

JAGGED SHARDS:
SKIRMISH PROTOCOL

FACTION CODEX V.1.02



Mars was never meant to change.

The Colonies were established with precision—measured expansion, controlled systems, and environments engineered to resist the planet’s hostility. For a time, it worked. Structures rose, systems stabilized, and humanity began to impose order on a world that had none.

Then the space anomaly appeared. Deemed Object L2T7.

It came in fast.

On a direct path.

The Human Colonies fired everything they had and hit, but

The detonation didn’t destroy it.

It destabilized continuity.

Colonies broke alignment.

Locations shifted by meters, then by kilometers. Time stamps desynchronized. Equipment recorded events that had not yet occurred.

The anomaly did not simply affect space—it desynchronized reality. Sections of Mars began to exist out of alignment with one another. Ancient formations surfaced within active colony zones. Structures stood half-intact, intersecting with environments that should not coexist. Crystalline growths emerged without origin, threading through steel, stone, and soil alike.

Time itself became unreliable.

In some regions, seconds stretched into minutes. In others, entire cycles passed in an instant.

Gear could rust, decay, and fail within moments—aged by forces no one could measure or predict.

Weapons misfired, systems degraded, and materials weakened without cause. The environment was no longer stable. It was shifting.

Something beneath the surface responded.

What began as isolated growths became structured forms—root systems pushing through fractured terrain, hardening into bark, and erupting into crystalline constructs. These were not random mutations. They were organized. Directed. Acting with purpose.

The Martian Order does not move like an army. It expands, adapts, and replaces. Each form serves a function, each action contributes to a larger system that no longer follows human logic.

The Colonies remain.

What survives of them has adapted to a different kind of war—one fought against an enemy that does not think, does not negotiate, and does not stop. Human forces rely on coordination, discipline, and controlled firepower to hold ground that is constantly shifting beneath them.

This is no longer a fight for expansion.

It is a fight to maintain reality itself.

Because on Mars, nothing is stable.

Not space.

Not time.

Not even the ground beneath your feet.

Range Bands

Short Range:0–8 inches

Mid Range:8–16 inches

Long Range:16–24 inches



FORCE SIZE & BUY POINTS / FR

Each unit in this Codex has a Buy Points / Force Rating (FR) value.

This value represents both:

the cost of adding the unit to a Strike Force
the unit's battlefield value for scoring
the unit's strategic weight during campaign Insertion

Players build Strike Forces by agreeing on a total Buy Points / FR limit before the battle begins.

Recommended Battle Sizes

Recon Clash 50 FR 4–5 models

Standard Strike 75 FR 5–7 models

Heavy Engagement 100 FR 7–9 models

Campaign Assault 125 FR 8–11 models

Standard Play Recommendation

For most games on a **4'x4' battlefield**, use:

75 Buy Points / FR

This creates a balanced skirmish force of roughly:
5–7 models per player

This size gives players enough units to contest Objectives, use specialists, and threaten multiple parts of the battlefield without overcrowding the board.

Smaller Games

A **50 FR Recon Clash** is ideal for:

learning the rules

quick battles

early campaign missions

smaller model collections

These games are faster but more lethal because every unit loss matters immediately.

Larger Games

A **100 FR Heavy Engagement** gives players access to more specialists and heavy units.

This size works well for experienced players

but may increase battle length and board congestion.

For early alpha testing, players should avoid exceeding:

100 FR

unless both players agree.

Force Construction Rule

A Strike Force may include any combination of units from its faction Codex as long as the total Buy Points / FR does not exceed the agreed battle size.

Example:

A 75 FR Strike Force may include units totaling 75 FR or less.

Unused Buy Points / FR are simply ignored.

Campaign Insertion Reminder

During campaign play, total Strike Force FR may also affect Insertion.

To resolve Insertion:

$D100 + \text{Attacker Strike Force FR} \geq \text{Position Value}$

If the result equals or exceeds the Position Value, Insertion succeeds.



MARTIAN ORDER

The surface of Mars is no longer barren. Beneath fractured ground and crystal outgrowths, something has taken root.

