RATTLE AND REND

RULES-LIGHT, MINIATURES-AGNOSTIC

10MM SKIRMISHES

IN A GRIM FANTASY WORLD

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THE **SPACE & EFFORT** **NEEDED** FOR MINIATURES GAMES IS TOO DAMN HIGH

RATTLE AND REND

RULES-LIGHT 10MM SKIRMISHES IN A GRIM FANTASY WORLD

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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 150 winters hence, yet life endures, clawing out an 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, swallowing the unwary in an instant. Mutated beasts and venomous raiders haunt the edges, drawn by rumors of hidden relics and cursed power.

The forest's remnants in the north give way to the UNFLESHING TUNDRA and the GREAT GLACIERS beyond: an unyielding frontier of frost-shrouded death. Strange horrors stalk the icefields, their forms hidden by rime and snow. Yet, for the bold and the foolhardy, the glaciers offer tantalizing secrets buried deep beneath their frozen surface.

To the south, the SALT-SEA REEDS stretch like a verdant mire into the horizon, their waters shallow and choked with vegetation. 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.

To the east, 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 UMBRALOCK'D WASTES 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, blades, and sorcerous power.

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?
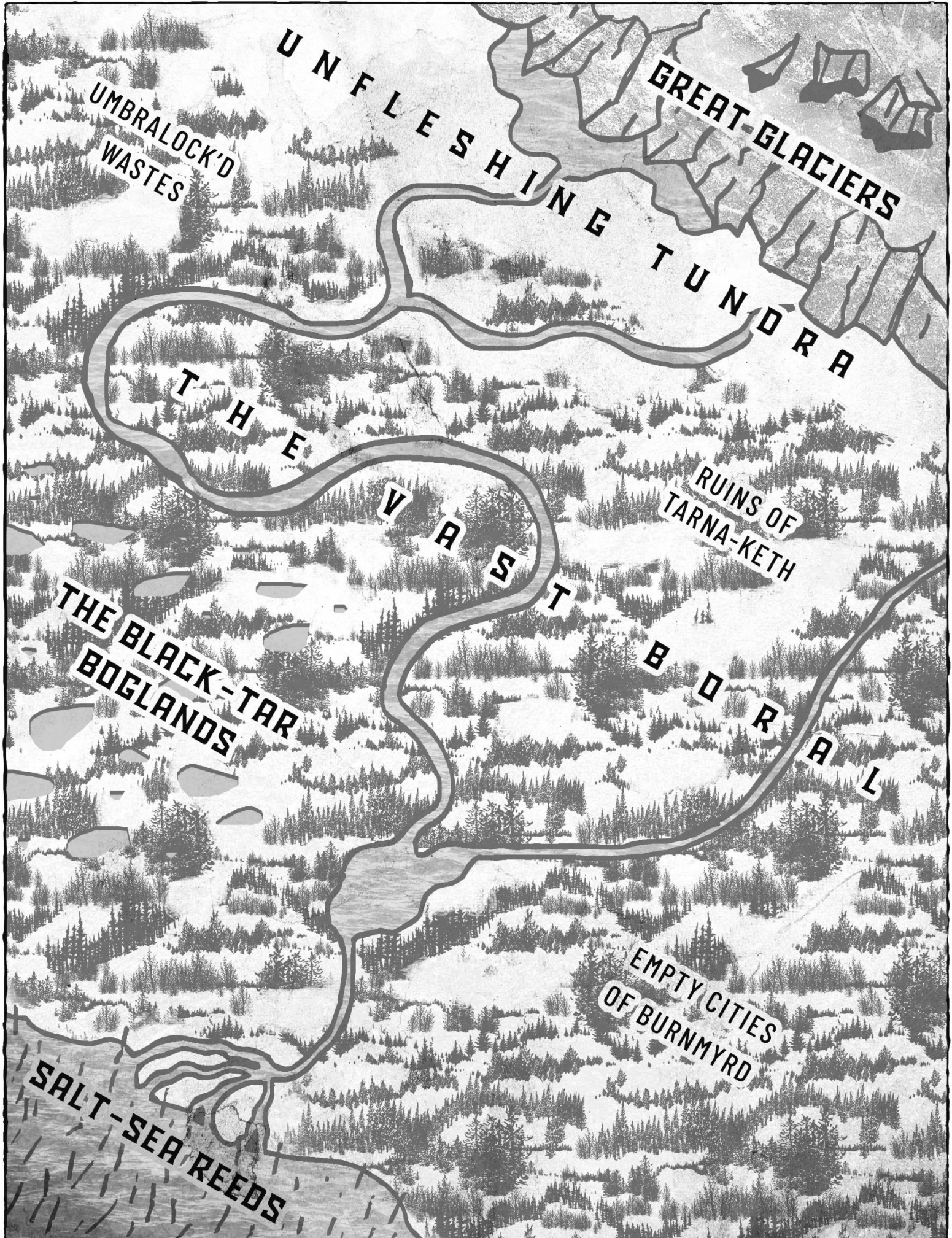
CORE CONCEPTS

