



JAGGED SHARDS:

Skirmish Protocol

Version 1.03

Core Rulebook

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CHAPTER 1 — INTRODUCTION

What Is Jagged Shards?

Jagged Shards is a fast-paced tactical skirmish wargame set on a fractured and unstable Mars. Players command elite strike forces in brutal engagements fought across collapsing terrain, crystalline wastelands, and anomaly-ridden battlefields where continuity itself has begun to fail.

Battles in Jagged Shards emphasize:

- tactical positioning
- decisive combat
- resource management
- strategic movement
- objective control

Every unit matters.

Every activation carries consequence.

Every Warp Flare spent may determine the outcome of the battle.

The Fractured World

Mars did not die quietly.

Object L2T7 triggered a catastrophic continuity fracture that destabilized time, geography, and biological evolution across the planet. Entire regions shifted unpredictably. Ancient structures appeared where none had existed before. Machinery corroded within hours. Creatures long extinct emerged from fractured evolutionary pathways.

What began as a scientific excavation became an irreversible planetary collapse.

Now the surviving Human Colonies and the transformed Martian Order wage an endless war across a world that no longer obeys natural law.

Tactical Skirmish Warfare

Jagged Shards is designed for small-scale tactical engagements between highly specialized strike forces.

Standard battles are fought on a 4'x4' battlefield and typically involve:

- infantry units
- specialist operatives
- support platforms
- anomaly-adapted warforms
- heavy mechanized units

Forces are compact, lethal, and highly tactical. Positioning, timing, and resource management often matter more than raw numbers.

What You Need to Play

To play Jagged Shards, each player will need:

- A Strike Force built from a faction Codex
- A D100 or percentile dice set
- A measuring tool marked in inches
- Terrain suitable for a 4'x4' battlefield
- Objective markers
- Warp Flare markers or tokens

Additional materials such as campaign maps, battlefield terrain, and faction-specific markers may be used for expanded play.

Strike Forces

Each player commands a Strike Force assembled from a faction Codex.

Faction Codexes contain:

- unit profiles
- weapon profiles
- abilities
- Warp Flare costs
- faction-specific rules
- strategic options

The Core Rulebook contains the universal systems and battlefield rules used by all factions.

CHAPTER 2 — LORE & SETTING

Mars Before the Fracture

Before the collapse, Mars was expanding.

Human Colonies spread across the planet through mining operations, research installations, industrial sectors, and deep excavation projects beneath the Martian crust. Isolated frontier settlements became fortified population centers connected by long-range transport corridors and subterranean infrastructure networks.

The surface remained hostile, but it was stable.

For decades, Mars represented control. Expansion. Progress.

Then an orbital anomaly entered the atmosphere. Object L2T7.

Nothing on Mars remained stable afterward.

Object L2T7

The object entered Martian orbit without warning.

Initial scans identified it as an anomalous mass traveling on a direct collision course toward the Colonial sectors. Attempts to classify the object failed almost immediately. Sensor readings contradicted one another between observation cycles, and long-range telemetry produced impossible spatial data.

As the object descended into the atmosphere, panic spread across the colonies.

Colonial defense platforms, orbital batteries, and surface weapon systems opened fire in a coordinated attempt to destroy or deflect the anomaly before impact. Thousands of high-yield munitions were launched within minutes.

The object did not behave as expected.

Witnesses reported the anomaly fracturing mid-descent while remaining physically intact. Light distorted around the atmosphere. Entire communication grids failed simultaneously across multiple sectors.

Then reality itself began to collapse.

The event became known as: The Continuity Fracture.

The Continuity Fracture

The fracture did not spread like a conventional disaster.

It destabilized reality itself.

Across Mars, time distortions began appearing without warning. Entire regions shifted unpredictably between states of decay and restoration. Structures emerged where none had previously existed. Weather systems formed from crystalline particulate storms that stripped exposed machinery apart within hours.

Military outposts lost communication with neighboring sectors only kilometers away. Surveyed terrain changed between patrol cycles. Reinforcement teams frequently arrived at incorrect insertion coordinates or emerged days after deployment orders had been issued.

In some regions, the fracture altered biological evolution entirely.

Creatures believed extinct appeared within anomaly zones. Native ecosystems adapted at impossible rates. Predatory organisms emerged displaying signs of accelerated mutation, crystalline integration, and temporal instability.

Mars itself had become unstable.

The Jagged Zones

The regions most heavily affected by the fracture became known as Jagged Zones.

These territories are marked by:

- crystalline overgrowth
- spatial distortion
- unstable terrain
- temporal irregularities
- rapid environmental decay

Within the Jagged Zones, conventional warfare collapsed quickly.

Long-term fortification became unreliable. Supply chains failed unpredictably. Navigation systems degraded rapidly inside active anomaly sectors. Entire battlefields shifted between engagements.

Yet the fractured regions also contain strategic Positions, lost infrastructure, buried technology, and unstable anomaly resources too valuable to abandon.

The war continued.

The Human Colonies

The surviving Human Colonies adapted through militarization, containment doctrine, and rapid-response strike operations.

Colonial forces prioritize:

- battlefield discipline
- reinforced equipment
- tactical coordination
- strategic insertion
- controlled resource expenditure

Most colonial commanders view the fracture as a containment failure that must eventually be stabilized or destroyed entirely.

Others believe Mars has already passed the point of recovery.

Despite mounting losses, the Colonies continue launching strike forces into unstable territories to reclaim Positions, recover technology, and prevent further territorial collapse.

The Martian Order

The Martian Order emerged from isolated settlements and fracture survivors who adapted to the changing conditions of Mars rather than resisting them.

Exposure to the fracture altered both physiology and perception among many surviving populations. Crystalline growths became integrated into armor, machinery, and eventually biological tissue itself. Over time, the distinction between adaptation and corruption became increasingly difficult to define.

The Martian Order does not view the fracture as a catastrophe.

To them, Mars is evolving.

Order warforms, anomaly-adapted creatures, and crystalline constructs now move through the Jagged Zones with a familiarity colonial forces struggle to understand. Some Martian commanders have even demonstrated the ability to direct or influence fracture-altered lifeforms emerging from unstable regions.

Whether this control is biological, technological, or something else entirely remains unknown.

Evolution Hijacked

The Continuity Fracture did not simply alter the battlefield.

It altered evolution itself.

Temporal instability within the Jagged Zones has caused extinct biological lineages to re-emerge alongside rapidly adapting native organisms and newly mutated species. Predatory creatures displaying impossible anatomical structures have been encountered within active fracture sectors, many exhibiting crystalline growth patterns and accelerated regenerative traits.

Some creatures appear partially displaced from earlier evolutionary periods. Others seem entirely new.

Colonial records describe:

- raptor-like predators moving through collapsed industrial sectors
- burrowing crystalline organisms beneath excavation sites
- massive anomaly-adapted fauna emerging during fracture storms

The Martian Order has increasingly incorporated these entities into battlefield operations.

Mars no longer belongs solely to humanity.

The Shape of the Conflict

Neither side can fully control the fracture.

The Human Colonies fight to contain it.

The Martian Order fights to embrace it.

The planet continues changing regardless of either objective.

Across Mars, strike forces deploy into collapsing territories where shifting geography, fractured ecosystems, and unstable anomaly conditions transform every battle into a race for survival and strategic dominance.

The war for Mars is no longer a war for territory alone.

It is a war over what the planet will ultimately become.

The Shape of War

The battlefields of Mars are unstable.

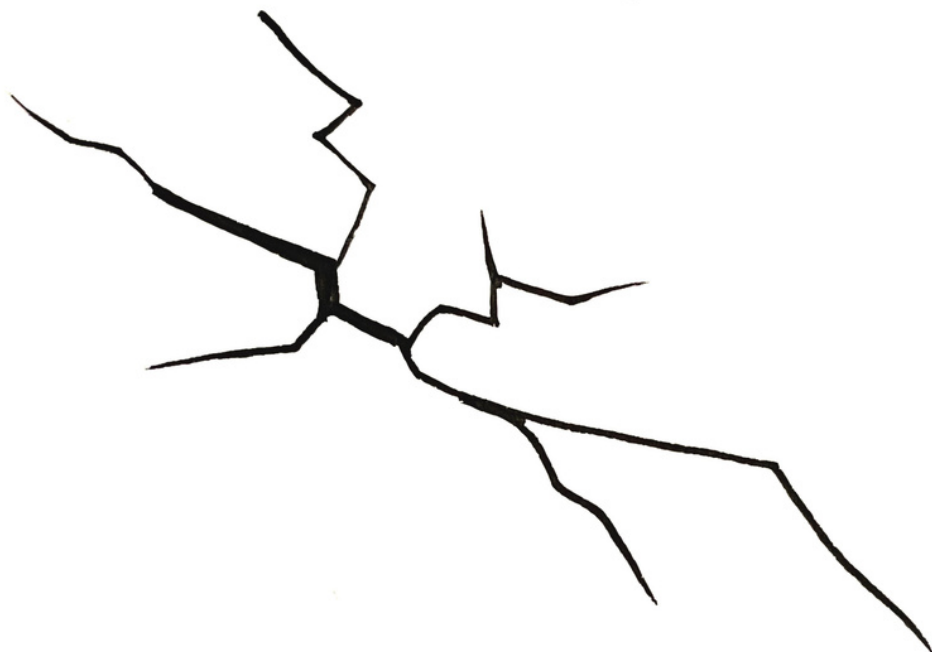
Territory shifts without warning. Reinforcements emerge through fractured insertion zones.

