

CORE DICE MECHANIC

Standard Checks: Roll 2d20

- * **Penalties:** Roll a single d20
- * **Bonuses:** Roll 3d20
- * **Penalties and bonuses cancel each other** out completely, regardless of quantity; roll 2d20.

Success: At least one die meets or exceeds the stat: **Fury, Guile, or Will.**

- * **Critical Success:** Two or more dice meet or exceed the stat; often grants extra benefits.

RANGE & MEASUREMENT

Three Range Bands: Short: 80mm, Medium: 160mm, & Long (240mm). Never a range more than Long.

Measurements are Center to Center.

MOVEMENT

Normally, Elements may **move up to their mov** value when allowed to do so by an ACTION OR REACTION.

- * **S range** = straight line.
- * **M range** = one pivot anywhere along their path.
- * **L range** = movement can make two pivots.

Interpenetration: Cannot pass center of base over another Element's base.

TERRAIN

Rough: Enter for free. Exit requires a Guile Check or 1 Momentum.

Hazardous: Enter for free. Exit requires a Will Check or 2 Momentum.

Blocking: Blocks LoS. Cannot move into or through this terrain.

Inspiring: Blocks LoS. Elements within or in base-to-base contact gain a Bonus to Fury checks (attacks) and Will checks to defend against attacks.

Line of Sight (LoS): Straight line from center to center. Blocked by Elements or Blocking or Inspiring Terrain.

ROUND SEQUENCE

Initiative Phase:

- 1 **Update Total Momentum** (equal to points of Elements on board) and reset Momentum Remaining to new Total.
- 2 Players secretly **bid 0 to 5 Momentum**; high bidder chooses who acts first.

Player Turns: The Active Player spends 1 Momentum to perform an Action with one Element. Actions include movement.

- * **Reactions:** On the Active Player's turn, the Reactive Player may spend Momentum to attempt a **Reaction** to "steal" the initiative.
- * **Turn Swaps:** Control shifts to the Reactive Player if their Reaction succeeds. Otherwise, the Active Player continues until they pass or are successfully reacted to.

End of Round: When both players pass consecutively or run out of Momentum. Begin the next round's Initiative Phase.

REACTION SEQUENCE

Reactions allow the Reactive Player to interrupt an Action and seize the turn.

- 1 **Declare:** When a Reaction is triggered, spend 1 Momentum to declare it.
- 2 **Accept or Deny:** The Active Player may Accept the reaction - or Deny it by spending 1 Momentum.
- 3 **The Final Word:** If denied, the Reactive Player may counter-spend a second Momentum point (2 total) to force the Reaction to trigger. If they do not, the original Action continues.
- 4 **Resolve & Swap:** Follow the Reaction rules; if successful, the Reactive Player immediately becomes the Active Player.

Limitations: Reactions cannot be reacted to. Elements may react multiple times as long as Momentum is available.

MOMENTUM POINTS

Currency used to bid for initiative, perform actions, and trigger reactions.

Total Momentum: At the start of each round, this equals the sum of the points of their Elements still in play on the board.

Mid-Round Refresh: Momentum may be regained based on the specific Bond selected during warband creation.

ATTACKS

As part of an Action or Reaction. Make a **Fury Check** against target in range and LoS.

- * **Failure:** The attack has no effect.
- * **Success:** Target makes a Will Check.
- * **Critical Success:** The target must make the Will Check at a Penalty.

Melee Attacks: Occur in base-to-base contact. Heavies are always considered in melee if the enemy is in range.

- * **Bonus:** Ally in base-to-base contact with the attacker or target.
- * **Penalty:** Attacker is outnumbered in base-to-base contact or performed a **Charge**.

Ranged Attacks: Occur when the enemy is in range but not in base-to-base contact. Heavies never make ranged attacks.

- * **Bonus:** Target is within Short range.
- * **Penalty:** Target is in base-to-base contact with Blocking Terrain.

WILL CHECKS

Will Checks determine if an Element breaks or endures after losing a fight, being shot, or entering hazardous terrain.

