armored cavalry, frantic warriors, or savage beasts focused on melee combat.

ELEMENT COST:

2
pts

REACTION: Retaliate (pg. [[##]])

MOV	RNG	FURY	GUILE	WILL
S	B-to-B	9+	13+	10+

SHOOTERS

40MM ROUND BASE: Bows or ballista, spells or slings – all raining terrible fire on the enemy from a distance.

ELEMENT COST:

2
pts

REACTION: Suppress (pg. [[##]])

MOV	RNG	FURY	GUILE	WILL
S	M	11+	11+	11+

SKIRMISHERS

40MM ROUND BASE: Fleet-footed beasts, cavalry, or infantry grown bold in harassing the enemy.

ELEMENT COST:

2
pts

REACTION: Evade (pg. [[##]])

MOV	RNG	FURY	GUILE	WILL
M	S	12+	8+	10+

DREGS

40MM ROUND BASE: Angry mobs, pitiful wretches, wild beasts, and other easily-replaceable scum whose place on a battlefield is to stand and die – or scatter and leave chaos in their wake.

ELEMENT COST:

1
pts

REACTION: Fodder (pg. [[##]])

MOV	RNG	FURY	GUILE	WILL
M	B-to-B	13+	13+	11+

WARD

20MM ROUND BASE: A locus of power amid the tumult of battle: spell effects, ritual sites, or even proud-flying banners.

ELEMENT COST:

1
pt

REACTION: Blink (pg. [[##]])

MOV	RNG	FURY	GUILE	WILL
-	-	-	-	9+

WARDS OPERATE DIFFERENTLY FROM ALL OTHER ELEMENT TYPES. See these distinctions:

- Wards help to **CONTROL THE BATTLEFIELD** by giving access to a powerful **REACTION** that may be used by their entire warband (as **ELEMENTS** otherwise may only use a single Reaction type).
- **WARDS** cannot take Actions or move around the board as other Elements do. Once placed during deployment, the only way they can be moved is as a result of its Blink Reaction (pg. [[##]]).

WARD TRAITS (REACTIONS)

Each Ward chosen for your warband gains access to a warding reaction, a special reaction that may be used by all your Elements within L range of the Ward.

CHOOSE ONE:

- 1. DEFIANCE:** Counterattack an enemy
- 2. VENGEANCE:** Respond to an ally leaving the board
- 3. REVERSAL:** Quickly regain initiative after an enemy reacts
- 4. CONFUSION:** Misdirect an enemy's attack
- 5. SACRIFICE:** Allow another ally to make a will check
- 6. PURSUIT:** Chase after a moving enemy
- 7. DETONATE:** Devastation unleashed on both you and your enemy

See Chapter 6: Reactions for specific rules and mechanics for **WARD REACTIONS**, pg. [[##]].



FIVE TACTICS

Tactics customize how your warband plays during the skirmish itself. They may modify stats or allow for special rules, ACTIONS, or REACTIONS.

To help you find the right strategic fit for your warband's concept, Tactics are organized into four functional categories. These groupings provide a roadmap for how your warband will engage the enemy and manage its resources during the skirmish.

STAT MODIFIERS: These tactics provide permanent or flexible adjustments to the core attributes of your Elements, altering their baseline performance.

DEPLOYMENT AND MANEUVERABILITY: These tactics focus on how your warband occupies and traverses the 16x16" board, emphasizing positioning and speed.

COMBAT SYNERGIES: These tactics reward specific combat configurations or increase the effectiveness of successful attacks.

META AND RESOURCE CONTROL: These "rule-breaking" tactics manipulate the core mechanics of the game, such as the dice pool, the Momentum economy, or the casualty rules.

SELECT TWO TACTICS FOR YOUR WARBAND. You are free to mix and match any two options,



ARE TACTICS BALANCED?

What is your overall impression of the current warband Tactics?

1. Are all traits roughly equal in power and impact to one another?
2. Are they all easy to read and understand?
3. Lastly, are all these Tactics distinct enough from one another? Is there little overlap?

STAT MODIFIERS

These tactics focus on the fundamental capabilities of your warriors, providing permanent or flexible adjustments to their baseline attributes. Whether sharpening their Fury through elite training or utilizing Tacticians to shift your approach mid-skirmish, these choices redefine your warband's core performance.

BERSERKERS

Hurl yourselves across the battlefield like wind and lightning to bring your foes within range.

All your Elements modify their stats as follows:

MOV +1; RNG -1

(Ranges can never go below 5 or beyond 1.)

DEATH-DEFIERS

Reduce WILL for all ELEMENTS by -2 (remember: a lower stat score is a lower target number, so lower is better)

You gain a bonus to the next WILL CHECK you make after an Element from your warband fails a WILL CHECK.

ELITES

Your HEAVIES, FIGHTERS, SHOOTERS, and SKIRMISHERS reduce FURY by -1 (remember: a lower stat score is a lower target number, so lower is better).

CHARGE ACTIONS no longer force an automatic PENALTY to the FURY CHECK to attack.

FUSILIERS

Increase the RANGE of your HEAVIES, FIGHTERS, SHOOTERS, and SKIRMISHERS by one range band.

Your Elements may attack enemies in base-to-base contact with your warband or BLOCKING TERRAIN from S RANGE or beyond.

However, the enemy must still be in line of sight to be targeted.

BASTIONS

Move deliberately and cautiously, finding ways to strike your enemies while they think themselves unassailable.

All your Elements modify their stats as follows:

RNG +1 range band; MOV -1 range band

(Ranges can never go below s or beyond l.)

TACTITIANS

During your first TURN each ROUND, you may spend 1pt of Momentum to select one of the following bonuses to apply to all your warband's CHAMPIONS, FIGHTERS, SHOOTERS, and SKIRMISHERS:

- -1 to FURY
- -1 to Guile
- Increase MOV one range band
- Increase RNG one range band

You may spend 1pt of MOMENTUM on your TURN to change your tactical choice after your first turn that round. You cannot change when it is not your TURN or as a REACTION.

Your choice from a previous ROUND persists if you elect to make no changes on a subsequent first TURN.

DEPLOYMENT AND MANEUVERABILITY

Tactics in this category emphasize how your warband occupies and traverses the 16x16" board. From Ambushers striking from unexpected angles to Teleporters blinking across the wastes, these rules allow you to dictate the geometry of the battlefield and outmaneuver your opposition.

AMBUSHERS

At the start of the game, you may set aside ELEMENTS equal up to half the points of your warband (e.g. 6pts out of a 12pt warband) to not deploy as standard.

You may deploy those Elements by giving them an ACTION or REACTION as if they were already present in that location, anywhere on the board not within S RANGE of an enemy.

The initial placement of that Element onto the board does not count as part of the Action, itself, nor as movement, and cannot be Reacted to.

HARRIERS

Your ELEMENTS gain the following movement benefits:

1. Increase MOV by 1 range band,
2. Do not have to make GUILLE CHECKS to move out of Rough Terrain, and
3. May pass through other ELEMENTS in your warband.

Note that ELEMENTS can still can never move more than LONG in a single ACTION or REACTION (which means harrier SKIRMISHERS and flyer HEAVIES effectively don't need to take the Sprint action to move LONG).





RANGERS

Your non-Heavy Elements gain the benefit of Inspiring Terrain while within S range of it.

These Element types also gain the benefit of cover from Blocking Terrain by being within S range of it, not just base-to-base contact (see pg. [[##]]).

RIDERS

All your HEAVY ELEMENTS count as also having the TRANSPORT HEAVY TRAIT (i.e. may carry 2pts of your warband within).

TRANSPORT HEAVY ELEMENTS (if selected specifically as a trait) may now carry 4pts of CHAMPIONS, FIGHTERS, SHOOTERS, SKIRMISHERS, DREGS, or WARDS.

An Element may embark or disembark from a TRANSPORT once a turn for free, as either part of the TRANSPORT or the transported ELEMENT'S ACTION. In this circumstance, that no longer counts as the movement portion of an ACTION (so the Transport or the Element are free to move as normal as part of their action).

SABOTEURS

You may treat any piece of Rough or Inspiring Terrain as Hazardous Terrain for your enemies while your Elements are within S range of it.

TELEPORTERS

During your first TURN each ROUND, you may select up to one-third of the points of your warband (e.g. 4pts from a standard 12pts) that are not within SHORT distance of an enemy and move them anywhere on the battlefield that is more than SHORT distance of an enemy.

This does not count as an ACTION and does not use any MOMENTUM pts.

WATCHERS

Increase the range bands of MOV and RNG for all your Element's Reactions – both any triggers and in any effects.

(Values still cannot exceed Long, even if also modified by other Tactics.)

SHRINKS THE BOARD: This effect can really allow a lot of maneuverability, but are enough players attempting to play the Reaction game to give it much consideration?