Ancient ecosystems mutate beneath crystalline storms. Strategic Positions collapse and reform across the surface of the planet faster than military forces can adapt.

The war continues not because victory is certain, but because neither side can afford to stop fighting.

In Jagged Shards, every battle is part of a larger fracture spreading across Mars itself.

The front lines shift constantly. Every victory reshapes the campaign. Every defeat opens new paths for the enemy.



CHAPTER 3 — CORE CONCEPTS

The Core System

Jagged Shards uses a roll-high D100 system designed for fast tactical resolution and decisive battlefield outcomes.

Most actions are resolved by:

1. determining the required SR Threshold
2. rolling a D100
3. comparing the result

To succeed, a roll must equal or exceed the required SR Threshold.

Higher SR Thresholds represent more difficult actions.

SR Thresholds

SR Thresholds represent the difficulty of an action under battlefield conditions.

Terrain, cover, abilities, and battlefield conditions may modify the SR Threshold required to succeed.

Example:

- Open firing lane: lower SR Threshold
- Heavy cover: higher SR Threshold

If the final roll equals or exceeds the SR Threshold, the action succeeds.

If the result is lower than the SR Threshold, the action fails.

Critical Results

Certain rolls result in Critical Successes or Critical Failures regardless of modifiers.

Critical Success

A result of:

96–100

Critical Successes automatically succeed.

In combat, the attack's DAM is increased by 1 unless otherwise stated.

Critical Failure

A result of:

01–05

Critical Failures automatically fail regardless of modifiers.

If the roll was made for an ability activation, that specific ability may not be used during the following round.

Critical results may not be rerolled.

Force Rating (FR)

Every unit possesses a Force Rating (FR) representing its battlefield value and strategic importance.

Force Rating is used for:

- Strike Force construction
- battlefield scoring
- campaign balance
- strategic evaluation

Destroyed enemy units grant Force Rating during Round Victory calculation.

Only completely destroyed units grant Force Rating.

Warp Flares

Warp Flares represent unstable bursts of fractured continuity energy generated by battlefield anomalies, insertion instability, and localized fracture events.

Warp Flares are a finite tactical resource shared across the entire Strike Force.

Warp Flares are used for:

- rerolls
- activated abilities
- increase a weapon's DAM before resolving an attack
- reinforcements
- grenades and shard bursts
- faction-specific effects

Players may spend 1 Warp Flare to increase a weapon's DAM by +1 before resolving an attack. Multiple Warp Flares may be spent on the same attack.

Warp Flares do not regenerate normally during battle unless restored by Objectives, abilities, or scenario specific effects.

Many abilities listed within faction Codexes require Warp Flare expenditure to activate.

Range Bands

Weapons and abilities operate within defined Range Bands.

Standard Range Bands are:

- Close 0-8 inches
- Medium 8-16 inches
- Long 16-24 inches

Some faction abilities or specialized weapons may modify or ignore Range Band restrictions.

Specific weapon profiles are listed within faction Codexes.

Battlefield Philosophy

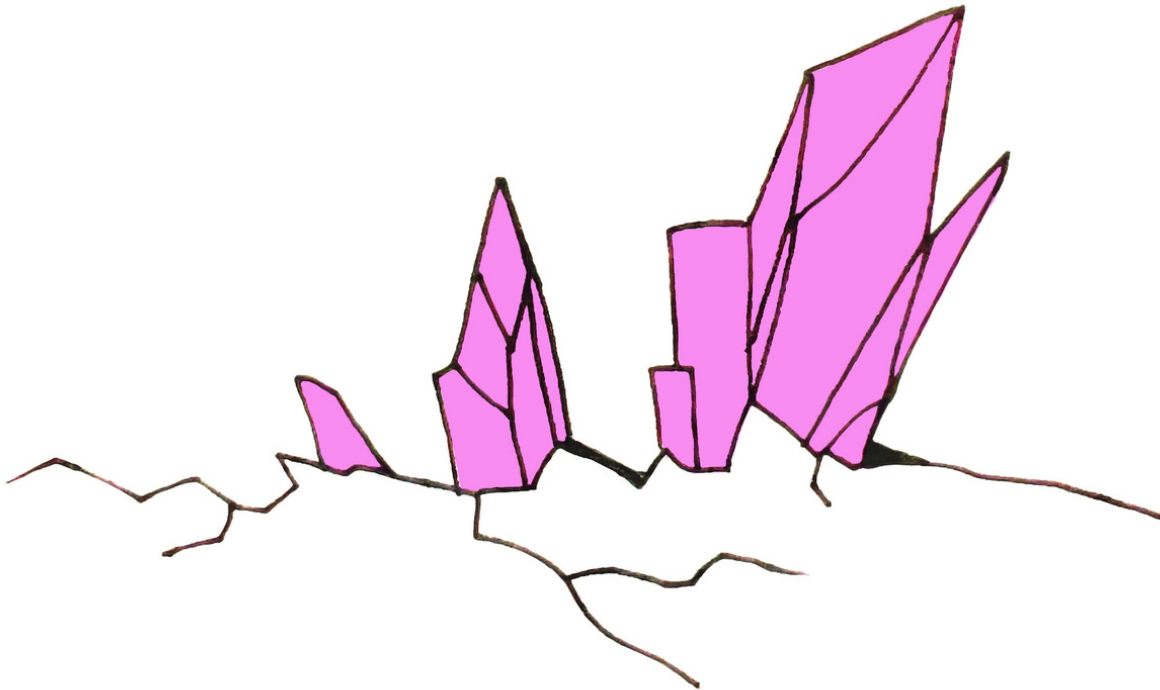
Jagged Shards is designed around:

- tactical positioning
- meaningful resource management
- lethal combat
- limited force projection
- strategic objective pressure

Every activation matters.

Every Warp Flare spent is permanent.

Every engagement reshapes the battlefield.



CHAPTER 4 — BATTLEFIELD SETUP

Preparing the Battlefield

Battles in Jagged Shards are fought across unstable and heavily contested regions of Mars where fractured terrain, collapsed infrastructure, and anomaly activity reshape the battlefield constantly.

Before the battle begins, players must prepare the battlefield by:

1. placing terrain
2. determining deployment zones
3. placing objectives
4. deploying Strike Forces
5. Resolve Insertion Procedures (Campaign Battles Only)

Standard battles use a 4'x4' battlefield unless otherwise specified by a scenario or campaign mission.

All measurements in Jagged Shards are made in inches and are measured base-to-base using the shortest legal path.

Terrain

Terrain is a critical part of battlefield strategy and should be used to create varied sightlines, movement lanes, defensive positions, and contested approach routes.

Standard battlefields should contain a mixture of:

- open terrain
- light cover
- heavy cover
- elevated terrain
- difficult terrain

Battlefields with insufficient terrain heavily favor ranged engagements and reduce tactical maneuver options.

As a general guideline, terrain should cover approximately 25–40% of the battlefield.

Terrain Categories

Light Cover

Light Cover represents partial battlefield obstruction such as debris, low barricades, fractured piping, or damaged structures.

Units benefiting from Light Cover increase the SR Threshold of incoming attacks +10.

Heavy Cover

Heavy Cover represents reinforced structures, dense industrial wreckage, armored barriers, or major geological obstruction.

Heavy Cover significantly limits visibility and increases the SR Threshold of incoming attacks +20.

Difficult Terrain

Difficult Terrain includes unstable crystal formations, collapsed infrastructure, deep debris fields, shifting surfaces, and hazardous fracture zones.

Movement through Difficult Terrain is halved. unless otherwise stated by an ability or scenario rule.