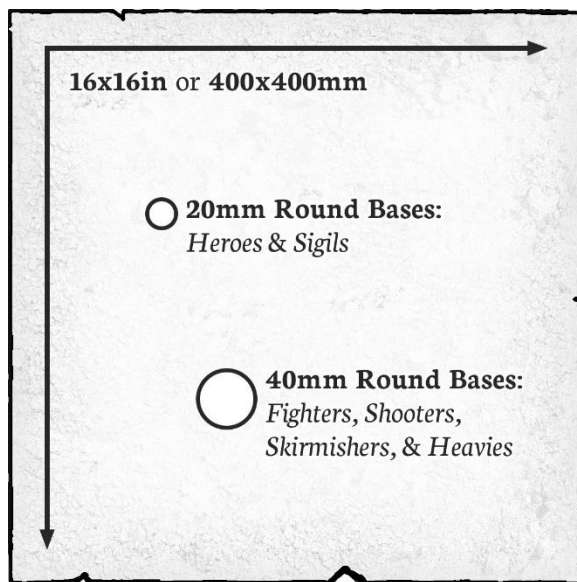## RATTLE AND REND: THE DESIGN MANIFESTO

1. **FOR BUSY PLAYERS:** rules-light, casual games that focus on narrative and fun over min-maxing a competitive meta.
2. **QUICK LIST BUILDING:** meaningful choices, but minimal minutia.
3. **SMALL FOOTPRINT:** 10mm scale that is easy to play, transport, and store.

WHAT IS NEEDED TO PLAY

A play area of **16X16 INCHES** (approx. 400x400mm) filled with pieces of terrain.

Players will need a warband of **10MM SCALE** miniatures based according to the rules (40x40mm and 20x20mm round bases), their warband's roster, three twenty-sided dice (i.e. 3d20), a tool to measure distances, and 12 tokens or a tracker (coins or poker chips work).

SCALE AND BASING

16x16in or **400x400mm**

○ **20mm Round Bases:**
Heroes & Sigils

○ **40mm Round Bases:**
Fighters, Shooters, Skirmishers, & Heavies

CORE DICE MECHANIC

Dice checks use a group's **STAT** as a target number: **FURY, GUILE,** or **WILL.**

STANDARD CHECKS roll 2d20.
PENALTIES force a roll of a single d20.
BONUSES allow you to roll 3d20.

Having both PENALTIES and BONUSES of any amount simply cancel each other out, and you roll 2d20. For example, you may have three PENALTIES to a check, but a single BONUS offsets all the penalties.

ROLL HIGH: You **SUCCEED** if **AT LEAST ONE DICE** rolled is equal to or higher than the STAT being checked. A single-dice success is sometimes called a "simple success."

Rolling high means lower STATS are better!

You will have a **CRITICAL SUCCESS** if **TWO** dice roll equal to or higher than the STAT. This usually grants extra benefits to the check.

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:

THREE RANGE BANDS

Short (S): *80mm*   **Medium (M):** *160mm*

Long (L): *240mm*

MEASUREMENT from Center to Center:

Correct   *Incorrect*
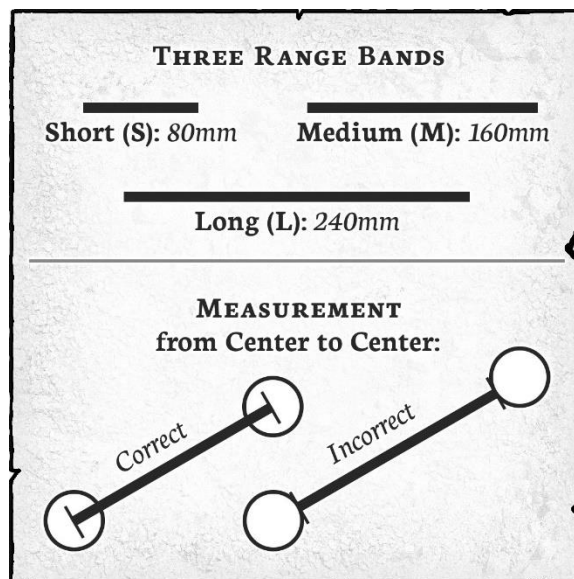
YOUR WARBAND

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

1. Spend **12 POINTS** on GROUPS, choosing from five types: **CHAMPIONS, HEAVIES, FIGHTERS, SHOOTERS, SKIRMISHERS, OR WARDS**.
   - Warbands must consist of 4 to 8 GROUPS.
   - At least 4 points must be spent on FIGHTERS, SHOOTERS, or SKIRMISHERS (in any combination).
2. Select **TWO WARBAND TRAITS**: special rules that modify your Warband's stats and abilities.
3. Lastly, choose your warband's **DRIVE**: a narrative device that grants your warband a unique benefit during the pre-game setup. (Drives are coming in a future playtest.)

AGNOSTIC & ABSTRACT

Rattle and Rend is miniatures agnostic and not dependent on What-You-See-Is-What-You-Get modelling concerns, so GROUPS may be depicted by a wide array of figures. Feel free to use your favorite source of 10mm miniatures!

ABOUT GROUP STATS

MOV (move): What range band the GROUP uses when moving.

RNG (range): The range band used to measure if a GROUP can target an enemy or effect an ally.

For more on range bands, see Ranges and Measurements, pg. ##.

FURY: Used for combat and attacks.

GUILE: Used for various battlefield tricks.

WILL: Used to test your group's defense and morale.

For more on dice checks, see pg. ##.

GROUP TRAITS: CHAMPIONS, HEAVIES, and WARDS have secondary traits that must be selected. (FIGHTERS, SHOOTERS, and SKIRMISHERS do not.)