The Martian Order is not an army in the traditional sense. It does not march, it spreads. Growths emerge where the terrain is weakest—rooted forms, hardened constructs, and shard-driven entities shaped for specific functions. Each unit is part of a larger system, acting in quiet coordination through unseen influence.

Crystal formations are not decoration. They are control. Through them, the Order directs motion, behavior, and purpose—binding lesser creatures and shaping more complex forms into tools of expansion.

Where the Order takes hold, the environment changes. Ground hardens, structures distort, and resistance is slowly overcome. Not through speed or precision, but through persistence.

The Martian Order does not conquer.

It replaces.

BLOODROOT INITIATE

The Bloodroot Initiate is the most common expression of Martian growth—simple, numerous, and relentless. These creatures are not built for durability or precision, but for presence. They advance without hesitation, their root-formed bodies weaving across the terrain as crystalline growths pulse with disruptive energy.

Individually, they are insignificant. Together, they become a suffocating force—entangling movement, distorting perception, and overwhelming targets through sheer persistence. Where they gather, escape becomes difficult, and resistance begins to break down.

Stats

SR Threshold:55

EV: 5

MV:6

W Threshold:1

Wounds: 1

Weapons

Rootblade(Melee)

DAM: 1



Abilities

Buried Emergence

During deployment, up to 2 Bloodroot Initiates may be placed anywhere on the battlefield more than 9" from enemy units.

Entangling Strike

On a successful melee attack, the target suffers -5 EV until the end of the next round.

Psychic Disruption (Short Range)

Instead of attacking, this unit may target an enemy within short range. That unit suffers -5 EV until the end of the next round. Effects from multiple Initiates stack.

Buy Points/FR

10

Base Size

25mm

BLOODROOT STALKER

Bloodroot Stalkers are predatory evolutions of the Initiate strain, grown with a singular purpose—capture. Their forms are more developed, their movements more deliberate, and their reach far more dangerous. Root-limbs extend and coil with unnatural precision, seizing targets and holding them in place as the rest of the Order closes in.

They do not overwhelm through numbers. They isolate. Once a Stalker commits, escape becomes nearly impossible, and those caught rarely break free before the system consumes them.

Stats

SR Threshold: 60

EV: 10

MV: 7

W Threshold: 1

Wounds: 2

Weapons

Root Talons (Melee)

DAM: 2



Abilities

Ambush Predator

If this unit attacks a target that has not yet activated this round it gains -10 SR Threshold for that attack.

Grasping Growth

On a successful melee attack, the target cannot move during its next activation.

BuyPoints/FR

15

BaseSize

32mm

DINO RAPTOR

The Dino Raptor is a predator torn from another time, driven by instinct and guided by forces it cannot resist. A crystalline node forced through its skull binds it to the Martian network, steering its aggression without dulling its ferocity. It hunts with speed and precision, striking before its prey can react and disappearing just as quickly.

Unlike the rooted forms of the Order, the Raptor does not control space—it exploits it. It finds weakness, isolates targets, and delivers sudden, decisive violence. Where the Raptor appears, hesitation is fatal.

Stats

SR Threshold: 65
 EV: 10
 MV: 8
 W Threshold: 2
 Wounds: 2

Weapons

Rending Claws (Melee)
 DAM: 2



Abilities

Feral Charge

If this unit moves before attacking, it gains -10 SR Threshold for that attack.

Crystal Focus

This unit ignores EV modifiers when making melee attacks.

BuyPoints/FR

20

BaseSize

40mm

TREE WARDEN

The Tree Warden is not a creature—it is a foothold. A towering convergence of root and crystal, it forces the Martian world into reality wherever it stands. Its form is slow and deliberate, but its presence alone reshapes the battlefield, choking movement and locking enemies in place. It does not pursue. It does not react. It advances, and the ground follows. Those who fight near it find themselves trapped in a growing system that does not release what it has claimed.

Stats

SR Threshold: 65
 EV: 0
 MV: 4
 W Threshold: 3
 Wounds: 3

Weapons

Crushing Growth (Melee)
 DAM: 3



Abilities

Rooted Dominion

Enemy units within short range of this unit suffer -10 EV and cannot disengage.