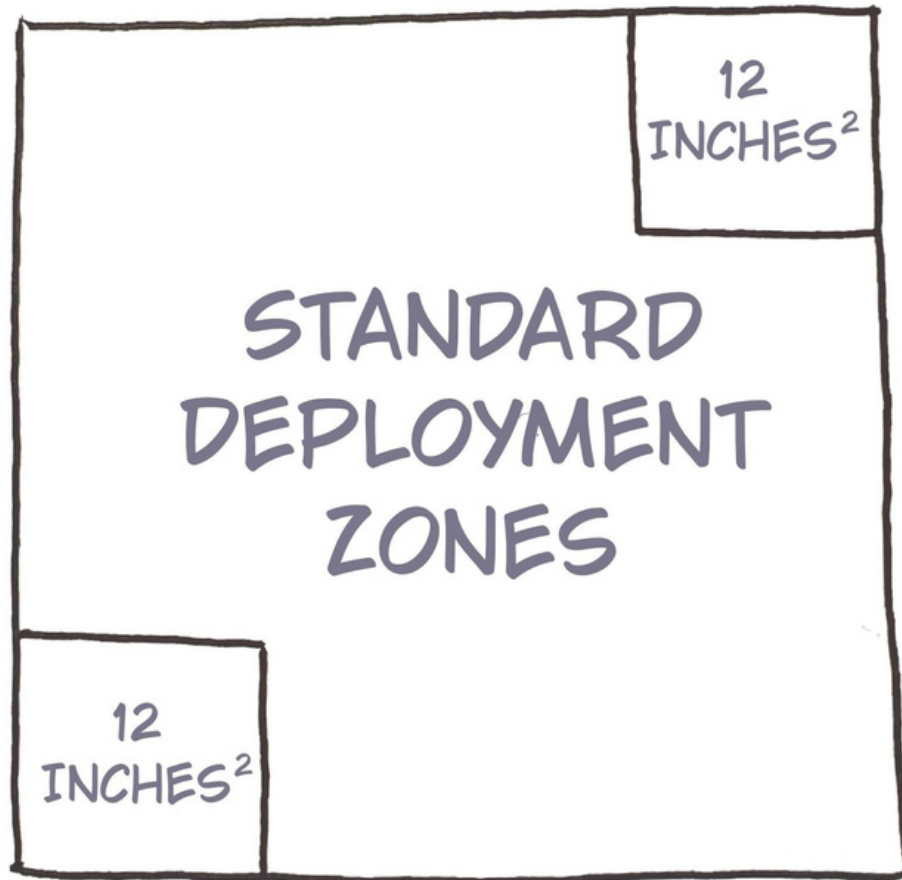
Elevated Terrain

Elevated Terrain includes raised platforms, industrial towers, excavation scaffolds, collapsed architecture, and geological formations. Elevated positions often provide improved battlefield visibility and strategic control. Units attacking targets at a lower elevation reduce their SR Threshold by 10.

Standard Deployment

Standard battles use Corner Deployment unless otherwise specified.

Each player controls one Deployment Zone extending 12" outward from opposite battlefield corners.



Corner Deployment creates diagonal battlefield pressure and encourages maneuver, flanking movement, and contested territorial control throughout the battle.

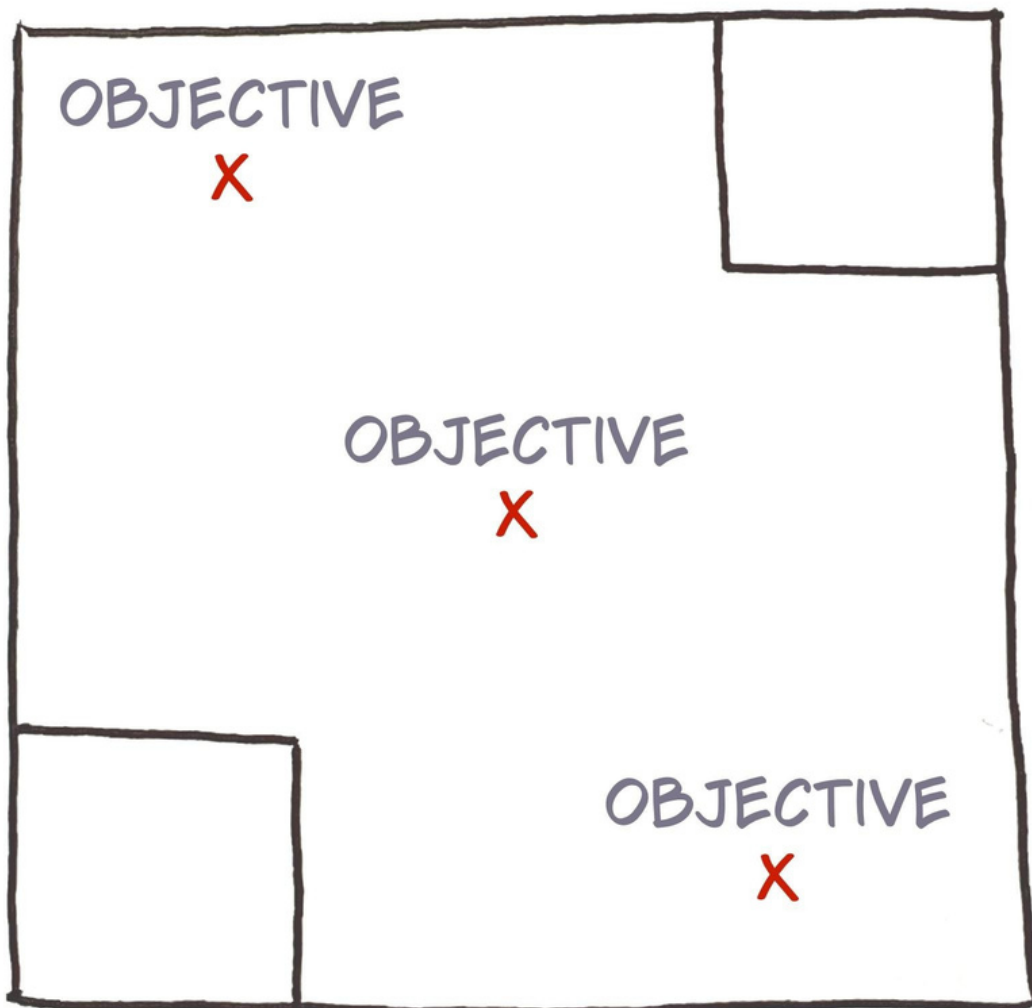
Objectives

Objectives represent strategic battlefield Positions, anomaly sites, supply caches, containment structures, excavation zones, or fracture stabilization points.

Objectives should be distributed across the battlefield in contested and tactically meaningful locations.

Standard objectives use Sticky Objective Control.

Once an objective is captured, it remains under that player's control until contested or captured by enemy forces. Contested Objectives provide no value while enemy forces remain within control range. Standard objective values and victory calculations are resolved during Round Victory scoring.



Battlefield Density

Battlefields in Jagged Shards should encourage:

- movement
- line-of-sight disruption
- tactical positioning
- contested approach routes
- objective pressure

Overly open battlefields reduce tactical depth and heavily favor long-range engagements.

Overly dense battlefields may prevent maneuver and slow gameplay excessively.

Players are encouraged to construct battlefields that support both ranged pressure and close-quarters conflict.

Deployment Sequence

Before the first round begins:

1. Prepare battlefield terrain
2. Determine deployment zones
3. Place objectives
4. Deploy Strike Forces
5. Resolve insertion procedures (Chapter 10, See Insertion Roll)
6. Begin Round 1

Once deployment is complete, the battle begins immediately.

CHAPTER 5 — INITIATIVE & ROUND STRUCTURE

The Flow of Battle

Battles in Jagged Shards are fought across a sequence of structured rounds representing rapidly shifting battlefield engagements, insertion instability, and tactical repositioning within active fracture zones.