COMBAT SYNERGIES

These options reward specific unit configurations and punish enemies for standing their ground. By utilizing Pack-Hunters strikes or the sheer weight of Swarms, you can overwhelm foes through superior positioning and specialized combat triggers.

AVENGERS

When an allied Element within M range and line of sight of another allied Element fails a Will Check, that second Element may make an attack against an enemy it can target.

NIGHTMARES

When enemies are within S RANGE and have line of sight of your non-WARD ELEMENTS:

- When they make WILL CHECKS, they do so with a penalty.
- They must first pass a Guile check to make an ATTACK ACTION or COUNTERCHARGE REACTION.

PACK-HUNTERS

Once per ROUND, when giving an ACTION or REACTION to an Element, Allied Elements within M RANGE and line of sight of that Element may also act (they must share the ELEMENT TYPE if to use the same reaction).

- If just two Elements take advantage of this coordinated rule, they both gain a BONUS.
- All coordinated ACTIONS or REACTIONS are considered to be a single action or reaction for the purposes of enemy reactions.
- This only costs 1pt of MOMENTUM.

POISONERS

If an enemy target rolls a CRITICAL SUCCESS on a WILL CHECK from your ELEMENT'S successful FURY CHECK attack, they must make a second WILL CHECK at a PENALTY and accept that result, instead of the original roll.

TOO FIDDLY OR SLOW? Would it be simpler – and as powerful (not more or less) to just have the Poisoners Tactic force targets to make Will Checks from attacks / Fury Checks at a penalty?

SNEAK-THIEVES

Enemies have a penalty when targeting your non-HEAVY ELEMENTS from longer than S RANGE with ENGAGE, AIM, or FEINT ACTIONS or GIVE FIRE REACTIONS.

SWARMERS

Whenever you make a Fury Check as a result of an attack as an action or COUNTERCHARGE REACTION, any of your other ELEMENTS also in base-to-base contact with the targeted enemy ELEMENT may also make FURY CHECKS at a PENALTY to attack.

Resolve any of these additional attacks granted by the Swarmer Tactic before any REACTIONS.

TOO POWERFUL - OR TOO LIMITING? Is the Swarmers Tactic likely to be abused? Or is it the opposite, that the ability needs to be limited to making a *successful* attack?

ZEALOTS

While your warband is at or below 6pts of Total Momentum (i.e. usually this means number of Elements in play) all your Elements gain a bonus to Fury checks.





META AND RESOURCE CONTROL

These tactics manipulate the underlying "rules" of the game, affecting the Momentum economy, dice results, and casualty consequences. Use Soothsayers to predict the future or Resurrectionists to defy death itself, ensuring your warband remains a viable threat even when the odds turn against you.

BUTCHERS

The loss of Dregs does not count towards the thresholds of making Morale checks (see pg. [[##]]), but they impact Total Momentum as normal (i.e. the warband doesn't panic when Dregs die, but it still loses the energy they provided to the warband).

A player choosing this Tactic is advised to track their Morale separate from Total Momentum.

COUNTER-PUNCHERS

When your Elements roll a critical success on a WILL CHECK, they may take an Action or Reaction (respective of which player's turn it is) for zero Momentum cost.

RESSURECTIONISTS

At the start of your first TURN each ROUND, you may select up to one-third of the total points of your warband (e.g. 4pts from a standard 12pt warband) that is currently out of play.

Make a Guile Check for each Element. If successful, that Element returns to play in your deployment zone. Each Element making a Guile Check after the first does so at a Penalty.

This does not count as an ACTION and does not use any MOMENTUM pts. Remember to adjust YOUR TOTAL MOMENTUM accordingly for each ELEMENT that returns.

PLAYTESTING NEEDED: Is the Resurrectionists Tactic too powerful? Do Heavies need to be excluded? Points returned reduced? All Guile checks at a penalty?

SHIELD-BROTHERS

Gain a bonus to Will checks if within S range of an allied non-Ward Element. Attached Champions also do not count for this purpose.

PLAYTESTING NEEDED: It may be that the short range is too restrictive to make this an attractive, viable option for players to want to select.

SOOTHSAYERS

At the start of your first TURN each ROUND, roll one d20 and record the result. You may declare that number to be the result of any CHECK made by yourself or your enemy for the rest of the ROUND. You can replace a roll in this way only once per turn.

You lose an unused soothsayer number at the end of the ROUND (i.e. you must roll anew each ROUND).

TEMPTORS

Once per Round, when an opponent makes a check, you may offer them a Bonus (add 1 die to their pool).

IF THEY ACCEPT THE DIE, you gain a Bonus (one extra die) that you may add to any single check made by your warband later in the round.

IF THEY ACCEPT YOUR OFFER AND FAIL that check, your next Action or Reaction this round costs 0 Momentum.

SIX BONDS



NEW RULES

Feedback is requested on Bonds. With the momentum economy being so central to the game, the design goal is to introduce a way warbands can customize that economy – hand in hand with a narrative element.

1. What do you think of the names?
2. Do these five options feel balanced?
3. The Strife and Bloodlust bonds can net a player up to 12 momentum throughout a game. How do Comradery and Retime feel in comparison?
4. Does the Null bond's benefits feel worthwhile in comparison – or too strong?

What invisible threads pull the members of your warband together? This Bond categorize that dynamic, providing a narrative lens through which you will command your elements.

The history of your warriors – whether they are bound by blood, gold, or a shared sense of cold superiority – dictates how they endure the pressures of the Vast Boral.

THE NARRATIVE HOOK: A warband is a living entity, shaped by the trust, rivalry, or mindless obedience of its members. A Fellowship of mentors and students will respond to the chaos of a skirmish differently than a pack of feral Predators or a hollowed-out collection of Null automata. A Bond provides a narrative framework for your roster, turning a collection of miniatures into a company with a distinct, shared identity.

THE MECHANICAL EFFECT: Because Momentum is the lifeblood of the game's economy, your choice of Bond fundamentally alters how you fuel your actions and reactions. Some Bonds reward the aggressive removal of foes or the steady resolve of allies, allowing you to regain spent energy mid-round, while others provide fixed tactical advantages and psychological immunities. Your Bond determines if your warband is a volatile engine of destruction or a reliable, unyielding machine.

CHOOSE ONE OF SEVEN BONDS (organized into two categories) that best reflects the story and playstyle of your warband.

DYNAMIC AND VARIABLE

Ideal for players who want a high “ceiling” Momentum economy that fluctuates based on how the skirmish unfolds.

FELLOWSHIP

At the heart of your warband is trust and shared purpose: comrades in arms, guardians and their wards, mentors and students, found family, or those united by a common cause or ideology.

EFFECT: Regain 1 MOMENTUM when one of your warband's elements succeeds on a WILL CHECK (not due to Morale).

STRIFE

Bad blood, toxic rivalries, or even enemies forced to cooperate, your warband thrives even as it suffers. What history of betrayal, secrets, or conflict is at play here?

EFFECT: When an allied element is removed from play (not due to Morale), gain MOMENTUM equal to that element's points. You cannot have more momentum than your total momentum – even if the points gained this way would go over that limit.





BLOODLUST

There is no strategy here, only the raw instinct of the apex predator. The death or retreat of an enemy is a primal victory that reaffirms their dominance, triggering an immediate surge of adrenaline and purpose.

EFFECT: When an enemy element is removed from play from your attack or forced movement off the board, gain **MOMENTUM** equal to that element's points.

You cannot have more momentum than your total momentum – even if the points gained this way would go over that limit.

RETINUE

Veteran commanders and green warriors, cult prophets and devoted followers, a schemer holding blackmailed leverage over others, or a powerful danger or loose cannon surrounded by handlers. If the figure at the center of the warband was not present, the warband would lose its purpose.

EFFECT: Designate one of your warband's elements as the warband's **FOCUS** (often a Champion, when present in a roster).

Regain 1 **MOMENTUM** when one of your warband's elements critically succeeds on an action while in line of sight of the focus element. Regain 2 **MOMENTUM** if within s range of the focus element.

If a Champion is designated the Focus of a retinue, and that champion is attached to another Element, that attached Element cannot benefit from this rule – and vice versa.

FIXED AND STEADY

Permanent mechanical shifts for players who prefer a predictable resource pool and solid tactical "floor."

DISCIPLINE

Whatever interpersonal dynamics exist are secondary to the quests and battles at hand. When blades are draw and arrows knocked, the warband becomes focused on the present moment.

EFFECT: Your warband's first Action and first Reaction each Round cost zero Momentum. Any counter-bidding to take a Reaction still costs points.

(This effectively gives this warband two additional Total Momentum each Round, but at the cost of not being able to earn back Momentum over the course of a Round.)

NULL

Undead, beasts, automata, or those enthralled or mind-controlled. Most of your warband has no sense of bonds with itself, simply because it lacks any ability to feel that sense of kinship.