CHAMPION

20X20MM OR 25X25MM BASE: An iconic character (or two): big or human-sized, humanoid or even bestial or monstrous in form.

REACTION: Regroup (pg. ##)

GROUP COST:

1 pt

MOV	RNG	FURY	GUILE	WILL
S	B-to-B	16+	12+	13+

GROUP ATTACHMENTS

CHAMPIONS can be permanently attached to a HEAVY, FIGHTERS, SHOOTERS, or SKIRMISHERS GROUP (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 GROUP points together), ACTIONS, and REACTIONS (the combination can use either they have access to).
- Use the attached GROUP's stats for the purpose of ACTIONS and REACTIONS – including the two chosen CHAMPION ACTIONS (see below).
- All WILL CHECKS made by the attached GROUP 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. **BANISHMENT:** 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 Chapter 5: Actions for specific rules and mechanics for CHAMPION ACTIONS (pg. ##).

HEAVY

40X40MM BASE: A great beast, construct, or vehicle that casts a dangerous pall over the battlefield.

REACTION: Intimidate (pg. ##)

GROUP COST:

3

pts

MOV	RNG	FURY	GUILE	WILL
S	S	8+	15+	10+

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 GROUPS within its REACH. It cannot target the same enemy Group 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 (those members of the warband may begin the game being transported).

- While within, the GROUP 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 GROUP that is or will be transported.
- When exiting, place the GROUP in base-to-base contact with the Vehicle.
- If the TRANSPORT HEAVY rolls a result of BREAK on a WILL CHECK while transporting a GROUP, place that group on the board where the HEAVY once was. Then, that GROUP 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

40X40MM BASE: Heavily armored cavalry, frantic warriors, or savage beasts focused on melee combat.

REACTION: Countercharge (pg. ##)

GROUP COST:

2 pts

MOV	RNG	FURY	GUILE	WILL
S	B-to-B	11+	15+	11+

SHOOTERS

40X40MM BASE: Bows or ballista, spells or slings – all raining terrible fire on the enemy from a distance.

REACTION: Stand and Shoot (pg. ##)

GROUP COST:

2 pts

MOV	RNG	FURY	GUILE	WILL
S	M	13+	13+	13+

SKIRMISHERS

40X40MM BASE: Fleet-footed beasts, cavalry, or infantry grown bold in harassing the enemy.

REACTION: Evade (pg. ##)

GROUP COST:

2 pts

MOV	RNG	FURY	GUILE	WILL
M	S	14+	10+	12+

WARD

20X20MM OR 25X25MM BASE: A locus of power amid the tumult of battle: spell effects, ritual sites, or even proud-flying banners.

REACTION: Follow (pg. ##)

GROUP COST:

1 pt

MOV	RNG	FURY	GUILE	WILL
–	M	–	–	10+

CAVEAT: Wards operate differently from all other GROUP 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 GROUPS otherwise may only use a single reaction type).
- When a WARD rolls a simple success on a WILL CHECK, pick it up and place it in base-to-base contact with the allied GROUP the farthest distance away from the enemy. If in doubt, the opponent chooses.
- WARDS cannot take actions. Have an allied group use the TRANSLOCATE WARD ACTION to move it around the board.

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 groups with 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
8. **RALLY:** Regain lost momentum.

See Chapter 6: Reactions for specific rules and mechanics for WARD REACTIONS.

WARBAND TRAITS

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

SELECT TWO TRAITS FOR YOUR WARBAND.

AMBUSHERS

At the start of play, you may set aside GROUPS 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 groups 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.

BLESSED

When your groups roll a DEFY! result on a WILL CHECK, they regain 4pts of MOMENTUM (up to their maximum value).

When an enemy rolls DEFY!, they regain no MOMENTUM (unless they also have this TRAIT).

COORDINATED

Once per ROUND, when giving an ACTION or REACTION to a group, allied GROUPS within M RANGE and line of sight of that group may also act (they must share the GROUP TYPE if to use the same reaction).

- If just two groups 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.

DEATH-DEFIERS

Reduce WILL for all GROUPS by -2.

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

ELITES

Your HEAVIES, FIGHTERS, SHOOTERS, and SKIRMISHERS reduce FURY by -2.

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

FEARSOME

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

HARRIERS

Your GROUPS gain an extra range band when they move and do not have to make GUILE CHECKS to move through rough or hazardous terrain.

Note that GROUPS 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 sprint to move LONG).

FUSILIERS

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

Your groups 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.

POISONERS

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

RAIDERS

Your GROUPS do not have to make Guile Checks to move through ROUGH or HAZARDOUS TERRAIN and may pass through other GROUPS in your warband.

Additionally, your GROUPS may elect to split their movement before or after their ACTION's EFFECT. If after, they must pass a GUILE CHECK to do so.

RESSURECTIONISTS

During 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 group. If successful, that Group returns to play in your deployment zone.

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

RIDERS

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

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

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

SNEAK-THIEVES

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

SWARMERS

When an ASSAULT or (dig in) action or COUNTERCHARGE REACTION causes your GROUP to make a FURY CHECK, any of your other GROUPS also in base-to-base contact with the targeted enemy GROUP may also make FURY CHECKS at a PENALTY to attack.

Resolve these additional swarmer attacks before any REACTIONS.

SOOTHSAYERS

During 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).