Encroaching Growth

Enemy units that begin their activation within short range of this unit suffer 1 wound.

BuyPoints/FR

30

BaseSize

60mm

SHARD MAULER

(Shock Specialist)

The Shard Mauler is a hardened assault form, grown for impact and nothing else. Its bark-armored body absorbs punishment as it drives forward, while its elongated neck whips a mace-like crown of crystal shards with devastating force. Every movement is violent, every strike meant to break.

It does not stalk or control. It crashes into resistance and shatters it. Where the Mauler strikes, formations collapse and anything caught in its path is left broken.

Stats

SR Threshold: 70

EV: 5

MV: 6

W Threshold: 2

Wounds: 2

Weapons

ShardMace (Melee)

DAM: 3



Abilities

Violent Impact

If this unit moves before attacking, it gains -10 SR Threshold for that attack.

Crushing Force

On a successful attack, the target is pushed directly away from this unit.

Shard Burst

(Mid Range Only - 1 Warp Flare)

Instead of making a normal attack, this unit releases a concentrated crystalline burst.

The target suffers DAM: 2.

All units within 2" of the target suffer -5 EV until the end of the next round.

This ability may only be used once per round.

BuyPoints/FR

25

BaseSize

40mm

SHARD WEAVER

(Warp Specialist)

The Shard Weaver is a precise instrument of control, its symmetrical crystal form acting as a focal point for the Martian network. Unlike the more chaotic growths of the Order, it operates with deliberate intent—bending space, repositioning allies, and shaping the flow of battle from a distance.

It does not engage through force. Instead, it places each piece exactly where it is needed, ensuring that every movement serves a greater design. Where the Weaver is present, the battlefield itself begins to shift.

Stats

SR Threshold: 60

EV: 10

MV: 6

W Threshold: 1

Wounds: 2

Weapons

Warp Lance(Short Range)

DAM: 1



Abilities

WarpShift

(2 Warp Flares)

Once per activation, instead of attacking, this unit may select a friendly unit within short range.

Remove that unit from the battlefield and place it anywhere within short range of this unit.

The moved unit can not attack this turn.

BuyPoints/FR

20

BaseSize

32mm



HUMAN COLONIES

Mars was meant to be controlled.

The Colonies were built on precision—structured expansion, coordinated labor, and systems designed to function in one of the harshest environments known to man. Every structure, every unit, every operation was calculated to maintain order on a world that resisted it.

That control is gone.

The emergence of the Martian Order has turned the surface into something unstable and unpredictable. Terrain shifts, structures collapse, and something beneath the ground responds to intrusion with relentless force. The Colonies do not spread like their enemy—they hold, adapt, and respond.

Human forces rely on coordination, positioning, and disciplined firepower to survive. Every movement is measured, every engagement deliberate. Against an enemy that does not think like them, they remain the last expression of structure in a world that is rapidly losing it.

They do not evolve.

They endure.

COLONIST RIFLEMEN

The Colonist Rifleman is the backbone of human presence on Mars—trained, disciplined, and equipped for survival in a hostile environment. Where the Martian Order spreads without thought, the Rifleman responds with coordination and controlled fire, holding ground through precision rather than brute force.

They are not specialized, but they are reliable. In numbers, they form firing lines capable of suppressing advancing threats, buying time and space against an enemy that does not hesitate. Against the chaos of the Martian Order, the Rifleman represents structure—one of the last remnants of control.

Stats

SR Threshold: 60

EV: 5

MV: 6

W Threshold: 1

Wounds: 1

Weapons

Colony Rifle(Mid Range)

DAM: 1

CombatKnife (Melee)

DAM: 1



Abilities

Coordinated Fire

If this unit targets an enemy that has already been targeted by another friendly unit this round, it gains -10 SR Threshold for that attack.

BuyPoints/FR

10

Base Size

25mm

EXO SUIT

The EXO Suit is a reinforced combat platform designed to withstand the hostile conditions of Mars and the threats that emerge from it. Encased in powered armor, operators gain enhanced strength, durability, and stability, allowing them to hold positions that standard infantry cannot. Where Riflemen rely on coordination, the EXO Suit stands as a point of resistance—absorbing pressure and returning it with controlled force. Against the advancing Martian Order, it serves as both shield and weapon, anchoring the line where it would otherwise break.