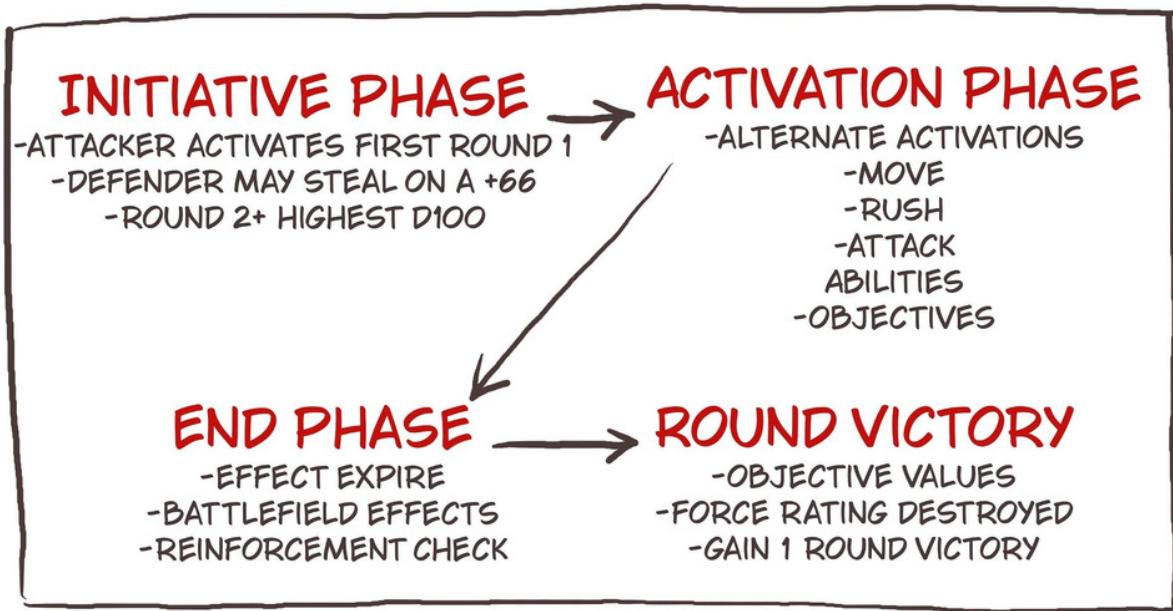
Standard battles last:

5 rounds

Each round consists of:

1. Initiative Phase
2. Activation Phase
3. End Phase
4. Round Victory Calculation

At the end of the fifth round, the player with the most Round Victories wins the battle.



Initiative

Initiative determines which player acts first during each phase of the round. Control of initiative is critical in Jagged Shards, allowing players to:

- secure objectives
- pressure weakened units
- reposition strategically
- force engagements
- deny enemy momentum

Round 1 Initiative

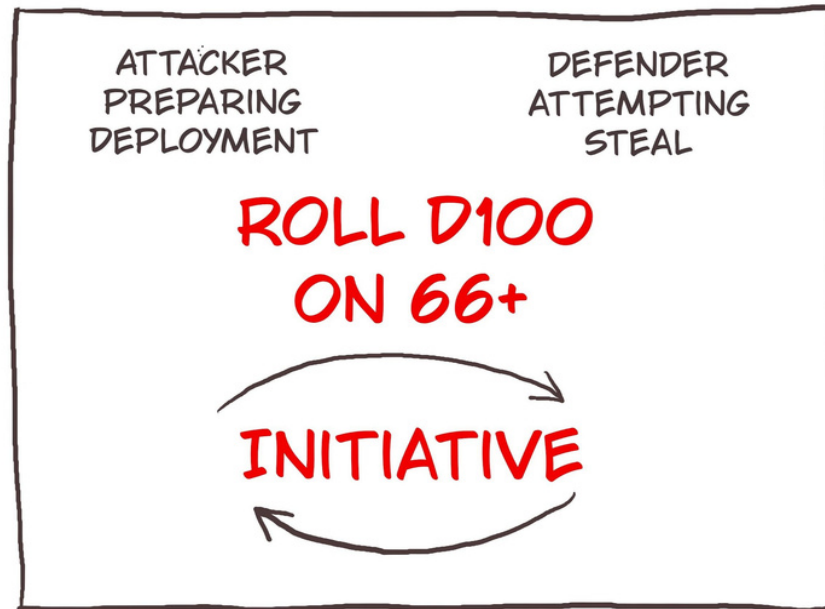
During the first round, the attacking player automatically gains initiative.

Before the first activation begins, the defending player may choose to attempt an Initiative Steal.

To attempt an Initiative Steal:

- roll a D100
- on a result of 66 or higher, the defender gains initiative instead

Initiative Steal attempts are optional.



Initiative After Round 1

Beginning in Round 2, both players roll a D100 during the Initiative Phase.

The player with the higher result gains initiative for that round. The player with initiative activates the first unit during the Activation Phase.

Activations

Players alternate activating units during the Activation Phase.

A unit may only activate once per round unless otherwise stated by an ability or scenario rule.

During an activation, a unit may:

- move
- Rush
- attack
- activate abilities
- interact with objectives
- perform faction-specific actions

Specific combat actions and ability timing are resolved in later chapters.

Activation Order

After the player with initiative completes a unit activation, the opposing player activates one of their own eligible units.

Activations continue alternating between players until all eligible units have activated.

Once all activations are complete, the round proceeds to the End Phase.

End Phase

During the End Phase:

- temporary effects expire unless otherwise stated
- battlefield conditions are resolved
- reinforcement availability is checked
- scenario-specific effects are resolved

Once the End Phase is complete, players calculate Round Victory results.

Round Victory

At the end of each round, players compare:

- total Objective value controlled
- enemy Force Rating destroyed during that round

The player with the higher combined total wins the round and gains:

1 Round Victory

Only completely destroyed units grant Force Rating.

Force Rating does not carry between rounds for scoring purposes.

EXAMPLE

END OF ROUND 3

HUMAN COLONIES	MARTIAN ORDER
OBJECTIVES CONTROLLED-10	OBJECTIVES CONTROLLED-5
ENEMY FR DESTROYED-4	ENEMY FR DESTROYED-6
TOTAL-14	TOTAL-11

ROUND VICTORY:
HUMAN COLONIES

Tied Rounds

If both players have equal totals at the end of a round:

no Round Victory is awarded

The battle proceeds normally into the next round.

Winning the Battle

After the fifth round:

- the player with the most Round Victories wins the battle

If both players possess the same number of Round Victories after Round 5, the battle ends in a draw.

Battlefield Momentum

Jagged Shards is designed around shifting battlefield control rather than static point accumulation.

A single decisive round may alter the entire momentum of a battle.

Territory changes hands rapidly. Strike forces collapse unexpectedly. Tactical positioning and Warp Flare management often determine victory long before total battlefield destruction occurs.

CHAPTER 6 — MOVEMENT

Battlefield Mobility

Movement in Jagged Shards represents tactical repositioning across unstable terrain, fractured infrastructure, and active combat zones.

Positioning is critical.

A well-positioned Strike Force may:

- control objectives
- deny enemy movement
- establish firing lanes
- pressure vulnerable units
- force unfavorable engagements

Poor positioning often leads to rapid battlefield collapse.

Movement Values

Each unit possesses a Movement value listed within its faction Codex profile.

During its activation, a unit may move up to its listed Movement value in inches unless restricted by terrain, abilities, or battlefield effects.

Movement is measured:

-
- base-to-base
using the shortest legal path

Units may freely rotate during movement unless otherwise stated.

Standard Movement

A unit performing Standard Movement may:

- reposition normally
- change facing freely
- navigate terrain
- interact with objectives
- prepare ranged or melee engagements

Movement may not pass through:

- enemy units
- impassable terrain
- restricted battlefield features unless otherwise stated

Friendly units may move through allied formations if sufficient physical space exists.

Terrain Interaction

Terrain affects movement, visibility, and battlefield positioning throughout the game.