TACTITIANS

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

- −2 to FURY
- −2 to Guile
- Increase MOVE one range band
- Increase REACH 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.

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 not within SHORT distance of an enemy.

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

ZEALOTS

When a GROUP is removed from play (either by failing a WILL CHECK or moving off the board):

- If it is from your warband, regain 1pt of current MOMENTUM.
- If it is from your enemy, regain 2pt of current MOMENTUM.

This does not affect or increase your maximum momentum.

DRIVES

COMING IN THE BETA RELEASE

Exact rules for drives will come in a future release. More balancing is required before they get shared with a public playtest.

Consider the three options below as previews.

What has brought your warband to this moment of time, in this place, to this confrontation with another warband? It is their DRIVE.

DRIVES allow players to change the pre-battle phase of the game – terrain, deployment, and battle conditions – while adding a narrative element to the gameplay experience.

SELECT ONE OF THE FOLLOWING THREE:

FRENZY

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 RULES:** Flexibility and increased board control during deployment

DISCIPLINE

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

- **SETUP RULES:** Control of terrain placement: adding, removing, and moving terrain pieces

COMPULSION

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 RULES:** Ignores negative impact of battlefield conditions

EXAMPLE WARBANDS

OGREKIN HUNTING PARTY	
1pt	Champion (Crashing Wave)
1pt	Champion (Push to the Brink)
2pts	Fighters
1pt	Champion (Spot Weakness) Attached to Fighters
2pts	Shooters
2pts	Shooters
3pts	Heavy (Colossal)
Traits	Ambushers, Zealots
Drive	Frenzy

VAMPIRE COURT	
1pt	Champion (Banishment)
1pt	Champion (Battle Summons)
1pt	Champion (Battle Summons)
2pts	Fighters
1pt	Champion (Crashing Wave) Attached to Fighters
2pts	Skirmishers
2pts	Skirmishers
1pt	Ward (Detonate)
1pt	Ward (Vengeance)
Traits	Soothsayers, Poisoners
Drive	Compulsion

DWARVEN THRONG	
1pt	Champion (Spot Weakness)
2pts	Fighters
2pts	Fighters
2pts	Fighters
2pts	Fighters
3pts	Heavy (Transport)
Traits	Death-Defiers, Riders
Drive	Discipline

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 how two warbands now confront each other in the wastes of the Vast Boral.

TO SETUP A GAME:

1. SCENARIO SELECTION: One player (Player A) rolls for one of five core scenarios. Roll to determine Player A if desired.

2. TERRAIN SELECTION AND PLACEMENT: Player B rolls for terrain density, then places that terrain as they see fit.

3. DEPLOYMENT SELECTION: Player A rolls for deployment zones, THEN PLACES HALF OF THEIR WARBAND (5-7pts) on the board.

4. Player B then PLACES ALL OF THEIR WARBAND in their deployment zone.

5. Finally, Player A PLACES THE REMAINDER OF THEIR WARBAND in their deployment zone.

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

SCENARIOS

Choose one of the following Scenarios for play.

Roll a d20 to determine which of two deployment schemes:

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

1: KILL THEM ALL (DEFAULT SCENARIO)

SETUP: Follow standard setup and deployment.

VICTORY CONDITION: Remove all of your enemy's GROUPS from play.

2: KING OF THE HILL

SETUP: Place one piece of terrain at the center of the board.

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

SHORT (80mm)

CAPTURE THE FLAGS
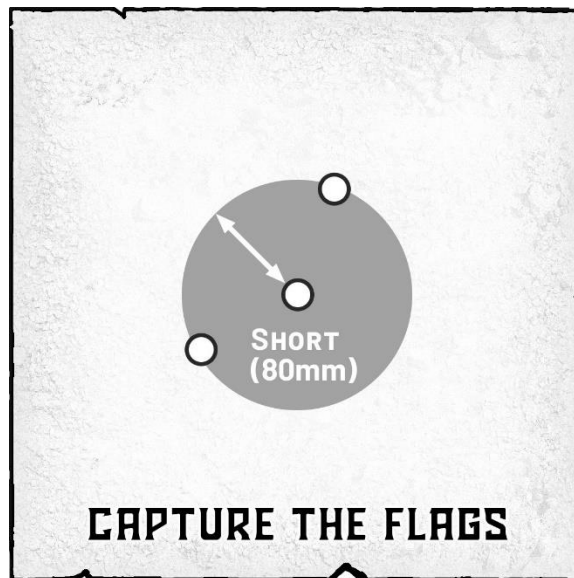
- A GROUP may "take control" of the objective marker for 1 MOMENTUM point. On future ACTIONS and REACTIONS, move the objective marker along with the group controlling it.
- If a GROUP controlling the objective marker is forced to make a WILL CHECK or has forced movement (e.g. through a FEINT ACTION), 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 WARDS) as targets of a duel.

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

5: CONQUEST
SETUP: Divide the board into four zones of equal width (as in mixed deployment).

VICTORY CONDITION: 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 two zones.
- If still equal, play a fifth ROUND and calculate the winner again at the end of that ROUND.

TERRAIN TYPES

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

Groups 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

Any Group may enter Rough Terrain. However, to exit Rough Terrain and move as normal requires a successful GUILE check or paying 1 MOMENTUM points. Otherwise, any movement remains the Rough Terrain or stops entirely.

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

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 the landscape and any maneuvering figures.