Stats

SR Threshold:65

EV: 10

MV: 5

W Threshold:2

Wounds: 2

Weapons

Heavy Carbine (MidRange)

DAM: 2

Pulse Blade (Melee)

DAM: 2



Abilities

Stabilized Platform

This unit gains +5 SR when making ranged attacks after moving..

BuyPoints/FR

20

BaseSize

40mm

WALKER TURRET

The Walker Turret is a mobile weapons platform designed to deliver sustained firepower in hostile environments. Stabilized and heavily armed, it advances methodically, establishing zones of control through continuous suppressive fire.

While its primary function is ranged dominance, the Walker is not defenseless at close range. Its reinforced manipulator claws allow it to engage threats that breach its perimeter, maintaining pressure even when the enemy closes in.

Stats

SR Threshold: 65

EV: 0

MV: 4

W Threshold: 2

Wounds: 2

Weapons

Twin Autocannon (Long Range)

DAM: 2

ManipulatorClaws (Melee)

DAM: 2



Abilities

Suppressive Fire

Enemy units hit by this unit suffer -5 EV until the end of the next round.

Stabilized Platform

This unit gains -5 SR when making ranged attacks after moving.

BuyPoints/FR

20

BaseSize

40mm

EXCAVATOR FRAME

The Excavator Frame is a heavy industrial platform repurposed for combat, its reinforced structure and hydraulic systems built to tear through rock now turned against hostile forces. Slow but relentless, it advances with crushing force, breaking anything that stands in its path. Where other units rely on precision, the Excavator overwhelms through raw power. Its massive tools are not weapons by design, but in close quarters they are devastating—capable of dismantling both structure and enemy alike. Against the Martian Order, it meets growth with destruction.

Stats

SR Threshold: 60
 EV: 0
 MV: 4
 W Threshold: 3
 Wounds: 3

Weapons

Claw/Saws (Melee)
 DAM: 2



Abilities

Crushing Strength

When this unit makes a melee attack against a target with a higher W Threshold, increase the weapon's DAM by 1 for that attack.

Excavation Charge

(Mid Range Only — 2 Warp Flares)

Instead of making a normal attack, this unit may deploy an Excavation Charge against a target wholly within Mid Range.

The target suffers DAM: 3.

After resolving the attack, all other units within 2" of the target suffer 1 wound.

This ability may only be used once per round.

BuyPoints/FR

25

BaseSize

50mm

HEAVY SUPPORT MECH

The Heavy Support Mech is a walking weapons platform designed for sustained battlefield dominance. Built to withstand prolonged engagements, it delivers overwhelming firepower while advancing with deliberate, unstoppable force.

It does not rely on speed or precision. It establishes control through presence alone—forcing enemies into unfavorable positions and breaking resistance through sustained pressure. Where it deploys, the battlefield bends around it.

Stats

SR Threshold: 65

EV: 5

MV: 4

W Threshold: 3

Wounds: 3

Weapons

Heavy Cannon (Long Range)

DAM: 3

Impact Hammer (Melee)

DAM: 3



Abilities

Anti-Armor

This unit ignores penalties from cover when making ranged attacks.

Stabilized Frame

This unit may make ranged attacks even if it moved this round.

BuyPoints/FR

30

Base Size

50mm

BREACH OPERATOR

(Shock Specialist)

Breach Operators are deployed where standard lines fail. Equipped for close-quarters combat, they advance directly into hostile positions, breaking through resistance with controlled aggression and precision strikes. Their role is not to hold or suppress, but to disrupt—forcing openings where none exist.

Trained to operate under extreme pressure, Breach Operators close distance quickly and engage decisively. Against the Martian Order, they serve as the point of contact, meeting advancing threats head-on and dismantling them before they can overwhelm the line.

Stats

SR Threshold: 65
 EV: 5
 MV: 6
 W Threshold: 2
 Wounds: 2

Weapons

Shock Claw (Melee)
 DAM: 2
 Shock Pulser (Short
 Range) DAM: 1



Abilities

Breach Charge

If this unit moves before attacking, it gains -10 SR Threshold for that attack.