EFFECT: Your warband does not gain an ability to regain **MOMENTUM**. However, it is immune to the Morale rules (see pg. [[##]]).

REMINDER - MORALE: mandatory Will Checks once the warband loses enough elements.

SUPERIORITY

To scramble for an advantage is beneath your warband's dignity. United by a shared history of triumph, noble lineage, or simply an unshakable belief in their own excellence, they know their inherent quality will carry the day once the common rabble have spent their strength.

EFFECT: During the Initiative Phase, your initial bid is always treated as 3. You do not participate in secret bidding; this information is to be declared to your opponent.

Regardless of if you win or lose the bid, you only reduce your **MOMENTUM** by 1.

Follow the normal rules in case of a tie.

SEVEN REPUTATIONS



NEW RULES

Are all the options equally appealing? Are any notably weaker or less interesting?

Note that there are no options (yet) for additional victory conditions or scenario rules – those are proving more complex to design for. So these initial options are focused on the deployment and terrain parts of the setup mini-game.

Long before the first arrow is loosed or a single blade is drawn, their REPUTATION has already begun to shape the battlefield.

These rumors are more than mere talk; they represent the tactical shadow your warriors cast upon the world, defining how your enemies perceive you and how they prepare for the inevitable clash.

THE NARRATIVE HOOK: Your warband's identity is forged not just by its composition, but by the legends – true or otherwise – that follow its every step. Whether you are known as Devious manipulators who lure foes into death traps, or a Frenzied horde that strikes before an opponent can draw their breath, your reputation dictates the terms of the engagement.

THE MECHANICAL EFFECT: Your choice of Reputation transforms the pre-game setup from a simple placement of miniatures into a calculated opening gambit, reflecting the storied history of your warband. It allows you to manipulate terrain, dictate deployment, and disrupt your opponent's carefully laid plans, forcing your enemy to fight on the ground—and the terms—that you have mastered.

CHOOSE ONE OF FIVE REPUTATIONS that best reflects the narrative theme and playstyle of your warband. Choose wisely, for a warband's reputation is the first weapon it brings to the field.

WARY

Move cautiously onto the battlefield – like panthers prowling in shadow, waiting for your enemy to reveal their plans.

NARRATIVE MOTIFS: Cautious hunters & rangers, skulking rogues, silently-treading cultists – how does your warband keep its plans and presence so concealed?

SETUP PHASE EFFECT: Manipulate how and when your elements are deployed:

- **IF PLAYER A:** You only have to place 3-4pts of your Warband in the first step.
- **IF PLAYER B:** You only have to place 8-9pts of your warband to begin. After Player A deploys the rest of their warband, you may then deploy the rest of your roster.

COMPELLED

Nothing stops the advance of your warband – or your warband is driven on, past where others might have stopped of their own volition.

NARRATIVE MOTIFS: Your warband is pushed on and driven to be here, facing foes in this skirmish. Why? Animalistic hunger, sorcerous enthrallment, or the desperation of pitiable men and women?

SETUP PHASE EFFECT: Place 3-4pts of warband outside of your deployment zone, but not within your enemy's deployment zone. They cannot be placed within S range of your enemy. These elements can be placed into Rough or Hazardous Terrain and ignore the effects of those terrain types on their first action if placed there.



DEVIIOUS

By challenge, trick, taunt, or intimidation, in the moments before battle you manipulate your foe into just the vulnerable places you want them.

NARRATIVE MOTIFS: How does your warband bend its foes to its will? As bellicose warriors, trickster thieves, masters of illusionary magic?

SETUP RULES: At the end of the Game Setup Phase, you may reposition up to 4pts of your opponent's warband within M range of their original location. You cannot place them within S range of any of your elements, nor can you place the opponent's elements within Hazardous Terrain. Ignore terrain and line of sight rules when repositioning these elements.

REPOSITIONING RANGE: Is the M range of repositioning too strong – too overwhelming an impact (e.g. putting a slow Heavy in a far corner or a glass-cannon Champion out in the open)? Should it be short range?

PREPARED

You chose where you fight: scouting ahead and choosing the ground you shed blood upon, never drawn into fights you wish to avoid.

NARRATIVE MOTIFS: A warband made of stiff nerves and iron wills. How is this so: relentless drill, magical natures or relics, or other inborn dispositions?

SETUP PHASE EFFECT: You have greater control of terrain placement and deployment:

- **IF PLAYER A:** You may choose the terrain density or the theme (optional, if used).
- **IF PLAYER B:** You may choose the arrangement of the deployment zones (i.e. on which board edges, corners, etc.)
- **BOTH PLAYERS:** After both warbands have fully deployed, you may move, add, remove, and/or change the category of up to two pieces of terrain.

VALUE: Is the terrain rearrangement ability alone sufficient for this Reputation? Are both player-specific options needed to make it a valuable choice?

FRENZIED

Your warband rushes to meet the foe before all their force can be arrayed before you.

NARRATIVE MOTIFS: Is your warband is whipped into a frenzy – or overtaken by the urgency of its cause? In what way: religious incitement, arcane trickery, or simple greed?

SETUP PHASE EFFECT: Before your opponent deploys any of their warband, force your opponent to choose 1/3rd of their warband that would otherwise be placed on the board to not deploy. That portion of their warband represents those who have not yet arrived on the battlefield when your warband forces the encounter.

(This will normally be 4pts, but some Tactics allow a player to set aside points to deploy later, as well. Consider the count of 1/3rd of their warband to apply only to those they would deploy – and not their overall points total.)

On their turn, your opponent may place these undeployed elements in play along the board edge of their deployment zone – or if in a Surrounded or Close Deployment, anywhere within their deployment zone M RNG or father from an enemy element.

This placement is considered part of their Action, not a standalone Action on its own.

CLEAR WORDING? Devious was previously written much more abbreviatedly, but playtesters reported confusion. Is how this Reputation works clear?

EIGHT

GAME SETUP

Games of RATTLE AND REND are randomized for fun and variety of play. This is not a rule set designed for competitive tourney play, so allow the setup results to foster a narrative for the enfolding skirmish to come.

TO SETUP A GAME:

DETERMINE PLAYER ROLES for game setup: Player A and Player B. Roll a die if needed.

1. **PLAYER A - VICTORY CONDITIONS:** Roll for one of five standard scenarios.
2. **PLAYER B - TERRAIN SELECTION AND PLACEMENT:** Roll for terrain density, then place that terrain as they see fit.
3. **PLAYER A - DEPLOYMENT SELECTION:** Roll for deployment zones, then place half of their warband (5-7pts) on the board.
4. **PLAYER B - PLACE ALL OF THEIR WARBAND** in their deployment zone.
5. **PLAYER A - FINAL DEPLOYMENT:** place the remainder of their warband in their deployment zone.

ROUND 1 BEGINS: The game is ready to start. Players bid on initiative, and the winner begins issuing actions.

BALANCE & IMBALANCE

The variability of the Setup phase prioritizes replayability and emergent drama over the rigid parity of competitive tournament play and perfectly balanced scenarios. The randomized interaction of victory conditions, terrain, and deployment will occasionally produce asymmetrical or uneven scenarios; this is an intentional feature of the system.

In these moments, players are encouraged to let the mechanics drive the story, using the lopsided conditions to explain the narrative circumstances of the clash.

STEP 1. VICTORY CONDITIONS

Roll a d20 to determine which the five scenarios of victory conditions guide your game. When a result overlaps with two results, Player A may choose whichever they prefer.

#	RESULT
1-5:	KILL THEM ALL
4-9:	KING OF THE HILL
8-13:	CAPTURE THE FLAGS
12-17:	DUEL
16-20:	CONQUEST

1: KILL THEM ALL (DEFAULT SCENARIO)

SETUP: Follow standard setup and deployment.

VICTORY CONDITION: This is the classic wargame scenario: remove all of your enemy's ELEMENTS from play.

2: KING OF THE HILL

SETUP: Place one piece of terrain at the center of the board. Categorize this terrain as normal; you may choose any category of terrain.

VICTORY CONDITION: The player with the most points of Elements within or in base-to-base contact with the terrain at the end of FOUR ROUNDS wins.

If these points are equal, the player with the most points of their warband still in play wins.