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

Any Group may enter Hazardous Terrain. However, to exit Hazardous Terrain and move as normal requires a successful WILL CHECK (Stand Firm or Muddled Result) or paying 2 MOMENTUM points. Otherwise, any movement stops or must be within the bounds of the Hazardous Terrain.

OTHER TYPES OF TERRAIN
The Encounters played out in Rattle and Rend represent fairly small, often hemmed-in locations. Water features should represent fordable streams, crossable gulleys, and the like. The deep rivers and canyons remain "off screen."

Deep water, changes in elevation, and the interior of buildings do not appear in the hemmed-in environs of this game's skirmishes.

This is the narrative justification, but the design decision is much more crude: the lack of elevation, multiple levels, and many additional types of terrain features is simply a matter of simplifying and accelerating gameplay.

Small obstacles or linear features either do not need to be represented, may be visual effects only, or should be treated as Rough Terrain.

TERRAIN PLACEMENT

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

#	RESULT
1-10:	**Sparse Terrain:** Use at least two types of terrain that fill up approximately 20% of the board (or from board edge to S RANGE).
11-20:	**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
Medium (160mm)

Sparse Terrain
Short (80mm)

Dense Terrain

Sparse Terrain
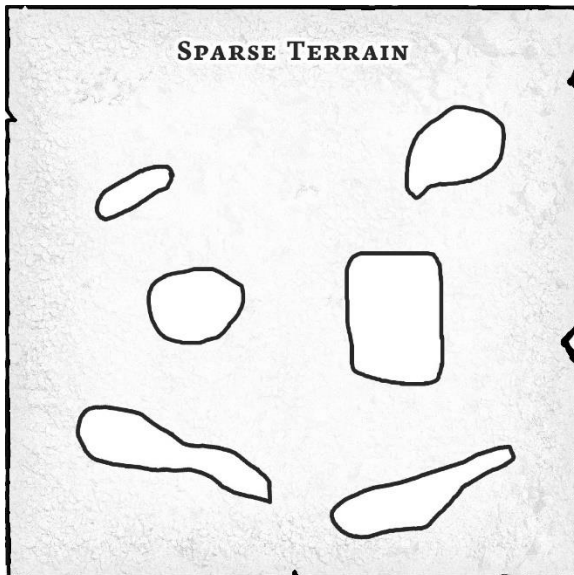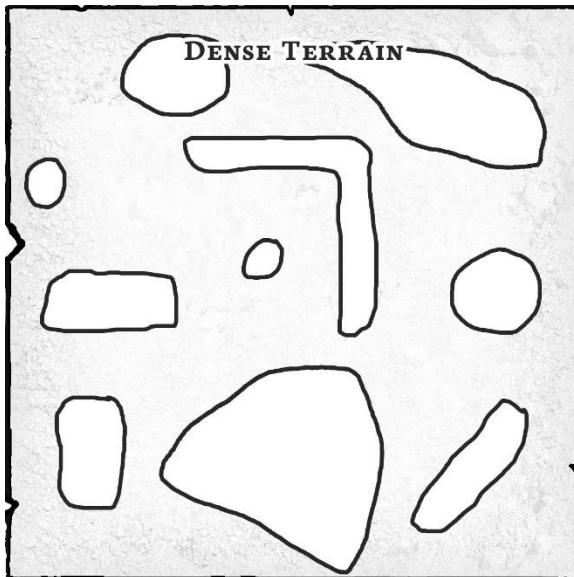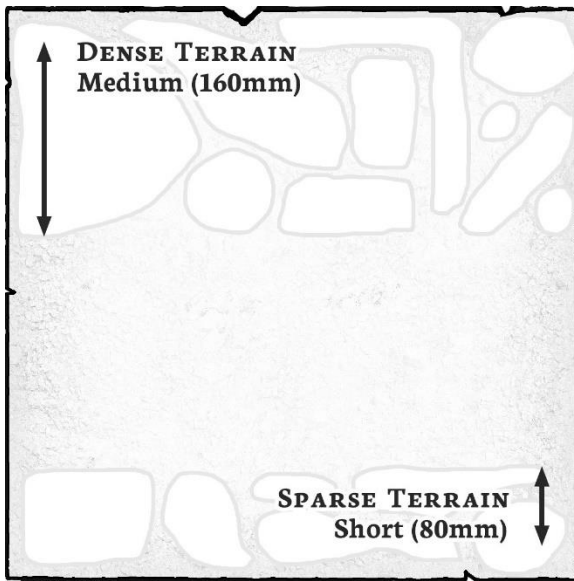
DEPLOYMENT

Roll a d20 to determine one of five deployment schemes:

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

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

1: CORNER DEPLOYMENT
Deploy all GROUPS within M RANGE (160mm) from opposing corners of the board.