Close Quarters Discipline

This unit does not suffer penalties when making melee attacks while engaged with multiple enemies.

BuyPoints/FR

22

Base Size

32mm

WARP TECHNICIAN

(Warp Specialist)

Warp Technicians operate at the edge of human understanding, interfacing with unstable anomalies to manipulate space and reposition forces in real time. Equipped with experimental systems and guided by precise calculations, they alter the flow of battle without direct engagement.

Their work is not without risk. The same forces that allow them to reposition allied units can distort perception, disrupt targeting, and fracture the battlefield in unpredictable ways. Where they operate, reality becomes less certain—but far more advantageous to those who can control it.

Stats

SR Threshold: 60

EV: 10

MV: 6

W Threshold: 1

Wounds: 1

Weapons

Warp Emitter (Short Range)

DAM: 1



Abilities

WarpShift

(2 Warp Flares)

Once per activation, instead of attacking, this unit may select a friendly unit within short range.

Remove that unit from the battlefield and place it anywhere within short range of this unit.

The moved unit can not attack this turn.

Field Distortion

Enemy units targeting this unit suffer -5 EV.

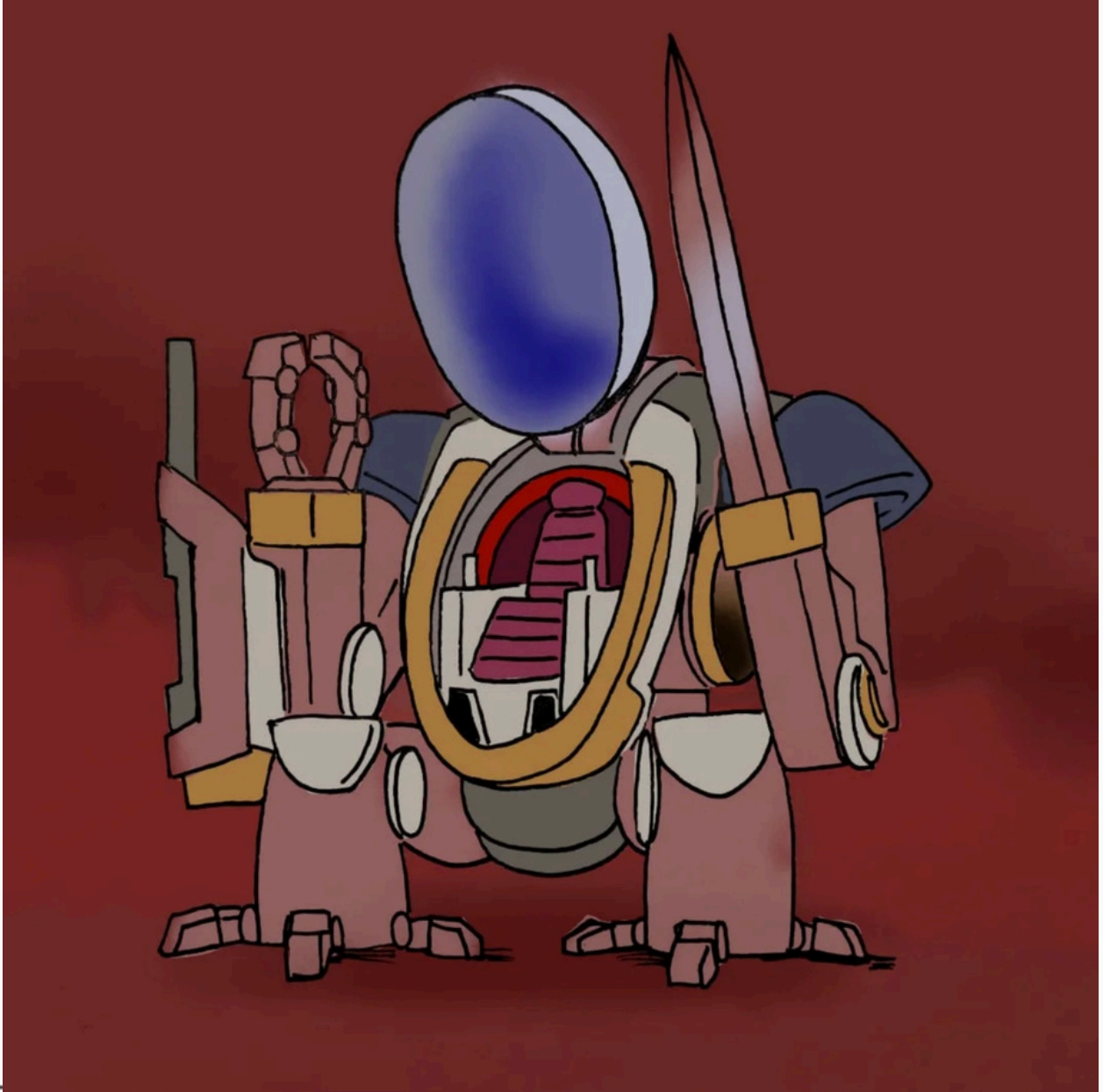
BuyPoints/FR

20

25mm

BaseSize

Reality has already fractured.
You are not entering a stable battlefield—you are stepping into a moment that may not exist twice the same way. Positions shift, time distorts, and survival depends on decisions made under uncertainty.
Adapt quickly.
Or be erased.