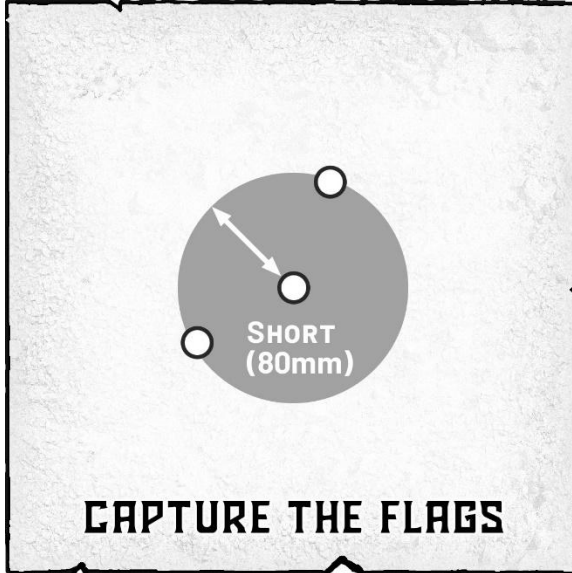




3: CAPTURE THE FLAGS

SETUP: Place three objective markers: one at the very center of the map, and the other two within S RANGE of the center objective.

Alternatively, the objective markers may be placed after the terrain is.



- An Element may “take control” of the objective marker for 1 MOMENTUM point. On future ACTIONS and REACTIONS, move the objective marker along with the Element controlling it.
- If an Element controlling the objective marker is forced to make a WILL CHECK or has forced movement (e.g. through a FEINT ACTION), it loses control of the objective marker.

VICTORY CONDITION: The first player to move two objective markers off of a board edge wins. You cannot move the objective marker off the board on the same Turn you can control of it (these are small game boards – this gives the other player time to react, making this scenario more fun).

- Or, the player in control of the objective marker at the end of FOUR ROUNDS wins.
- If neither player has control, the player with the most warband points within M RANGE wins.

4: DUEL

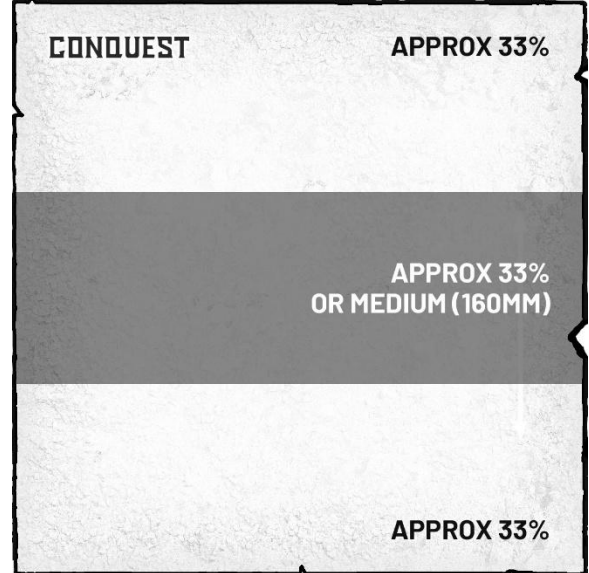
SETUP: Before deployment, each player selects 2pts of their opponent’s warband (except for DREGS and WARDS) as targets of a duel.

VICTORY CONDITION: The first player to remove the enemy targets from the board wins.

5: CONQUEST

SETUP: No special setup required.

VICTORY CONDITION: Divide the board into three zones, roughly equal in width. You can measure the middle zone as Medium (160mm) range width, if preferred.



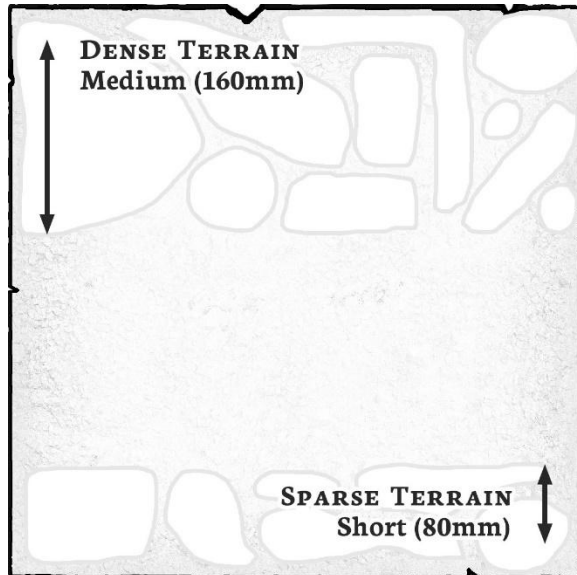
At the end of four rounds, calculate which player has more warband points in each zone. That player is considered to “win” that zone. The player who has won the most zones, wins the scenario.

- If equal, the winner is the player with the most warband points in the center zone.
- If still equal, play a fifth ROUND and calculate the winner again at the end of that ROUND.

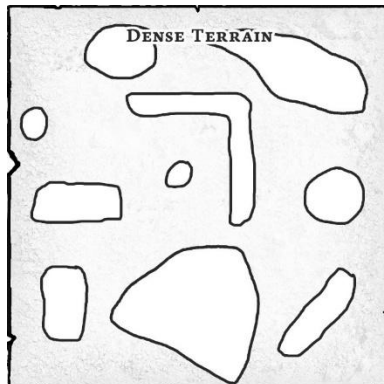
STEP 2. TERRAIN

Roll a d20 or flip a coin for terrain density. Then place however you prefer:

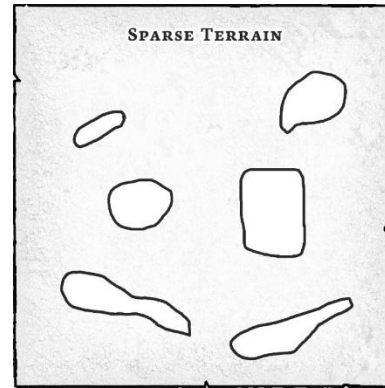
#	RESULT
1-11:	Sparse Terrain: Use at least two types of terrain that fill up approximately 20% of the board (or from board edge to S RANGE).
9-20:	Dense Terrain: Select at least two types of terrain; one type must be BLOCKING TERRAIN. Fill roughly 40% of the board (or from board edge to M RANGE). Dense terrain should be so thick that in some places a player must be forced to move through Rough or Hazardous terrain. That's by design.



Example of how Dense Terrain should fill the board.



The counter example of how Sparse Terrain should look on the board.



OPTIONAL TERRAIN SELECTION

PLAYERS ARE FREE TO USE ANY COMBINATION OF THE GAME'S FOUR TERRAIN TYPES THEY PREFER (see the following); the rules are intentionally flexible to accommodate whatever collection of terrain you have on hand.

For those who enjoy letting the dice dictate the "thematic texture" of the battlefield, use this optional framework. This system uses an overlapping distribution of three terrain types to ensure every skirmish presents unique tactical challenges. Roll a d20 and consult the table below to determine the topographic theme that will dominate your board.

#	RESULT
1-5:	THE BADLANDS: Rough, Blocking, and Hazardous Terrain
4-9:	THE STRONGHOLD: Blocking, Hazardous, and Inspiring Terrain
8-13:	THE HEIGHTS: Inspiring, Rough, and Blocking Terrain
12-17:	THE WILDS: Inspiring, Rough, and Hazardous Terrain

TERRAIN RULES & TYPES

RULES FOR TERRAIN ARE AREA BASED: terrain edges should be clear so that an Element's position over and adjacent to terrain is clear.

Except for Blocking Terrain, Elements are considered to be within and affected by terrain types **WHEN THEIR CENTER PASSES OVER THE EDGE OF THE TERRAIN** (generally when half or more of the base is in the terrain).



ROUGH TERRAIN

Muddy muck, loose rock, scattered detritus

PHOTO COMING IN A FUTURE RELEASE.

Any Element may enter Rough Terrain.

However, to exit Rough Terrain and move as normal requires a successful **GUILE CHECK** or paying 1 **MOMENTUM**. Otherwise, any movement must remain the Rough Terrain or stops entirely.

BLOCKING TERRAIN

Trees, walls, overgrown bush, boulders, buildings, large statues, massive ruins

PHOTO COMING IN A FUTURE RELEASE.

Blocking terrain cannot be moved into or through. It blocks line of sight.

Blocking terrain doesn't necessarily represent a complex obstruction or impenetrable visibility! A rail fence or thick vegetation may obscure enough of the landscape and any maneuvering figures.

HAZARDOUS TERRAIN

Fires, tar, lava, spikes, traps, magical wards

PHOTO COMING IN A FUTURE RELEASE.

Any Element may enter Hazardous Terrain. However, to exit Hazardous Terrain and move as normal requires a successful **WILL CHECK** or paying 2 **MOMENTUM** points. Otherwise, any movement stops or must be within the bounds of the Hazardous Terrain.

INSPIRING TERRAIN



THIS IS A NEW TERRAIN TYPE

Feedback requested for Inspiring Terrain.

Any location that a warband would want to capture, defend, or fight in proximity to. This could be magical or wholly psychological: founts of magical energy, a horde of supplies or treasure, defensible location, or simply a distinctive landmark.

PHOTO COMING IN A FUTURE RELEASE.

Any Element may enter and leave Inspiring Terrain. Elements within or in base-to-base contact gain a bonus to attacks (**Fury checks**) and **Will checks** to defend against attacks.