MEDIUM (160mm)

CORNER DEPLOYMENT

MEDIUM (160mm)
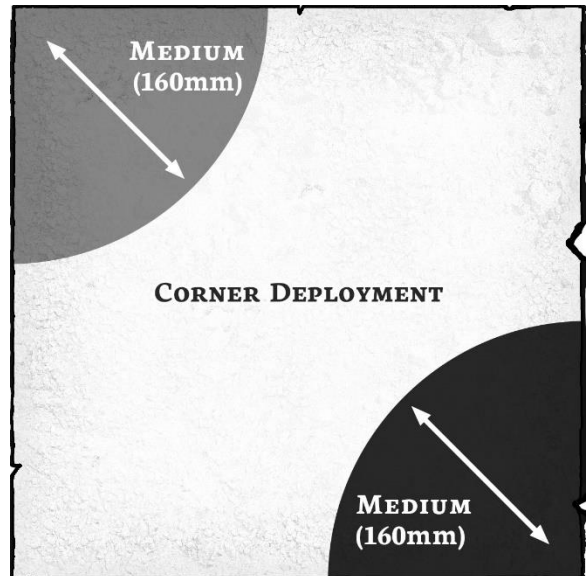
2: SIDE DEPLOYMENT
Deploy all GROUPS within S RANGE (80mm) of a board edge.
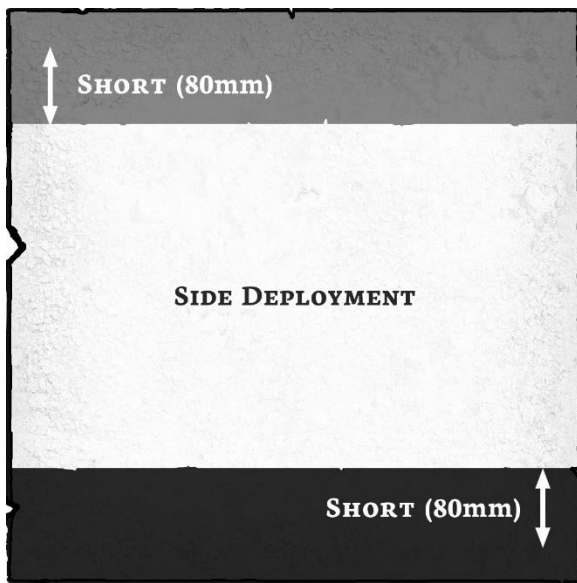
3: DELAYED DEPLOYMENT

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 groups on the board, in contact with a board edge of your deployment zone.
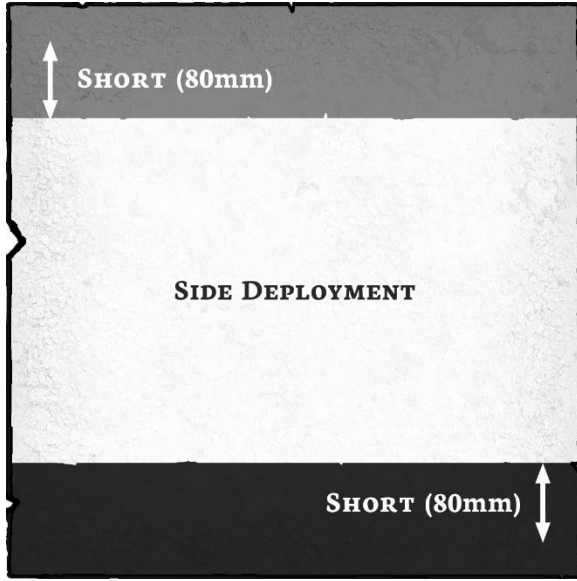
4: CLOSE DEPLOYMENT

Deploy your warband within M RANGE of the center of the board on your half of the board. Do not place a GROUP within S RANGE of an enemy or objective.
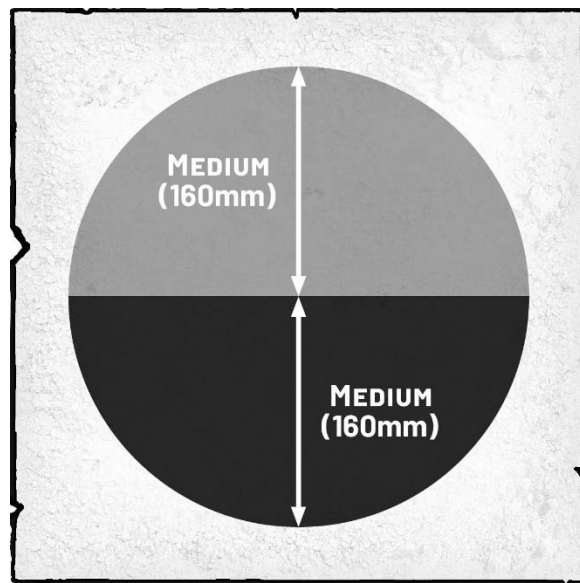
5: MIXED DEPLOYMENT

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 a GROUP within S RANGE of an enemy or objective.

GAMEPLAY

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

> **CONTENT IS COMPLETE, BUT MAY BE FORMATTED OR EDITED FURTHER**
>
> Playtesters should be able to play with these instructions, but feedback is welcome on how easy to read and interpret the current text is.

MOMENTUM POINTS

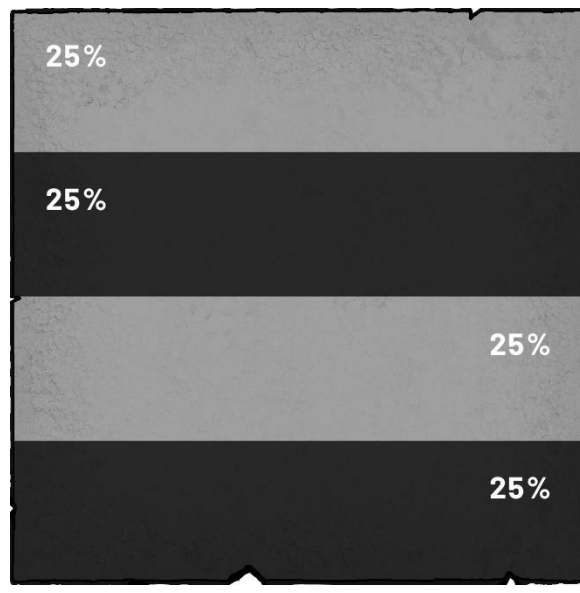Each player has a number of TOTAL MOMENTUM POINTS equal to the number of their groups still in play on the board. This means players start with 12 MOMENTUM points, but that number inevitably drops over the course of a game.