- * **Failure:** Remove Element from play.
- * **Success (vs. Enemy):** Element stays in play; **the opponent may move it up** to its mov value away from their Element.
- * **Success (vs. Terrain):** The Element remains in play and completes its movement (i.e. may exit the terrain).
- * **Critical Success:** The Element remains in play. You choose one bonus:
 - o You may move your Element up to its mov value in any direction.
 - o Move the enemy that forced the check up to Short range.
- * **Attached Champions:** If a Champion is permanently attached to an Element, all Will Checks made by that combined Element gain a Bonus.

ACTIONS

Any order, move, or attack taken by the Active Player's Elements is represented by one of seven actions.

- * Each action costs 1 Momentum point.
- * An Element may not take back-to-back actions unless it is the last non-Ward Element in the warband.
- * Movement is built into each action; must be performed first.
- * Wards cannot take Actions.
- * **Note on Champions:** Each has access to a unique Action determined by their trait. These function like standard actions but are restricted to Champion Elements; see the full rules.

Sprint: *Move rapidly across the battlefield.*

- * Move one range band further than the Element's mov value (maximum Long).
- * This action does not require a dice check.

Charge: *Close distance to strike.*

- * Move up to your mov value.
- * Attack an enemy in line of sight and range with a penalty.

Stand and Fight: *Hold ground and attack.*

- * Remain in place and do not move.
- * Attack an enemy in line of sight and range.

Feint: *Manipulate and reposition the enemy.*

- * Move up to your mov value.
- * **Guile Check:** Move target up to **Medium** range (no hazardous terrain or base-to-base contact with your warband).
- * **Critical Success:** May move target into hazardous terrain or base-to-base contact.

Maneuver: *Coordinate movement with an ally.*

- * Move up to your mov value.
- * **Guile Check:** Move Ally w/in Medium up to their mov toward you.
- * **Critical Success:** Ally can be moved in any direction. If the target is given the next Action, it costs 0 Momentum.

REACTIONS

Interrupt an Action and steal the Initiative. **If your warband includes a Ward**, any eligible ally within its range may trigger a unique Warding Reaction based on its trait. See the full rules.

Rally (Champion): *Coordinate around an ally under pressure.*

- * **Trigger:** Ally in LoS makes a Will Check.
- * **Guile Check:** Move 2pts of allies also in LoS to that Element.
- * **Critical Success:** Move up to 5pts of allies.

Intimidate (Heavy): *Use presence to halt enemies.*

- * **Trigger:** When an enemy in range and LoS takes an action.
- * **Fury Check:** The action (plus movement) cannot be taken.
- * **Critical Success:** The enemy also loses 1 Momentum point.

Retaliate (Fighters): *Meet an attacker head-on.*

- * **Trigger:** When the Element is the target of an attack.
- * **Movement:** Move up to mov value to meet the enemy halfway (or full value if the enemy is stationary).
- * **Fury Check:** After the enemy attacks, the Fighters make an attack of their own; outcomes are simultaneous.

Suppress (Shooters): *Fire upon moving or attacking foes.*

- * **Trigger:** When an enemy in range moves or attacks.
- * **Fury Check:** Make an attack. Success stops their movement.
- * **Critical Success:** Forces movement (see rules for specifics).

Evade (Skirmishers): *Slip away from approaching threats.*

- * **Trigger:** When an enemy moves within your own mov range.
- * **Guile Check:** Immediately move up to your mov (not closer to the triggering enemy).
- * **Critical Success:** The next action taken by an Allied Element costs 0 Momentum.

Fodder (Dregs): *Sacrifice the weak for the valuable.*

- * **Trigger:** When an Ally in S range and line of sight is targeted by an enemy attack or action.
- * **Will Check:** Swap positions with that ally. The enemy must target the Dregs instead.
- * **Critical Success:** Force enemy to attack one of their Elements if in range of the attack or action.

Blink (Ward): *Redeploy your Ward out of trouble.*

- * **Trigger:** Enemy moves within S range of the Ward or declares an attack against it.
- * **Will Check:** 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.