Inspiring Terrain blocks line of sight. This, however, is more due to its distracting quality than any inherent nature of the terrain itself. It's simply difficult for warbands to will themselves to look past. *The design and layout of the terrain should be laid out so that Elements may be placed in and atop of most of it.*

OTHER TYPES OF TERRAIN

Rattle and Rend skirmishes are "hemmed-in:" deep water, big elevation changes, and building interiors remain off-screen. This simplifies and accelerates gameplay by removing complex verticality and terrain mechanics.

Water features should be treated as fordable streams or shallow gulleys – either decorative or as Rough or Hazardous Terrain. Small obstacles and linear features can be likewise be purely decorative or treated as Rough Terrain.

Steps 3-5. Deployment

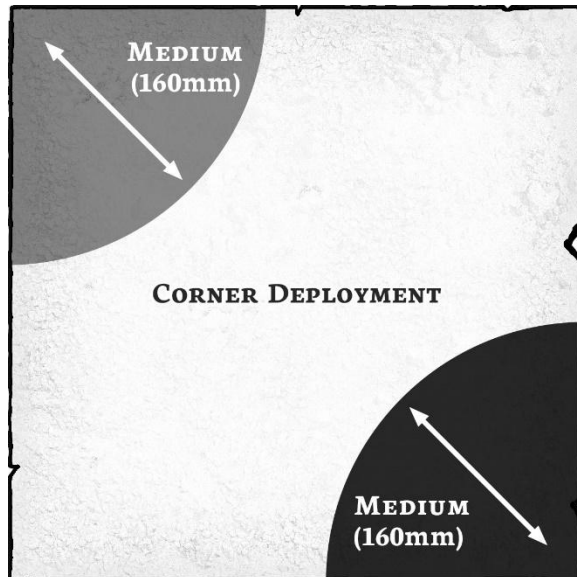
Roll a d20 to determine the deployment scheme:

#	RESULT
1-5:	CORNER DEPLOYMENT
4-9:	SIDE DEPLOYMENT
8-13:	DELAYED DEPLOYMENT
12-17:	CLOSE DEPLOYMENT
16-20:	SURROUNDED DEPLOYMENT

ELEMENTS CAN NOT BE PLACED IN BASE-TO-BASE CONTACT during deployment unless there are no other options. In this circumstance, an Element may be forced to be deployed into Rough Terrain, but an Element may never be forced to deploy into Hazardous Terrain.

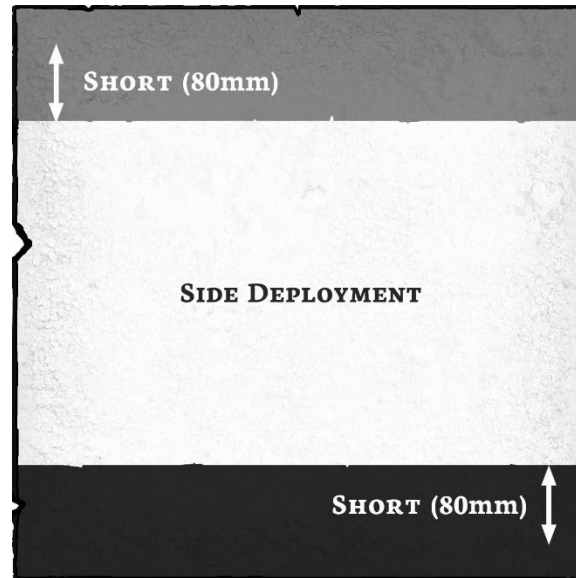
1-5: CORNER DEPLOYMENT

Deploy all ELEMENTS within M RANGE (160mm) from opposing corners of the board.



4-9: SIDE DEPLOYMENT

Deploy all ELEMENTS within S RANGE (80mm) of a board edge.





8-13: DELAYED DEPLOYMENT

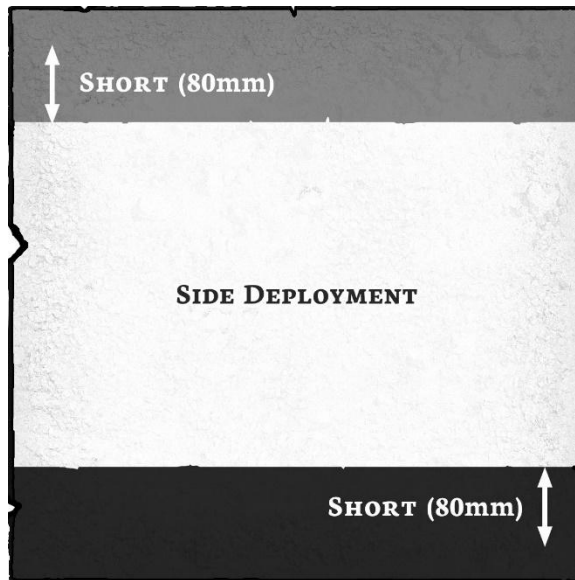
Set aside 5-7pts of your warband off the board. Deploy the remainder within S RANGE (80mm) of a board edge.

Starting with the second ROUND, you can spend 1 MOMENTUM point as an action to place your off the board Elements on the board, in contact with a board edge of your deployment zone.



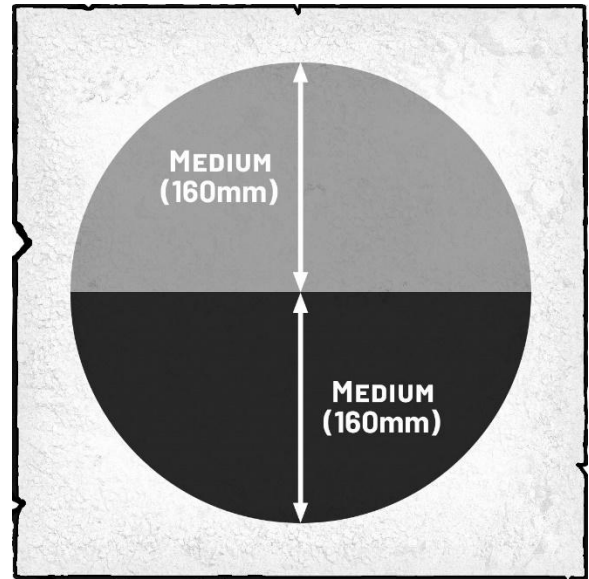
OVERLAP WITH FRENZIED

The Frenzied Reputation also has a player keep points off the board when the game begins. How do these two rules interact?



12-17: CLOSE DEPLOYMENT

Deploy your warband within M RANGE of the center of the board on your half of the board. Do not place an Element within S RANGE of an enemy or objective.

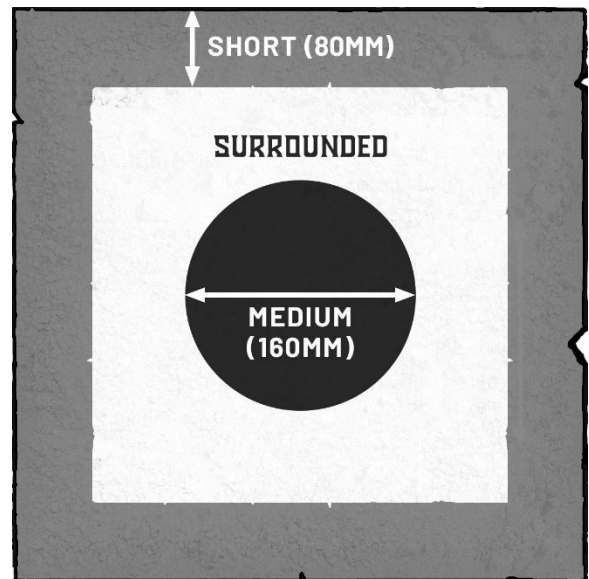


16-20: SURROUNDED DEPLOYMENT

Separate the board into four zones of equal width. Two zones belong to Player A; two to Player B.

Split your deployment by placing 5-7pts of your warband into each of your deployment zones.


Do not place an Element within S RANGE of an enemy, objective marker, or "king of the hill" terrain at the middle of the board.



NINE GAMEPLAY

Gameplay moves through Rounds and Turns where individual Elements are activated. Turn order between players within each Round is dynamic and will move between the players repeatedly as their plans are interrupted.

SECOND PLAYER SUCCESSFULLY REACTS
SECOND PLAYER'S FIRST TURN
FIRST PLAYER SUCCESSFULLY REACTS
And so on - until all momentum is spent
BEGIN A NEW ROUND

 **LAYOUT & FORMATTING**

I'm still workshoping the organization of the gameplay (and core mechanics) chapters.

MOMENTUM POINTS

Each player has a number of TOTAL MOMENTUM POINTS equal to the number of their Elements still in play on the board. This means players start with 12 MOMENTUM points, but that number inevitably drops over the course of a game.