Momentum points are spent in three ways:

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

ORDER OF PLAY

After the game has been setup (see the preceding chapter), gameplay proceeds as following:

EACH ROUND
INITIATIVE: 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.

PLAYER A'S TURN
PLAYER B REACTS
PLAYER B'S TURN
PLAYER A REACTS
And so on – until all momentum is spent
BEGIN A NEW ROUND

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 Groups still in play. Then reset MOMENTUM REMAINING to that new total number.

Each player will **SECRETLY BID 1-5 OF MOMENTUM POINTS TO WIN INITIATIVE** (players can bid zero points). 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 Attacking Player and is considered to "have the Initiative." It is their Turn (see the following chapter).

The Attacking Player may end their Turn and pass to the Defending Player at the end of any activation.

Models may be given multiple actions in any Round, but it becomes increasingly expensive to do so. The first Action a model takes costs 1 Momentum Point, the second two points, and the third three.

ROUNDS AND TURNS

The game takes place over Rounds, with each player taking multiple Turns over the course of a round.

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.

VICTORY AND DEFEAT

Some scenarios may have differing victory conditions, but the default victory condition is that common to all wargames: to drive your enemy off of the field of battle.

If all of your groups are removed from play and you drop to zero total momentum, you lose.

WARBAND MORALE

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

MOVEMENT

Normally, groups 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 PAST GROUPS (INTERPENETRATION): A Group may move past other Groups as long its center does not pass over another Group'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.

MOVING PAST AND INTO TERRAIN: A Group 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 a Group's movement would do so, it is considered as having "moved into" that Terrain. Follow all Terrain rules when this occurs (e.g. you cannot move into Blocking Terrain, etc.)

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

> A diagram detailing movement and interpenetration examples will come with a future release.

LINE OF SIGHT

Some actions and reactions require line of sight.

A Group has line of sight to a target (be that an allied group, an enemy group, or other feature) 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 Group or Blocking Terrain.

If needing to draw line of sight to a Terrain feature, the line can be drawn to any point on that Terrain, as long as it meets the above criteria.

ATTACKS

When allowed to do so by an ACTION or REACTION, a GROUP may attack an enemy group that is within RNG and in line of sight by **MAKING A FURY CHECK.**

On a **SUCCESS:** The targeted group makes a WILL CHECK. On a **CRITICAL SUCCESS**, the target must make that check at a PENALTY.

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

Use the following modifiers for melee attacks:

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

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

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.

WILL CHECKS

Losing fights, being shot, and passing through HAZARDOUS TERRAIN will force Groups to make WILL CHECKS with the following results:

FAIL: Remove the group from play.

SUCCESS (against an ENEMY GROUP): The group remains in play, but the enemy player may choose to move the group up to its MOV value away from their group.

SUCCESS (against HAZARDOUS TERRAIN or other effects): The group 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 group remains in play and in its current location. You may choose to move the group up to its MOV value in any direction (this does not count as the movement portion of an Action when leaving Hazardous Terrain).

ACTIONS

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

Spend 1 MOMENTUM POINT to take an ACTION. **A GROUP 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 Group, that player may give their single Group as many Actions as possible.

STANDARD ACTIONS

Note that **MOVEMENT IS BUILT INTO EACH ACTION** and must be made first.

SPRINT	Action

MOVEMENT: Move one range band further than the GROUP's MOV value. No GROUP 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 group within your RNG and in line of sight. Make a GUILE 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 group.

CRITICAL SUCCESS: You may move the target into HAZARDOUS TERRAIN or into base-to-base contact with an opposing GROUP.

MANEUVER	Action

MOVEMENT: Move up to your MOV value.

EFFECT: Make a GUILE CHECK. On a success, you may move one ALLIED GROUP 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 GROUP you give an ACTION to, their action costs 0 MOMENTUM points.

REST	Action

MOVEMENT: Remain in place and do not move.

EFFECT: Make a GUILE CHECK. If successful, regain 2 MOMENTUM points. If you fail, you still regain 1 MOMENTUM point.

CRITICAL SUCCESS: Regain 3 MOMENTUM points.

TRANSLOCATE WARD	Action

You must have a WARD in your warband to take this action. This action is not taken by the ward, itself, but by an ALLIED GROUP.

MOVEMENT: Remain in place or move up to your MOV value.

EFFECT: Place your WARD within S RANGE of an allied group within line of sight. If you remain in place, increase that to within M RANGE.

This action does not require a dice check.

CHAMPION ACTIONS

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

CRASHING WAVE — Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Make a GUILE CHECK. If successful, all ALLIED GROUPS within the CHAMPION'S REACH may move up to their MOV value.