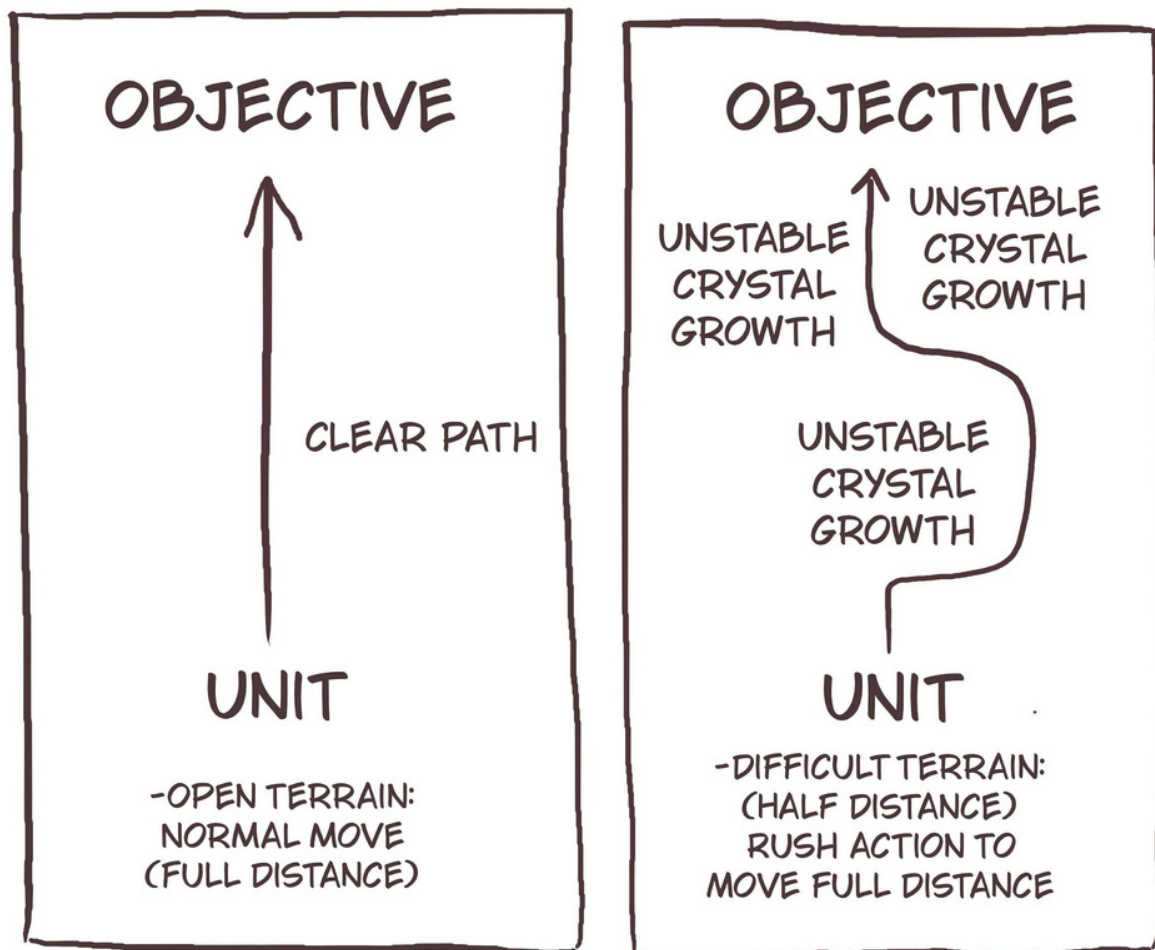
Different terrain types create tactical advantages and restrictions that shape battlefield flow.

Difficult Terrain

Difficult Terrain represents unstable or obstructed battlefield conditions such as:

- collapsed infrastructure
- crystal overgrowth
- deep debris fields
- fractured excavation sectors
- hazardous anomaly zones

Movement through Difficult Terrain is halved. Movement through Difficult Terrain may also restrict positioning



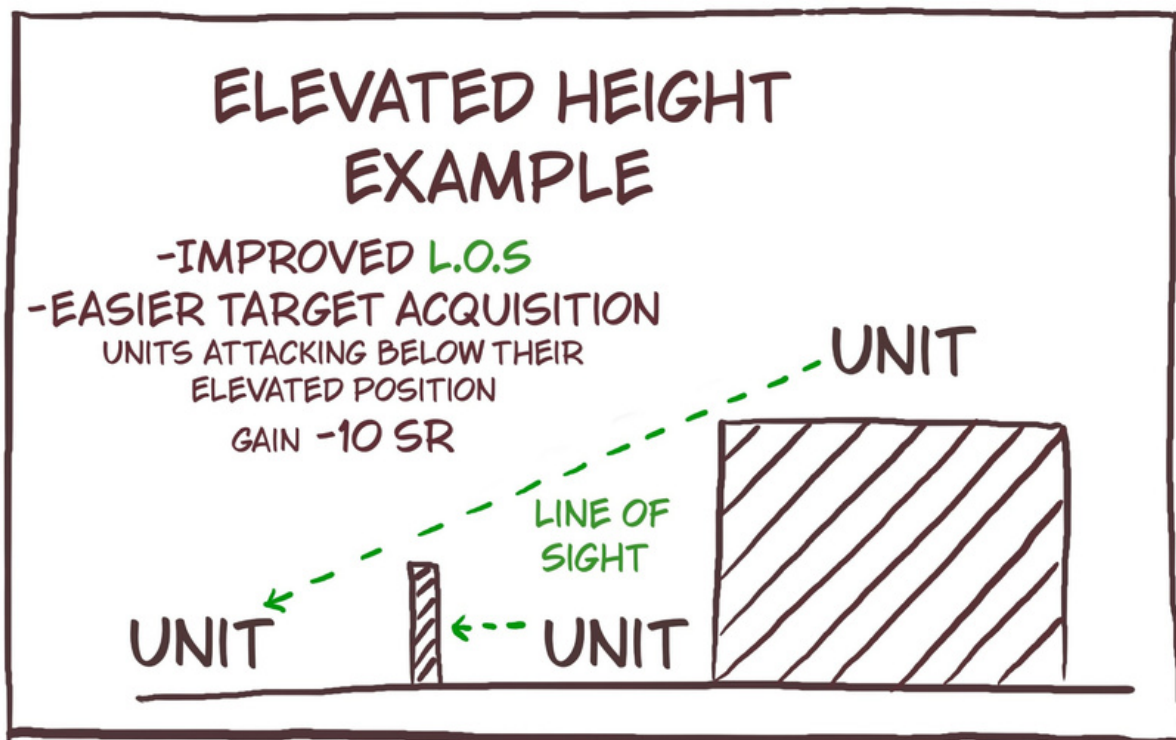
Elevated Terrain

Elevated Terrain includes:

- raised platforms
- industrial towers
- collapsed structures
- geological formations
- scaffold systems

Units occupying Elevated Terrain often gain improved battlefield visibility and positional advantage gaining -10 SR.

Players should clearly establish climbable surfaces and elevation boundaries before deployment begins.

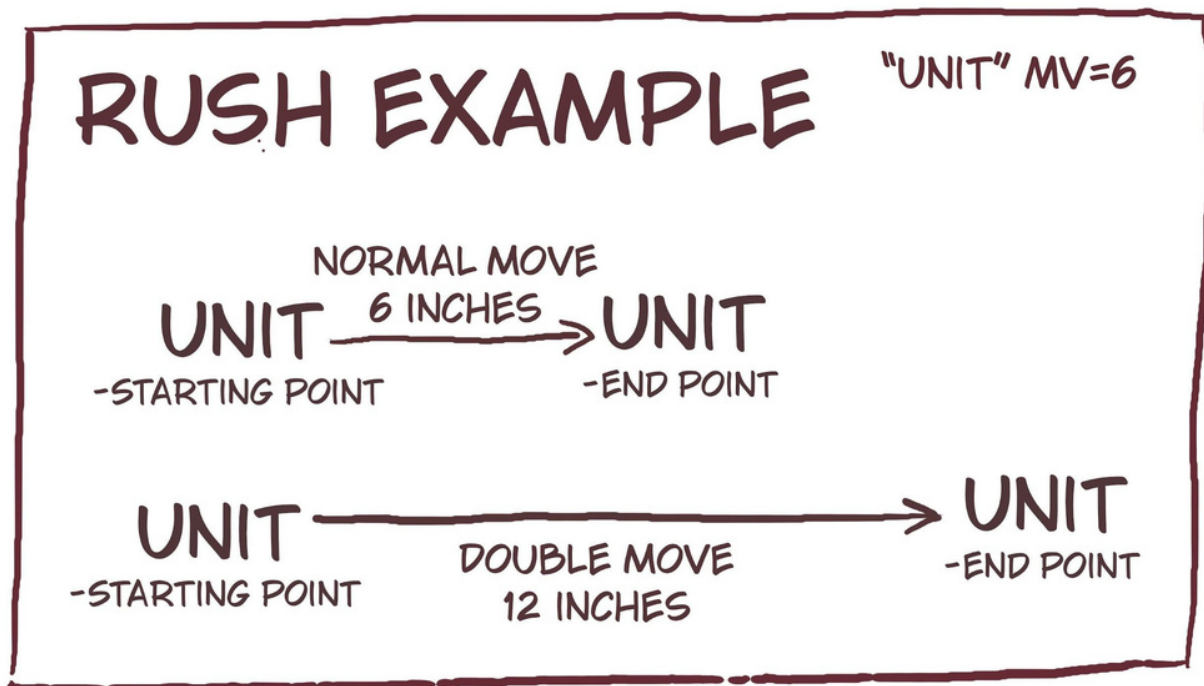


Climbing

Units may climb vertical surfaces up to 3" in height without requiring ladders, stairs, or other terrain features. Vertical movement counts against the unit's Movement value on a one-to-one basis.