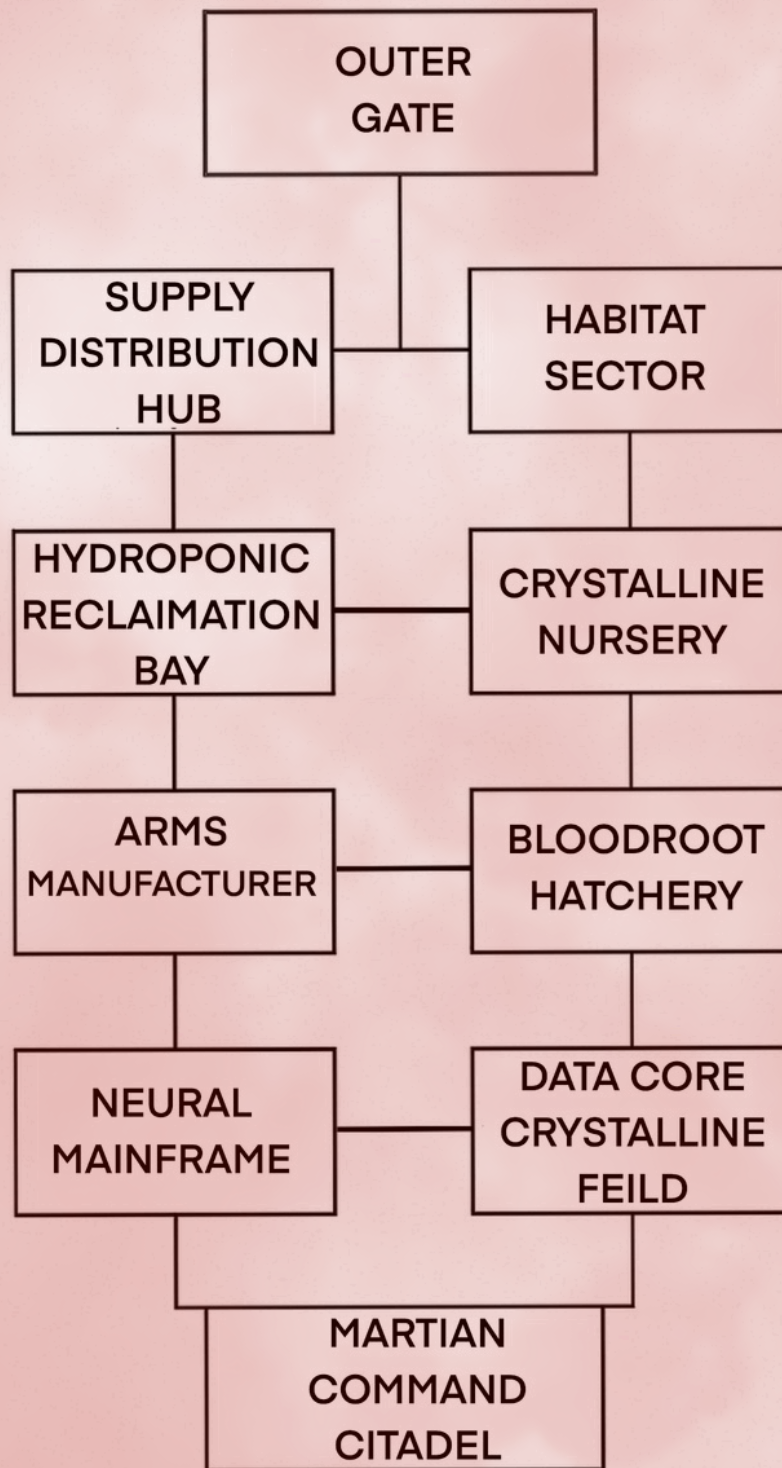


Insertion Roll (Attacker Only)

Insertion Formula

$D100 + \text{Attacker Force Rating} \geq \text{Position Value}$

MARTIAN ORDER



Martian Order Positions

Outer Gate — PV 60

A crystalline perimeter grown from root and shard.

Penalty:

Reinforcements may not deploy next battle

Supply Distribution Hub — PV 70

Organic distribution network feeding weapons and resources.

Penalty:

The controlling player begins the next battle with 1 fewer Warp Flares

Habitat Sector — PV 70

Living chambers grown from bark and root structures.

Penalty:

The controlling player may not attempt to steal initiative next battle.

Hydroponic Reclamation Bay — PV 80

Nutrient reservoirs sustaining war-beasts and growth cycles.

Penalty:

During the next battle, the controlling player may not recover Warp Flares from

Objectives During Round 1.

Crystalline Nursery — PV 80

Growth chambers for crystal weapons and bio-constructs.

Penalty:

During the next battle, the controlling player's first Critical Success is treated as a normal success instead.

Arms Manufacturer — PV 90

Biomechanical forge producing organic weapons.

Penalty:

Ranged attacks increased +5 SR Threshold in Round 2 of next battle.

Bloodroot Hatchery — PV 90

Breeding grounds for Martian predators.

Penalty:

Units equipped with Melee weapons may not Rush in Round 2 next battle

Neural Mainframe — PV 100

Psychic network coordinating Martian strategy.

Penalty:

The controlling player may not use Warp Flare abilities during round 1 of next battle.

Data Core Crystalline Field — PV 80

Memory lattice storing ancestral combat knowledge.

Penalty:

The opposing player determines battlefield layout for the next battle.