Momentum points are spent in three ways:

1. Winning Initiative
2. On Actions on your turn
3. To React on your opponent's turn

REGAINING MOMENTUM

The choice of your warband's Bond (see pg. [[##]]) will determine the manner in which Momentum may be regained throughout a Round.

ROUNDS & ORDER OF PLAY

After the game has been setup (see the preceding chapter), gameplay proceeds in a series of Rounds:

EACH ROUND
INITIATIVE PHASE: To determine who gets the first turn of the round.
PLAYER TURNS: Will be traded back and forth as the active player spends momentum on actions until they pass or are reacted to by the reactive player, like the following:
FIRST PLAYER'S FIRST TURN

INITIATIVE PHASE

At the beginning of each Initiative Phase, each player will update the TOTAL MOMENTUM remaining to their warbands. This is equal to the points of their Elements still in play. Then reset MOMENTUM REMAINING to that new total number.

Each player will SECRETLY BID 0-5 MOMENTUM POINTS TO WIN INITIATIVE (revealing your bid with a number of fingers on the count of three - ala Rock Paper Scissors - is the easiest way to do this; tokens labeled 0-5 is also an option). The winner - that player who bid the most - gets to choose whether to act first or have their opponent begin play this Round.

IF BOTH PLAYERS BID THE SAME AMOUNT of Momentum Points, both players discard those points and bid again. Repeat until there is a winner.

That player then becomes the Active Player and is considered to "have the Initiative." It is their Turn (see the following section).

PLAYER TURNS

Within each Round, players trade Turns back and forth. A player's Turn lasts as long as they have Momentum and their opponent fails to stop them.

THE ACTIVE PLAYER

The player who currently has the initiative is the Active Player. On your Turn, you may ACTIVATE ANY OF YOUR ELEMENTS ONE AT A TIME BY SPENDING 1 MOMENTUM TO PERFORM AN ACTION (see pg. [[##]]). You remain the Active Player and may continue activating alternating Elements (you cannot give an Element multiple actions in a row) until one of the following occurs:

- **YOU PASS:** You choose to end your Turn to conserve Momentum.





- **A REACTION SUCCEEDS:** Your opponent spends Momentum to perform a Reaction, and that Reaction is successful (see pg. [[##]]).

THE REACTIVE PLAYER

If it is not your Turn, you are the Reactive Player. You do not activate Elements normally; instead, you wait for the Active Player to declare an Action. YOU MAY THEN SPEND MOMENTUM TO ATTEMPT A REACTION WITH AN ELIGIBLE ELEMENT (as each Reaction will have a specific trigger).

- **IF YOUR REACTION SUCCEEDS:** The Active Player's Turn ends immediately. You now become the Active Player and begin your Turn.
- **IF YOUR REACTION FAILS:** The Active Player continues their Turn. They remain in control.

Reactions have Momentum bids of their own. See the Reactions chapter, pg. [[##]], for more.

FIRST TURN EFFECTS

Outside of the Initiative bid between rounds, there are no special phases to game rounds. Some rules will call for certain effects and tasks "on your first turn of a round."

When that happens, follow these rules before you give your first ACTION of your TURN.

If you are not the first Active player, this means you follow these rules after your first reaction of the turn and before you spend momentum to take your first action.

PASSING YOUR TURN

Passing does not mean you are finished for the Round. It simply hands the "license to act" to your opponent.

If you Pass, your opponent becomes the Active Player.

You may still attempt to React to their Actions. If you succeed, you "steal" the Turn back and become the Active Player again.

ENDING THE ROUND

The Round ends only when both players have consecutive passes or both have run out of Momentum.

VICTORY AND DEFEAT

Victory Conditions are randomly rolled for during the game setup phase (see pg. [[##]]), but there is also a persistent victory condition in every

game common to all wargames: to drive your enemy off of the field of battle.

If all of your Elements are removed from play and you drop to zero Total Momentum, you lose.

Otherwise, if the victory conditions for your specific game are met by your opponent, you lose.

WARBAND MORALE

At the beginning of the first Initiative phase (before momentum is bid) following a Round where a Warband was first reduced to 6pts of TOTAL MOMENTUM (i.e. remaining Elements), make WILL CHECKS for all remaining Elements of that warband in play.

Repeat this procedure subsequently following a Round where the Warband is next reduced to 3pts of Total Momentum or lower. This time, all the Will Checks are made at a penalty.

ATTACKS

When allowed by an ACTION or REACTION, MAKE A FURY CHECK to attack an enemy within range.

FAILURE: The action has no effect.

SUCCESS: The target makes a WILL CHECK.

CRITICAL SUCCESS: the target must make that Will check at a PENALTY.

MELEE ATTACKS

An attack is **IN MELEE** if it is in **BASE-TO-BASE** contact of an enemy. **HEAVY** Elements are always in melee if in range of their enemy.

Use the following modifiers for melee attacks:

- **BONUS:** If the attacking Element has a friendly Element in base-to-base contact with either it or its target.
- **PENALTY:** If outnumbered (in base to base) or if the Element has made a charge to attack.

RANGED ATTACKS

An attack is **RANGED** if the enemy is in range but farther than base-to-base contact. Attacks by **HEAVY** Elements never count as ranged.

You may make both a ranged attack and target enemies who are in base-to-base contact with enemies.

Use the following modifiers for ranged attacks:

- **BONUS:** The target is within **S RANGE**.
- **PENALTY:** The target is in base-to-base contact with **BLOCKING TERRAIN**.

TEN ACTIONS

Any order, move, or attack taken by the ACTIVE PLAYER'S ELEMENTS will be represented by one of seven ACTIONS.

Spend 1 MOMENTUM POINT to take an ACTION. AN ELEMENT MAY NOT TAKE BACK-TO-BACK ACTIONS; a player must spend MOMENTUM on another first.

The only exception is the LAST MAN STANDING RULE: if a player is down to a single non-Ward Element, that player may give their single Element as many Actions as possible.

Note: AN ELEMENT WITH AN ATTACHED CHAMPION is considered a single, combined Element for the purpose of assigning Actions.

STANDARD ACTIONS

Note that MOVEMENT IS BUILT INTO EACH ACTION and must be made first. Elements must always move first, then use whatever effect that comes with that action. See Movement in chapter 2 for more pg. [[#]].

SPRINT	Action
MOVEMENT: Move one range band further than the ELEMENT'S MOV value. No ELEMENT may move more than L.	
This action does not require a dice check.	

CHARGE	Action
MOVEMENT: Move up to your MOV value.	
EFFECT: Attack an enemy in line of sight and in RNG, but do so with a PENALTY.	

STAND AND FIGHT	Action
MOVEMENT: Remain in place and do not move.	
EFFECT: Attack an enemy in line of sight and in RNG.	

FEINT	Action
MOVEMENT: Move up to your MOV value.	
EFFECT: Select an enemy Element within your RNG and in line of sight. Make a GUILÉ CHECK. If successful, move the enemy up to M RANGE in any direction without moving the target into HAZARDOUS TERRAIN, off the board edge (i.e. out of play), or into base-to-base contact with an opposing Element.	
CRITICAL SUCCESS: You may move the target into HAZARDOUS TERRAIN or into base-to-base contact with an opposing ELEMENT.	

MANEUVER	Action
MOVEMENT: Move up to your MOV value.	
EFFECT: Make a GUILÉ CHECK. On a success, you may move one ALLIED ELEMENT in line of sight within M RANGE up to their respective MOV value towards you.	
CRITICAL SUCCESS: If the target of the maneuver action is the next ELEMENT you give an ACTION to, their action costs 0 MOMENTUM points.	





CHAMPION ACTIONS

These function the same as other standard ACTIONS, but may only be made BY CHAMPION ELEMENTS. See pg. ## for more.

CRASHING WAVE Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Make a GUILÉ CHECK. If successful, all ALLIED ELEMENTS within M RNG may move up to their MOV value.

CRITICAL SUCCESS: Those moving ELEMENTS ignore the effect of ROUGH or HAZARDOUS TERRAIN.

SPOT WEAKNESS Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Choose two ALLIED ELEMENTS within your RNG which would otherwise have an enemy it could target an attack within its RNG. Make a GUILÉ CHECK. On a success, that Element may attack an enemy.

CRITICAL SUCCESS: The Allied Element attacks with a BONUS – and may target an enemy at an additional range band of their RNG.

BATTLE SUMMONS Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Identify a 1 or 2pt ALLIED ELEMENT currently out of play. Make a GUILÉ CHECK. On a success, place the targeted ELEMENT back in play on the board edge or center of your deployment zone (as depends on your scenario's deployment rules). You cannot place a returned Element in base-to-base contact with an Allied Element or within S Range of an enemy.

CRITICAL SUCCESS: You may then move that Element up to their MOV value.