Terrain taller than 3" may only be climbed if a scenario, terrain feature, or unit ability specifically allows it.

Before the battle begins, players should agree which terrain features may be climbed and whether particularly large units are unable to use narrow ladders, catwalks, platforms, or other elevated terrain due to their size or base dimensions.

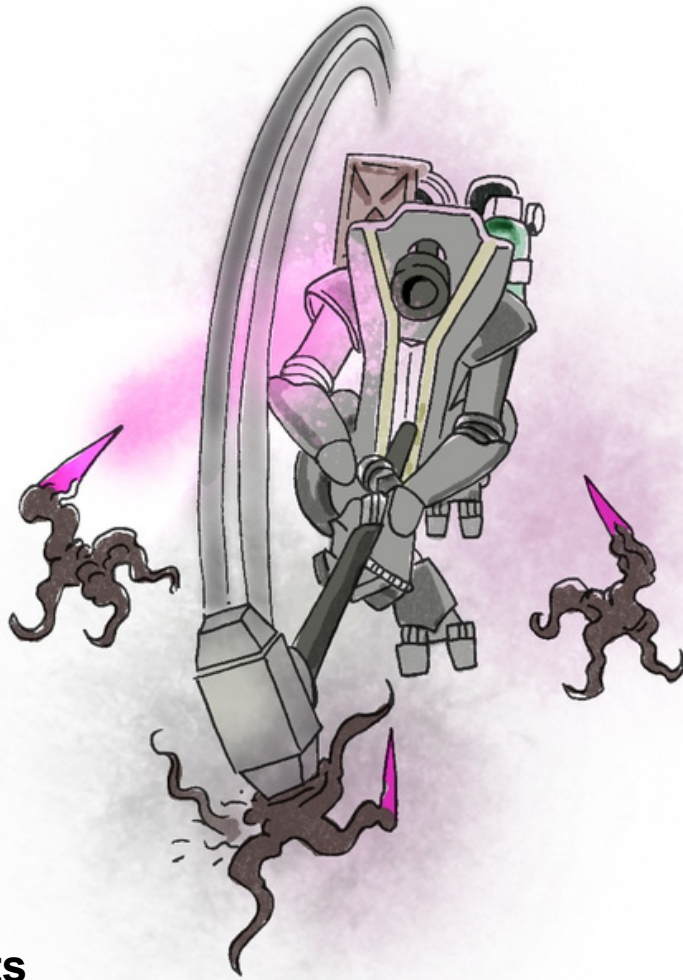


Rush

A unit may perform a Rush during its activation to move beyond its standard Movement value.

Rush represents aggressive repositioning, rapid advance, emergency maneuvering, or direct battlefield pressure.

Specific Rush distances and restrictions are listed within faction rules and unit profiles where applicable.



Heavy Units

Heavy units often possess lower Movement values due to:

- armor mass
- mechanical strain
- stabilization systems
- battlefield weight limitations

Despite reduced mobility, heavy units exert substantial battlefield pressure through durability, firepower, and territorial control.

Heavy units frequently dominate firing lanes and objective zones once properly positioned.

Battlefield Positioning

Jagged Shards rewards:

- movement planning
- coordinated advancement
- terrain usage
- objective pressure
- tactical repositioning

Static formations rarely survive prolonged engagements within active fracture zones.

Movement is often the difference between controlling the battlefield and losing it entirely.

CHAPTER 7 — COMBAT

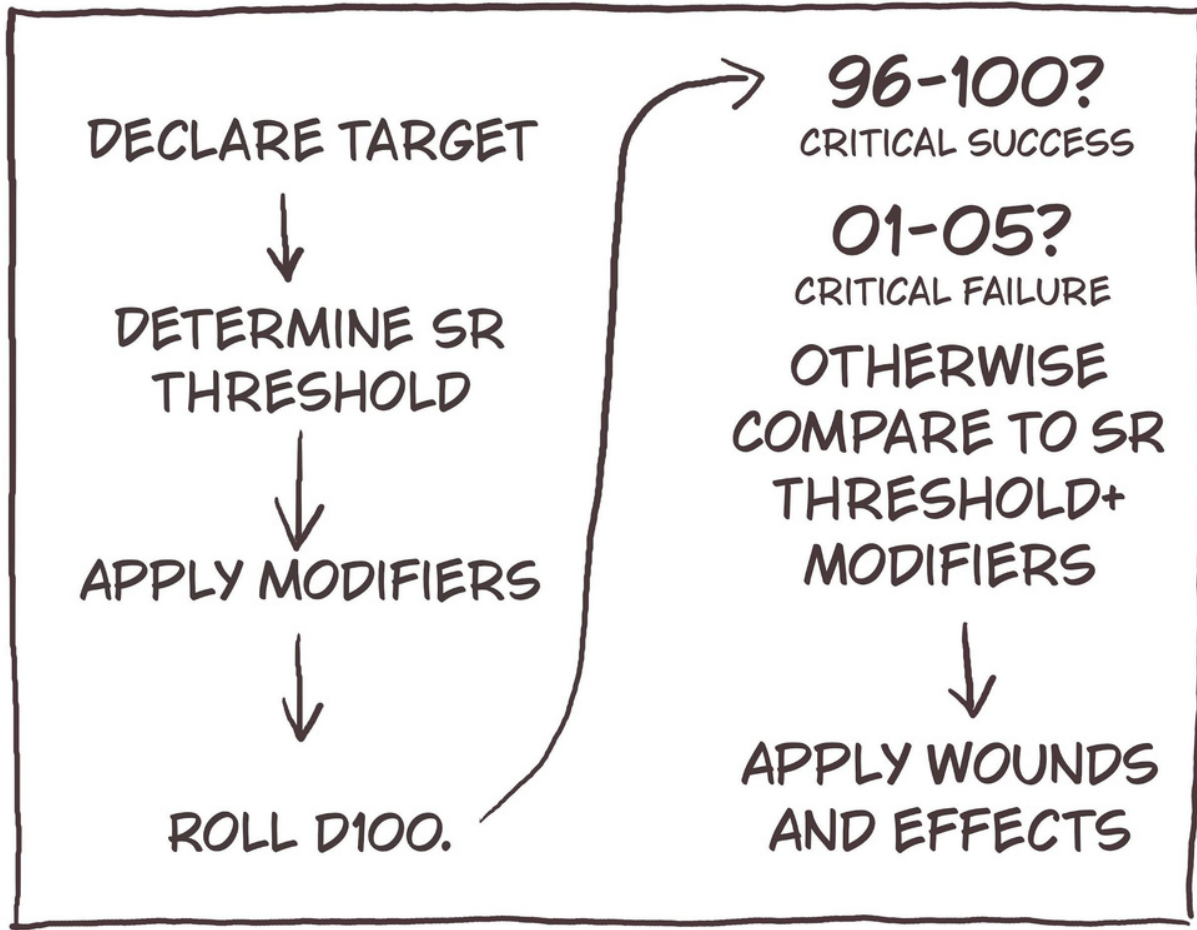
Battlefield Engagements

Combat in Jagged Shards is fast, lethal, and highly tactical.

Strike forces engage across collapsing terrain, fractured sightlines, and unstable anomaly zones where positioning, timing, and resource management often determine survival.

Combat is resolved using the SR Threshold system described in Chapter 3.

To succeed, a combat roll must equal or exceed the required SR Threshold.



Attack Resolution

Combat attacks are resolved using the following sequence:

1. Declare target
2. Determine SR Threshold
3. Apply modifiers
4. Roll D100
5. Resolve result
6. Apply wounds and effects

If a weapon's DAM equals or exceeds the target's Wound Threshold (WT), the target is immediately Destroyed. Otherwise, the attack has no effect unless modified by another rule.

Line of Sight

A unit must possess valid Line of Sight to declare a ranged attack unless otherwise stated by an ability or weapon profile.

Line of Sight is determined from the attacking unit to the target unit using clearly visible model positioning and agreed battlefield terrain boundaries.

Players are encouraged to establish terrain visibility rules before the battle begins.

Ranged Combat

Ranged combat represents sustained battlefield fire, suppression, precision attacks, explosive ordnance, and directed anomaly weaponry.

Weapons operate within defined Range Bands listed within faction Codex entries.

Terrain, battlefield obstruction, abilities, and positioning may alter the SR Threshold required for successful ranged attacks.

Cover

Cover increases the SR Threshold required to successfully damage a protected target.

Light Cover

Targets benefiting from Light Cover increase the SR Threshold of incoming attacks +10.

Heavy Cover

Targets benefiting from Heavy Cover significantly increase the SR Threshold of incoming attacks +20.