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

SPOT WEAKNESS — Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Choose an ALLIED GROUP within your REACH which would otherwise have an enemy it could target an attack within its REACH. Make a GUILE CHECK. On a success, that group may attack an enemy.

CRITICAL SUCCESS: The allied group attacks with a BONUS – and may target an enemy at an additional range band of their REACH.

BATTLE SUMMONS — Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Identify a 1 or 2pt ALLIED GROUP currently out of play. Make a GUILE check. On a success, place the targeted GROUP 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 Group in base-to-base contact with an Allied Group or within S Range of an enemy.

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

DISTANT DOOM — Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Make a ranged ATTACK with a PENALTY against an enemy at one range band longer than your RNG. You do not have to have line of sight.

CRITICAL SUCCESS: As a standard attack.

BANISHMENT — Champion Action

MOVEMENT: Remain in place and do not move.

EFFECT: Target an enemy within your REACH and make a GUILE CHECK with a PENALTY.

On a success, remove the target from play temporarily; the targeted group 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 group (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 GROUP within your REACH and make a GUILE CHECK. On a success, move the targeted GROUP 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 GROUPS 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 REACH or more points in ALLIED GROUPS than ENEMY GROUPS within the same, make a GUILE 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).

REACTIONS

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

Art placeholder.

HOW REACTIONS WORK

When the ACTIVE PLAYER takes an ACTION that triggers a REACTION, follow this procedure:

1. The REACTIVE PLAYER *may* spend 1 MOMENTUM to declare a REACTION. Be sure to declare which reaction and group.
2. The ACTIVE PLAYER may *accept or deny* this. If they deny, the ACTIVE PLAYER must spend 1 MOMENTUM. And their ACTION continues without further interference.
3. However, the reactive player may counter and spend another momentum point (so 2pts in total in this interaction) to force their Reaction to activate.
4. If the ACTIVE PLAYER *accepts* the reaction, follow the its rules – including any changes, interruptions, or follow-ons to the action.
5. When the REACTION is complete, initiative swaps: the REACTIVE PLAYER now becomes the ACTIVE PLAYER and spends momentum on actions.

Actions may only ever be targeted by one reaction. Reactions cannot be counter-reacted to by the other player (with one exception: see the REVERSAL WARDING ACTION on pg. ##). Groups may make as many reactions during a round as there is momentum to spend.

STANDARD REACTIONS

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

CHAMPIONS: REGROUP · Reaction

TRIGGER: When targeted by FURY CHECK.

REACTION EFFECT: make a GUILE CHECK. If successful, move an ALLIED GROUP in line of sight within M RANGE up to their MOV value towards either the reacting CHAMPION or the enemy which attacked it.

CRITICAL SUCCESS: Move 2 ALLIED GROUPS.

HEAVIES: INTIMIDATE · Reaction

TRIGGER: When an enemy group 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: The enemy also loses 1 MOMENTUM point.

FIGHTERS: COUNTERCHARGE · Reaction

TRIGGER: The group is the target of an ATTACK.

REACTION EFFECT: Move up to your MOV value and meet the enemy halfway in their movement if they are moving.

After the attacking group 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: SUPRESSION · Reaction

TRIGGER: When an enemy group within RNG moves or attacks the SHOOTERS or another ALLIED GROUP 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 group than the distance they were when the reaction was declared. The enemy group may then complete their movement, even if they were attempting to CHARGE the reacting group.

CRITICAL SUCCESS: The next ACTION taken by an ALLIED GROUP costs 0 MOMENTUM points.

WARDS: FOLLOW · Reaction

TRIGGER: An enemy group within line of sight that was within the WARD'S RNG moves outside of that range.

REACTION EFFECT: Pick up the WARD and place it within the WARD'S RNG of that enemy. This does not require a dice check.

WARDING REACTIONS

If you have included one or more WARDS in your warband, you have access to at least one WARDING REACTION.

An ALLIED, NON-WARD GROUP must be within the RNG of the WARD with this reaction to be able to use it.

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

DEFIANCE	Warding Reaction

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

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 group in line-of-sight fails a WILL CHECK or is otherwise removed from play.

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

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

On a **CRITICAL SUCCESS**, a second group in line of sight of the reacting group 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 group an action.

REACTION EFFECT: Select your group closest to that reacting group that is also within range of the ward to make a GUILE CHECK. On a success, give that group 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 groups and has one of their own groups that would be in range of the same attack.

REACTION EFFECT: Have the allied group 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 GROUP (i.e. not terrain) forces your group to make a WILL CHECK and there is another NON-WARD ALLIED GROUP both within RNG of the enemy and the WARD.

REACTION EFFECT: Have that allied group, instead, make the WILL CHECK with a BONUS.

PURSUIT — Warding Reaction

TRIGGER: An enemy group within range of a group within the range of the ward moves out of range of that group.

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

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

DETONATE — Warding Reaction

TRIGGER: An ENEMY GROUP within the WARD's RNG takes any ACTION.

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

Remove the WARD from play after this.

RALLY — Warding Reaction

TRIGGER: An allied group rolls a CRITICAL SUCCESS result on a WILL CHECK while in a WARD's RNG.

REACTION EFFECT: Have that allied group make a FURY CHECK. On a success, regain 2 MOMENTUM points for each ALLIED GROUP within the WARD's REACH.

CRITICAL SUCCESS: Also regain 1 MOMENTUM point for each ENEMY GROUP within the WARD's REACH.