DISTANT DOOM Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Make a ranged ATTACK against an enemy within L RNG. You do not have to have line of sight.

CRITICAL SUCCESS: As a standard attack.

BANISH FOE Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Target an enemy within your RNG and make a GUILÉ CHECK with a PENALTY.

On a success, remove the target from play temporarily; the targeted Element returns to play during your enemy's first TURN the following ROUND in the same location or as close as possible if that location is occupied by another Element (a marker or token to mark this location may be helpful). Your enemy will adjust their TOTAL MOMENTUM as necessary.

Following this, regardless of success or failure, make a WILL CHECK.

CRITICAL SUCCESS: The WILL CHECK is not required to be made.

PUSH TO THE BRINK Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Target an enemy ELEMENT within your RNG and make a GUILÉ CHECK. On a success, move the targeted ELEMENT as far back to the board edge or center of their deployment zone (as depends on the scenario's deployment rules) as long as it remains in line-of-sight. You may ignore ROUGH or HAZARDOUS TERRAIN or moving through other ELEMENTS when making this movement.

CRITICAL SUCCESS: Force the target to make a WILL CHECK in addition to the forced movement.

SCHEMING PLOT Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: If you do not have an enemy within your RNG or more points in ALLIED ELEMENTS than ENEMY ELEMENTS within the same, make a GUILÉ CHECK. On a success, you regain 2 MOMENTUM points and your enemy loses 2 MOMENTUM points (they cannot go below zero).

CRITICAL SUCCESS: You regain 3 MOMENTUM points and your enemy loses 3 MOMENTUM points (they still cannot go below zero).

ELEVEN

REACTIONS

REACTIONS are the primary method by which the REACTIVE PLAYER takes initiative back, thereby being able to give actions to their own warband.

HOW REACTIONS WORK

Reactions allow the Reactive Player to interrupt an Action and steal the Initiative. An Action can only be targeted by a single Reaction.

1. **DECLARE:** When an Action triggers a Reaction, the Reactive Player spends 1 Momentum to declare it.
2. **ACCEPT OR DENY:** The Active Player may Accept (proceed to step 4) or Deny by spending 1 Momentum.
3. **THE FINAL WORD:** If Denied, the Reactive Player may Counter-Spend a second Momentum point (totaling 2 for this interaction) to force the Reaction to trigger anyway. If they do not, the Action continues uninterrupted.
4. **RESOLVE:** Follow the Reaction's rules. Once complete, Initiative Swaps: the Reactive Player now becomes the Active Player.

NOTE: Reactions cannot be reacted to (except for the Reversal Ward). Elements may React multiple times, provided you have the Momentum to pay.

STANDARD REACTIONS

Each ELEMENT type maps to a single reaction type, reflecting their role on the battlefield:

CHAMPIONS: RALLY Reaction

TRIGGER: An ALLIED ELEMENT in line of sight makes a Will Check.

REACTION EFFECT: Make a GUILF CHECK. If successful, move up to 2pts of non-Ward ALLIED ELEMENTS (this may be the Champion) also in line of sight of the original Element up to their MOV value towards either it's location or the enemy which caused the Will Check.

CRITICAL SUCCESS: Move up to 5pts of ALLIED ELEMENTS.

HEAVIES: INTIMIDATE Reaction

TRIGGER: When an enemy Element in RNG and line of sight takes an action.

REACTION EFFECT: Make a FURY CHECK. If successful, that action (including any movement) cannot be taken.

CRITICAL SUCCESS: Also reposition the enemy up to their MOV value in any direction.

FIGHTERS: RETALIATE Reaction

TRIGGER: The Element is the target of an ATTACK.

REACTION EFFECT: Move up to your MOV value and meet the enemy halfway in their movement the enemy is moving as part of the attack. If the enemy is not moving, you may still move up to the full value, as long as you are closer to the enemy than when you began.

If this puts the fighters in range, after the attacking Element makes their FURY CHECK, the reacting FIGHTERS may make a FURY CHECK as an attack of their own.

Roll the dice for both FURY CHECKS first before rolling for any subsequent WILL CHECKS. The outcomes of the entire melee – fury and will checks together – is considered to be simultaneous.

Treat a CRITICAL SUCCESS with this reaction as you would a standard attack.



SHOOTERS: SUPPRESS Reaction

TRIGGER: When an enemy Element within RNG moves or attacks the SHOOTERS or another ALLIED ELEMENT in line of sight.

REACTION EFFECT: Make an attack as normal, with one exception: a moving enemy successfully attacked stops any movement.

Treat a **CRITICAL SUCCESS** with this reaction as you would a standard attack.

SKIRMISHERS: EVADE Reaction

TRIGGER: When an enemy moves within your own MOV range.

REACTION EFFECT: Make a **GUILE CHECK**. If successful, you may immediately move up to your own movement range.

This movement cannot be any closer to the triggering enemy Element than the distance they were when the reaction was declared. The enemy Element may then complete their movement, even if they were attempting to **CHARGE** the reacting Element.

CRITICAL SUCCESS: The next **ACTION** taken by an ALLIED ELEMENT costs 0 **MOMENTUM**.

DREGS: FODDER Reaction

TRIGGER: An enemy makes an attack or action targeting an ALLIED ELEMENT within line of sight and S range of the Dregs.

REACTION EFFECT: Make a **WILL CHECK**. If successful, the Dregs and the ALLIED ELEMENT swap places, and the enemy must instead target the Dregs.

CRITICAL SUCCESS: Still switch places. If an enemy Element is within range of the attacker, the attacker must attack or attempt their action against them - albeit at a **Penalty**. The Dregs player gets to choose any forced movement.

WARDS: BLINK Reaction

TRIGGER: An enemy moves within S range of the Ward or declares an attack against it.

REACTION EFFECT: Make a **WILL CHECK**. On a success, pick up the **WARD** and place it in base-to-base contact with an ALLIED ELEMENT in line of sight.

CRITICAL SUCCESS: Also reposition the enemy up to their **MOV** value in any direction.

WARDING REACTIONS

If your warband includes a Ward, you gain access to its unique Warding Reaction.

To use this Reaction, an allied (non-Ward) Element must be within L **RNG** of the Ward. Unlike standard Reactions, which are restricted by Element type, any eligible ally within the Ward's radius may trigger this effect.

For more on **WARDS** and how these types of **REACTIONS** are selected, see pg. [[#]].

DEFIANCE Warding Reaction

TRIGGER: After an ALLIED ELEMENT has been attacked by an enemy, made a successful **WILL CHECK**, and remains in **RNG** of any enemy Element.

REACTION EFFECT: Attack that enemy with a **BONUS**.

Treat a **CRITICAL SUCCESS** with this reaction as you would a standard attack.

VENGEANCE

Warding Reaction

TRIGGER: An Allied Element in line-of-sight fails a WILL CHECK or is otherwise removed from play.

REACTION EFFECT: Make an ALLIED ELEMENT within the WARD'S RNG make a FURY CHECK.

On a **SUCCESS**, move towards an enemy up to the reacting Element's MOV value and regain 2 MOMENTUM points.

On a **CRITICAL SUCCESS**, a second Element in line of sight of the reacting Element may make the same check, with the same results, as the first as a free action.

However, if another critical success is rolled, this second effect does not happen.

REVERSAL

Warding Reaction

TRIGGER: After your enemy completes a REACTION (and you resolve any outstanding effects from your initial ACTION), but before they give their Element an action.

REACTION EFFECT: Select your Element closest to that reacting Element that is also within range of the ward to make a GUILF CHECK. On a success, give that Element a standard action.

CRITICAL SUCCESS: That standard action is made with a BONUS.

CONFUSION

Warding Reaction

TRIGGER: Your enemy declares it will attack one of your Elements and has one of their own Elements that would be in range of the same attack.

REACTION EFFECT: Have the Allied Element that is the target of the attack make a guile check. On a success, identify a new target for the attack and have the enemy attack it instead.

CRITICAL SUCCESS: The enemy must redirect their attack, but also loses 2 MOMENTUM points.

SACRIFICE

Warding Reaction

TRIGGER: An ENEMY forces your Element to make a WILL CHECK and there is another NON-WARD ALLIED ELEMENT both within RNG of the enemy and the WARD.

REACTION EFFECT: Have that Allied Element, instead, make the WILL CHECK with a BONUS.

PURSUIT

Warding Reaction

TRIGGER: An enemy Element within range of an Element within the range of the ward moves out of range of that Element.

REACTION EFFECT: Make a GUILF CHECK. If successful, the Allied Element moves up to its MOV value plus one range band to maintain or close distance with the enemy target.

CRITICAL SUCCESS: Force move another enemy Element away from the reacting Element or the original enemy up to S RANGE.

DETONATE

Warding Reaction

TRIGGER: An ENEMY ELEMENT within the WARD'S RNG takes any ACTION.