Cover effects are determined before attack resolution.

Melee Combat

Melee combat represents direct close-quarters engagements using:

- blades
- industrial weapons
- impact systems
- anomaly-adapted biological attacks
- reinforced exosystems

Melee engagements are often decisive and highly lethal.

Certain abilities activate during melee engagement resolution as described in faction Codex entries.

Ability Timing During Combat

Abilities that trigger during melee or combat resolution activate:

- after engagement is declared
- before wounds are resolved unless otherwise stated.

Triggered abilities must follow their listed activation conditions and Warp Flare costs.

Wounds

Successful attacks inflict wounds based on:

- weapon profile target
- durability
 - battlefield modifiers
- Critical Results

Weapon damage and Wound Class interactions are listed within faction Codex profiles.

Critical Success

A Critical Success occurs on a result of:

96–100

Critical Successes automatically succeed regardless of modifiers.

A Critical Success automatically succeeds. Unless otherwise stated, increase the attack's DAM by 1.

Critical Successes may not be rerolled.

Critical Failure

A Critical Failure occurs on a result of:

01–05

Critical Failures automatically fail regardless of modifiers.

If the failed roll was made for an activated ability, that specific ability may not be used during the following round.

Critical Failures may not be rerolled.

Combat Modifiers

Combat modifiers may alter the SR Threshold through:

- terrain
- battlefield conditions
- abilities
- environmental interference
- positioning
- scenario effects

Higher SR Thresholds always represent more difficult actions.

Destroyed Units

Units reduced beyond their survivability threshold are destroyed and removed from the battlefield.

A destroyed unit is removed from the battlefield immediately unless an ability specifically states otherwise.

Destroyed units may later become eligible for Reinforcement deployment depending on mission conditions and Warp Flare expenditure.

Only completely destroyed units grant Force Rating during Round Victory calculation.

Lethality & Battlefield Pressure

Jagged Shards is intentionally lethal.

Heavy units can dominate sectors of the battlefield, but concentrated fire, objective pressure, critical results, and tactical positioning may rapidly shift battlefield momentum.

Poor positioning is often more dangerous than direct enemy fire.

A successful hit does not necessarily inflict damage. A weapon's Damage (DAM) must equal or exceed the target's Wound Threshold (WT) to destroy it.

CHAPTER 8 — ABILITIES & WARP FLARES

Tactical Resources

Warp Flares are the primary tactical resource system of Jagged Shards.

Generated through battlefield instability, insertion interference, and active fracture conditions, Warp Flares allow Strike Forces to perform extraordinary battlefield actions beyond standard combat operations.

Warp Flares are finite and do not regenerate normally during battle.

Every expenditure carries consequence.

Warp Flare Recovery

Certain Objectives may restore Warp Flares when captured.

The first time each player captures an Objective during a battle, they recover that Objective's listed Warp Flare value.

Standard Objectives typically restore:

1 Warp Flare

Major Objectives may restore:

2 Warp Flares

A Strike Force may never possess more Warp Flares than its starting total unless otherwise stated.

Warp Flare recovery from the same Objective may only occur once per player during a battle.

Starting Warp Flares

At the beginning of the battle:

- the attacker begins with 4 Warp Flares •
- the defender begins with 3 Warp Flares

If the attacker fails insertion procedures, they immediately lose 1 Warp Flare.

Warp Flare totals remain shared across the entire Strike Force.

Warp Flare Expenditure

Warp Flares may be spent to:

- Overcharge an attack (+1 DAM per Warp Flare spent before resolving the attack)
 - activate abilities
 - perform rerolls
 - deploy Reinforcements
 - use grenades or shard bursts
 - trigger faction-specific effects

Many abilities listed within faction Codexes require Warp Flare expenditure to activate.

Warp Flares are spent immediately when an ability or effect is declared.

Ability Types

Abilities are divided into four primary categories.

Passive Abilities

Passive Abilities remain active continuously unless otherwise stated.

Passive Abilities do not normally require Warp Flare expenditure.

Activated Abilities

Activated Abilities are declared during a unit's activation and typically require Warp Flare expenditure.

Activated Abilities follow the timing and restrictions listed within faction Codex entries.

Replacement Abilities

Replacement Abilities replace a standard attack or battlefield action.

Examples include:

- grenades
- shard bursts
- specialized strike attacks
- alternate weapon discharges

Replacement Abilities must be declared before attack resolution.

Triggered Abilities

Triggered Abilities activate when a specified condition occurs.

Examples include:

- entering melee
- taking damage
- destroying enemy units
- objective interactions

Triggered Abilities resolve immediately when their conditions are met unless otherwise stated.

Ability Costs

Many abilities require Warp Flare expenditure to activate.

Ability costs are listed directly within faction Codex entries.

Abilities may cost:

- 1 Warp Flare
- 2 Warp Flares or more depending on battlefield impact and rarity.

Rerolls

Players may spend Warp Flares to reroll eligible rolls.

Rerolls must be declared immediately after the roll is made and before effects are resolved.

A roll may only be rerolled once.

Critical Successes and Critical Failures may never be rerolled.

Reinforcements

Beginning in Round 2, players may spend Warp Flares to deploy Reinforcements.

Reinforcements represent recovered survivors, delayed insertion teams, fracture displacement events, or battlefield redeployments emerging from unstable continuity zones.

Each destroyed unit may only return as a Reinforcement once per battle.

Reinforcement Deployment

Reinforcements deploy:

- within 8" of a battlefield edge
- outside enemy Deployment Zones
- at least 8" away from:
 - enemy units
 - objectives
 - enemy Deployment Zones

Reinforcement deployment counts as the unit's activation for that round.

Reinforcement units may:

- move normally
- use Passive Abilities

Reinforcement units may not:

- attack
- Rush
- activate offensive abilities during the round they are deployed unless otherwise stated.

Grenades & Shard Bursts

Certain specialist units may use grenades or shard bursts as Replacement Abilities.

Grenades and shard bursts:

- cost 2 Warp Flares
- replace a normal attack
- must be declared before attack resolution

Human forces commonly deploy explosive ordnance and tactical fragmentation systems.

The Martian Order frequently utilizes crystalline shard dispersal, resonance bursts, and anomaly-driven projectile detonations.

Specific profiles are listed within faction Codex entries.

Ability Restrictions

Unless otherwise stated:

- abilities may not activate multiple times from the same trigger
- the same effect may not stack repeatedly during a single activation
- Warp Flare effects resolve immediately upon declaration

Players should clearly declare all Warp Flare expenditures before resolving effects.

Battlefield Resource Pressure

Warp Flares define the tactical pressure of Jagged Shards.

Every activation forces strategic decisions between:

- battlefield aggression
- reinforcement timing
- objective pressure
- rerolls
- specialist abilities
- resource conservation

Once spent, Warp Flares are gone.

Strike Forces that waste resources early often collapse before the final rounds of battle.

CHAPTER 9 — OBJECTIVES & VICTORY

Battlefield Objectives

Battles in Jagged Shards are fought over strategically valuable Objectives scattered across unstable regions of Mars.

Objectives may represent:

- fracture containment systems
 - excavation sites
 - supply caches
 - strategic Positions
 - anomaly reactors
 - abandoned infrastructure
 - insertion control zones
-

Control of Objectives is often more important than destroying enemy units.

Objective Control

Objectives use Sticky Objective Control during standard play.

Once a player captures an Objective, it remains under their control until contested or captured by enemy forces.

Objectives are captured when a unit enters the Objective's control range and no enemy units are contesting it.

Contested Objectives

An Objective becomes Contested whenever enemy units enter its control range.

Contested Objectives provide:

no value

until control is re-established.

Objective control is determined through proximity, not unit quantity.

Objective Value

The first time a player captures an Objective during a battle, they recover that Objective's Warp Flare value and its Victory Value.

Standard Objectives are typically worth 5 Victory Value and restore 1 Warp Flare upon first capture.

Major Objectives may provide different Victory Values and Warp Flare rewards depending on the scenario. increased values depending on scenario conditions.

Force Rating Scoring

Destroyed enemy units grant Force Rating during Round Victory calculation.

Only completely destroyed units grant Force Rating.

Partial damage, disabled units, or temporary battlefield effects do not grant Force Rating unless explicitly stated by a scenario rule.

Force Rating only counts during the round in which the destruction occurred.

Round Victory Calculation

At the end of each round, both players calculate:

- total Objective value controlled
- enemy Force Rating destroyed during that round

The player with the higher combined total gains:

1 Round Victory

Round Victory totals do not reset between rounds.

Tied Rounds

If both players possess equal totals during Round Victory calculation:

no Round Victory is awarded

The battle proceeds normally into the next round.