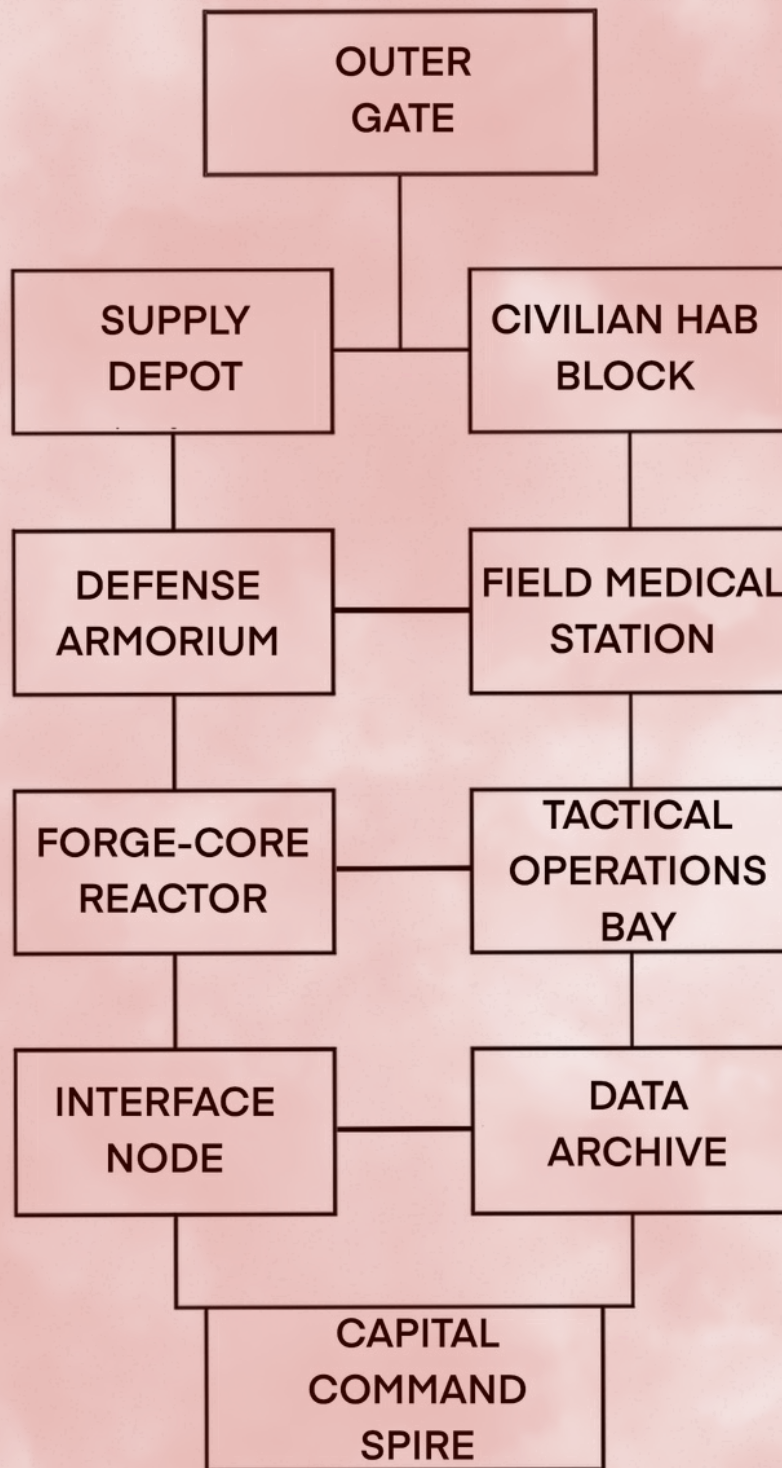
Martian Command Citadel — PV 110 (HQ)

The central throne-root of the Martian Order.

Penalty:

Losing this Position ends the campaign immediately

HUMAN COLONIES



Human Colonies Positions

Outer Gate — PV 60

The first defensive line—steel barriers and sensor arrays guarding the colony perimeter.

Penalty:

Reinforcements may not deploy next battle

Supply Depot — PV 70

A logistics hub storing ammunition, rations, and survival equipment.

Penalty:

The controlling player begins the next battle with 1 fewer Warp Flares

Civilian Hab Block — PV 70

Residential sectors filled with workers, engineers, and families.

Penalty:

The controlling player may not attempt to steal initiative next battle.

Defense Armorium — PV 80

0 Manufacturing center for armor plating and combat frames.

Penalty:

Ranged attacks increased +5 SR Threshold in Round 2 of next battle.

Field Medical Station — PV 80

Emergency triage center stabilizing wounded forces.

Penalty:

The first friendly unit destroyed during the next battle grant double Force Rating towards

Round Victory calculations.

Forge-Core Reactor — PV 90

Primary power source of the colony's infrastructure.

Penalty:

The opposing player get +1 Warp Flare at the start of each round during the next battle

Tactical Operations Bay — PV 90

Command hub coordinating battlefield intelligence and positioning.

Penalty:

Cannot win Initiative ties next battle

Interface Node — PV 100

Neural command relay linking colony systems and battlefield data.

Penalty:

Warp Flare abilities may not be used during Round 1 of the next battle.

Data Archive — PV 100

Repository of maps, combat logs, and strategic history.

Penalty:

Opponent chooses battlefield layout next battle

Capital Command Spire — PV 110 (HQ)

The final command center of the Human Colonies.

Penalty: Losing this Position ends the campaign immediately