REACTION EFFECT: All Elements within the WARD'S RNG, both allied and enemy, must make WILL CHECKS with a PENALTY.

Remove the WARD from play after this.





TWELVE

CAMPAIGN PLAY

Trace your warband's bloody story with optional campaign rules. Instead of granular management and math, the consequences of battle are measured in the shifting size of your warband's roster - a simple, high-stakes reflection of their growing renown or desperate struggle.

CAMPAIGN PLAY PRINCIPLES

Rattle and Rend is designed for streamlined play, and its optional campaign system is no exception.

Complex, attention-intensive rules often attached to campaign play in other systems has been avoided. For a rules-light game focused on quick, casual narrative skirmishes, campaign tracking should be simple and straightforward.

- **FAST-PLAYING:** There is no tracking of XP, currency, or individual Element status (injuries, new gear, or missing limbs).
- **WARBAND-FOCUSED:** The sole persistent element of a campaign is the evolution of your Warband's total point strength (roster size).

THE CAMPAIGN WARBAND

Campaigns introduce the **CAMPAIGN WARBAND** with a split **FOUNDING ROSTER** and **FRINGE ROSTER**. This makes a campaign distinct from the 12-point warband you bring to any single battle (the Skirmish Roster).

- Start with a Campaign Warband using an initial Founding Roster of 12 points.
- Over the course of a campaign, your Campaign Warband can grow to a maximum of 18 points, spread between both rosters.
- A warband can shrink to a minimum of 9 points (again, spread between both rosters).
- If reduced below 9 points, the warband dissolves (loss of faith, internal bickering, or to many wounded) and is retired. Players are encouraged to introduce a new warband to keep participating on a fairer footing.

DUAL ROSTERS: THE FOUNDING & THE FRINGE

As a warband grows beyond its initial 12 points, the player may choose to organize their Campaign Warband into two distinct tactical sections: the Founding Roster and the Fringe Roster.

1. **THE FOUNDING ROSTER:** This begins as your initial 12-point force.
2. **THE FRINGE ROSTER:** When points are gained through campaign victories, you may choose to add those new Groups to the Fringe. These represent the specialists, mercenaries, or outcasts picked up in the wastes.

ROSTER RULES: Both rosters share the same Bond and Reputation. However, **THE TWO MAY HAVE ENTIRELY DIFFERENT TACTICS**. These represent the different doctrines or natures of the two groups (e.g., your Founding warriors might be Watchers and Rangers, while your Fringe scavengers are Zealots and Tacticians).

Using the Fringe Roster is not mandatory; you may allot all points to your Founding Roster. The end of a campaign could see the following:

- 18pt Founding Roster-only,
- 14pt Founding Roster, 4pt Fringe Roster,
- 7pt Founding Roster, 11pt Fringe Roster, etc.

NOTE ON MANAGEMENT: Utilizing this mechanic entails managing two separate warband rosters simultaneously. Because of this, some players may prefer to forgo the dual-roster system and simply add any new Groups directly to their initial Founding Roster for the sake of simplicity.

If you choose to use the dual-roster system, it is highly recommended to use two separate roster sheets - one for Founding and one for Fringe - to clearly track their distinct traits and points.

CONSEQUENCES BETWEEN SKIRMISHES

After each game is completed and the victor is determined, both players roll a d20 on the relevant table below to determine the changes to their Campaign Warband roster size.

#	WINNER
1-5:	MIXED RESULTS: No Change
6-15:	MINOR VICTORY: Add 1pt to your warband roster
16-20:	MAJOR VICTORY: Add 2pts to your warband roster

If a result would take your total Campaign Warband over 18 points (total between both rosters), you simply ignore the result – your warband is as powerful as it will ever become.

#	LOSER
1-10:	CRUSHING DEFEAT: Remove 1pt from your Campaign Warband roster
10-15:	MIXED RESULTS: No Change
16-20:	RALLYING CALL: Add 1pt to your warband roster

MANAGING ROSTER CHANGES

GAINING POINTS: Points are spent to add any Element type up to the campaign warband maximum of 18 points (split between both Founding and Fringe rosters).

You may save points between skirmishes (e.g., save a 1pt gain until you accrue another point to purchase a 2pt or even 3pt Element).

LOSING POINTS: If you lose a point from your warband, you must make that change immediately.

This usually means removing a 1pt Element (Champion, Dregs, or Ward). If you have no 1pt Elements to remove, you must remove a 2pt Element (the remaining 1pt is "lost"), but may replace the gap in points with a corresponding 1pt Element.

SWAPPING ELEMENTS: You may SWAP OUT up to 3 points of your Campaign Warband rosters with new Elements between games.

This allows for growth and experimentation without letting a player

completely reinvent their warband overnight to "hard counter" their friend's specific list.

ROSTER REASSIGNMENT: Between games, you may MOVE up to 3 points of Groups between the Founding and Fringe rosters. This represents "promoting" a Fringe unit into the inner circle or relegating a Founding unit to the periphery. Mechanically, this means that the different choices in Tactics will apply to the Elements that have been moved.

BEFORE A CAMPAIGN GAME

SKIRMISH ROSTER SELECTION: Before each Campaign game, players must select a legal, 12-point roster from their larger Campaign Warband rosters. Only those Elements, from that chosen roster, are deployed and participate in the battle.

ROSTER RULES: You may choose Elements from either the Founding Roster or (if applicable) the Fringe Roster. EACH ELEMENT RETAINS THE TACTICS OF THE ROSTER IT BELONGS TO, even when fighting alongside Elements from the other roster. This allows for a "mixed-tactics" warband on the tabletop, rewarding players who curate specific synergies between their two rosters.

ROSTER SELECTION TIMING: Roster selection occurs in the Game Setup phase between Step 3 (Terrain) and Step 4 (Deployment). See pg. [[#]] for the full setup phase rules.

GAME SETUP RULES: The Game Setup phase may follow the standard, largely randomized process as normal. Alternatively, a campaign may follow a more scripted format with specific scenario rules provided by the campaign organizer – or agreed upon by the campaign players, themselves.

ESCALATION CAMPAIGNS

THIS IS A VARIANT APPROACH on the campaign structure described above. Escalation campaigns do not require a heavy narrative – or perhaps none at all. Getting games in with your friends in a casual setting may be the only goal.

Start with the standard warband size of 12pts and increase over the course of battles played in the escalation campaign. Alternatively, you could start with 9pt warbands and grow from there.

For escalation campaigns, it may be that the Winner and Loser battle results tables are not used at all! In these cases, all campaign participants may be allowed to add 1pt to their larger Campaign Warband after each game.





APPENDIX

CHANGE LOG

VO2 (ALPHA)

- First publicly available playtest rules
- Five units called "Groups:" Champions, Fighters, Shooters, Skirmishers, Heavies, and Wards
- Warband-level rules called "Traits"

VO3 (BETA)

Terminology

- Elements: This is the new name for units and figures, formerly called "Groups".
- Tactics: This is the new name for Traits.
- Movement and Range: Now abbreviated to "MOV" and "RNG" for a cleaner rules.

Warband Creation and Rules

- Stat Adjustments: All Element Stats (Fury, Guile, and Will) have been reduced by 1 - 2 points. Lowering these target numbers means attacks and actions succeed more often, but Elements are also more resilient when making Will Checks. Thus, game length should remain roughly the same.
- Bonds: A new narrative selection that determines how your warband regains Momentum during a round.
- Reputations: A new selection that grants unique benefits during the pre - game setup phase.
- Dregs: A new 1pt Element type designed as expendable fodder to protect more valuable units.
- Champion Buffs: Champion Range has increased to Short, and the "Distant Doom" Action has been improved.
- Ward Overhaul: Ward mechanics are now much simpler, and the "Translocate Ward" action is gone. Wards are now largely static, and the mechanics for how they move mostly hinge on their new Reaction called "Blink."
- Inclusion of more robust warband examples with updated Beta rules and tactical / playstyle examples.

System Edits and Additions

- Momentum Economy: The "Rest" action, the Heavy's "Intimidate" reaction, and the "Rally" Warding reaction have been removed.
- Bonds as Primary Momentum Resource: The following actions and reactions were removed or edited to follow this design principle: Rest action, Heavy's Intimidate Reaction Rally Warding Reaction. "Scheming Plot" has been left as a Champion Action, though its fate is ultimately up in the air, as well.
- Deployment Changes: "Mixed" deployment has been replaced by "Surrounded" deployment to improve gameplay flow. Mixed deployment was too chaotic and ultimately un-fun.
- Campaign Rules: A minimalist system for tracking warband renown and roster size has been added.
- Content Reorganization: Separated "Core Concepts" into a Design Manifesto and Core Mechanics chapter and breaking out Warband rules and options into standalone chapters.
- Gameplay Chapter Rewrite: Rewritten major parts of the Gameplay chapter for increased clarity.