Battle Victory

Standard battles last:

5 rounds

At the end of Round 5:

- the player with the most Round Victories wins the battle

If both players possess the same number of Round Victories after the fifth round, the battle ends in a draw.

Strategic Pressure

Jagged Shards rewards:

- objective pressure
- battlefield movement
- tactical aggression
- resource management
- coordinated engagements

Destroying enemy units alone rarely guarantees victory.

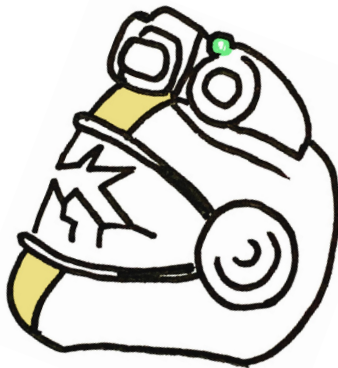
Strike Forces that fail to pressure Objectives often lose battlefield momentum regardless of combat effectiveness.

Scenario Expansion

Advanced scenarios and campaign missions may introduce:

- variable Objective values
- additional battlefield conditions
- extraction objectives
- territory control systems
- environmental hazards
- faction-specific victory conditions

Unless otherwise stated, standard Objective and Round Victory rules remain in effect.



CHAPTER 10 — CAMPAIGN SYSTEM

The Strategic War

The conflict across Mars extends far beyond isolated battlefield engagements.

Strike Forces move constantly between unstable territories, fractured infrastructure zones, collapsing excavation sectors, and active anomaly regions where strategic control changes rapidly and permanent stability no longer exists.

Campaign play in Jagged Shards represents the continuing struggle for control across an evolving and increasingly unstable world.

Every battle influences the larger war.

Strategic Positions

Campaign territories are represented by Strategic Positions.

Positions may represent:

- fortified settlements
- excavation sectors
- fracture containment sites
- transport corridors industrial
- infrastructure
 - anomaly research facilities
- unstable crystal regions

Each Position possesses a Position Value representing its strategic importance and defensive difficulty.

Higher Position Values are significantly more difficult to infiltrate and control.

Campaign positions and values can be found in the corresponding faction codex.

Position Values

Position Values determine:

- infiltration difficulty
- strategic pressure
 - battlefield importance
 - campaign control priority

Insertion

Before many campaign battles, attacking Strike Forces must perform Insertion procedures to establish battlefield access within unstable territory.

Insertion represents:

- orbital deployment
- fracture-zone entry
- rapid strike insertion
- unstable transport corridors
- continuity breach deployment

Insertion conditions are frequently unreliable due to ongoing fracture instability.

Insertion Roll (Attacker Only)

Insertion Formula

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

Insertion Failure

The attacking player begins Round 1 with initiative automatically.

Before the first activation, the defending player may attempt an Initiative Steal as described in Chapter 5.

If insertion conditions fail during mission setup, the attacker immediately loses:

1 Warp Flare

This represents disrupted deployment timing, insertion instability, and battlefield disorganization caused by fracture interference.

Campaign Structure

A campaign is fought across a connected map of Positions.

Each Position:

- Has a Position Value (PV)
- Applies a penalty if lost
- Connects to other Positions

Flow of the Campaign

- One player acts as Attacker
- One player acts as Defender

If the Attacker wins:

→ They capture the Position and advance

If the Defender wins:

→ The Position remains under their control

Only one Position may be attacked per battle. Once a battle has begun, the target Position cannot be changed.

If a campaign battle ends in a tie, both players gain 1 Victory Point. The attacker still advances to the next Position on the campaign map.

Victory Condition

The campaign ends when a faction captures the enemy's HQ Position.

Strategic Pressure

Campaign warfare in Jagged Shards is defined by constant territorial pressure.

Positions frequently:

- collapse
- destabilize
- shift control
- lose communication
- become isolated
- disappear entirely within active fracture regions

No territory remains secure permanently.

Strike Forces must continuously adapt to changing battlefield conditions and shifting strategic priorities.

Fracture Zones

Campaign maps may contain active Fracture Zones representing heavily destabilized regions of Mars.

Fracture Zones often contain:

- environmental hazards
- unstable terrain
- anomaly interference
- disrupted insertion corridors
- altered battlefield conditions
- accelerated ecological mutation

Some Fracture Zones may generate unique scenario effects or strategic complications depending on campaign conditions.

Persistent Warfare

Campaign play allows players to track:

- territorial control
- strategic expansion
- battlefield momentum
- campaign victories
- Position ownership
- faction advancement

Future campaign expansions may introduce:

- persistent force consequences
- evolving battlefield conditions
- faction progression systems
- advanced strategic operations
- anomaly escalation events

Unless otherwise stated, standard battlefield rules remain fully active during campaign play.

The War for Mars

No faction fully controls the fracture.

The Human Colonies fight to contain a collapsing world.

The Martian Order fights to reshape it.

Between them lies a planet increasingly consumed by instability, mutation, fractured continuity, and evolving warfare.

Every Position captured shifts the balance of power.

Every failed insertion risks catastrophic loss.

Every battle pushes Mars closer to an uncertain future.

CHAPTER 11 — QUICK REFERENCE

Round Sequence

Standard battles in Jagged Shards last:5 rounds

Each round follows this sequence:

1. Initiative Phase
2. Activation Phase
3. End Phase
4. Round Victory Calculation

Initiative Summary

Round 1

- Attacker gains initiative automatically • Defender may attempt Initiative Steal
 - Initiative Steal succeeds on: 66+
-

Round 2+

- Both players roll D100
- Highest result gains initiative

The player with initiative activates the first unit during the round.

Activation Summary

Units may generally:

- move
- Rush
- attack
- activate abilities
- interact with Objectives

Warp Flares:

- do not regenerate automatically
 - are shared across the Strike Force
 - are spent immediately upon declaration
-

Starting Warp Flares

Attacker

4 Warp Flares

Defender

3 Warp Flares

Failed insertion causes the attacker to lose:

1 Warp Flare

Rerolls

- must be declared immediately after rolling
 - may only reroll once
 - Critical Results may never be rerolled
-

Reinforcements

Reinforcements begin starting in Round 2.

Each destroyed unit may return as a Reinforcement once per battle.

Reinforcements deploy:

- within 8" of a battlefield edge
- outside enemy Deployment Zones
- at least 8" away from enemy units
- at least 8" away from Objectives
- at least 8" away from enemy Deployment Zones
- Reinforcement deployment counts as the unit's activation for that round.

Reinforcement units may:

- move normally
- use Passive Abilities
- make melee attacks if already engaged
- Reinforcement units may not:
 - Rush
 - make ranged attacks
- activate offensive abilities during the round they deploy, unless otherwise stated.

Objective Summary

Standard Objective Value

5 + Pre-determined Warp Flare Value on first capture by each opponent.

Objectives use Sticky Objective Control. Controlled Objectives remain owned until:

- contested
- captured by enemy forces

Contested Objectives provide:

no value

Objective control is determined through proximity, not unit quantity.

Round Victory Summary

At the end of each round, compare:

- Objective value controlled
- enemy Force Rating destroyed during that round

Higher total gains:

1 Round Victory

Tied rounds grant:

no Round Victory

Battle Victory

After Round 5:

- player with most Round Victories wins

Equal Round Victories result in:

a draw

Core Terminology

SR Threshold

Required value needed for success.

Force Rating (FR)

Battlefield value of a unit.

Warp Flare

Finite tactical resource used for abilities and battlefield effects.

Warp Flare Regeneration and Recovery

Warp Flares do not normally regenerate during battle.

Certain faction abilities, battlefield effects, or scenario conditions may restore Warp Flares under rare and specific circumstances.

Unless otherwise stated, a Strike Force may never possess more Warp Flares than its starting total.

Certain Objectives may restore Warp Flares when captured.

The first time a player captures an Objective during a battle, they may recover:

1 Warp Flare from a standard Objective

2 Warp Flares from a Major Objective if specified by the scenario

A Strike Force may never possess more Warp Flares than its starting total unless explicitly stated otherwise.

Warp Flare recovery from the same Objective may only occur once per player during a battle.

Activation

A unit's operational turn during a round.

Objective Control

Ownership state of an Objective.

Position Value

Strategic importance and infiltration difficulty of a campaign Position.

Battlefield Philosophy

Jagged Shards rewards:

- tactical positioning
- objective pressure
- coordinated activations
- resource management
- battlefield adaptation

Every activation matters.

Every Warp Flare spent is permanent.

Every battle reshapes the war for Mars.

