
JAGGED SHARDS: SKIRMISH PROTOCOL
Core Rulebook — Version 1.07

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1. OVERVIEW

Jagged Shards is a fast, lethal, narrative-driven skirmish game of dueling strike forces fighting across colony ruins, Martian crystal forests, and reactor-lit corridors. Every battle is a clash of willpower, tactics, and desperate survival.

The game uses **D100 resolution**, cinematic **Critical Bands**, and a streamlined **I-Go-You-Go turn structure** where both Forces act fully in each phase before advancing to the next.

Every decision matters. Every inch matters. Every roll matters.

This chapter introduces the core structure of play and the concepts used throughout the ruleset.

1.1 What You Need to Play

To play Jagged Shards, you will need:

- 4'x4' play area
- 6–10 pieces of terrain (Light, Heavy, Obscuring)
- Measuring tape (inches)
- D100 (two ten-sided dice)
- Faction models
- Paper to track wounds, buy points, and warp flares
- A printed or digital copy of this rulebook

1.2 Scale of the Game

Jagged Shards is a **heroic skirmish** system.

Each model is an individual combatant with its own statline, weapons, and tactical role. Battles are designed to represent:

- Martian Order hunters stalking the battlefield
- Human colony patrols defending reactors and spires
- Duels between elite specialists

- Sudden Warp distortions shaping the course of a fight

A standard battle uses **4–8 models per side**.

1.3 Forces and Strike Teams

Each player commands a **Strike Force**, a curated team assembled using **Buy Points (BP)** and subject to **Force Rating (FR)** calculations.

There are two factions:

- **HUMAN COLONIES** — mechanically augmented, disciplined defenders
- **MARTIAN ORDER** — crystalline warriors, organic weapons, and psychic resonance

Each faction has:

- Infantry units
- Heavy units
- A mandatory **Specialist** depending on Strike Force type (Warp or Shock)
- Unique battlefield roles

1.4 Rounds and Turn Structure

A battle lasts **five rounds**, each divided into ordered phases.

Jagged Shards uses an **I-Go-You-Go system**:

During each phase:

1. **Player with Initiative** performs all actions for that phase with all their models.
2. **The other player** performs all actions for that phase with all their models.
3. After both players have acted, **the game advances to the next phase**.

This structure applies to:

- Movement Phase
- Shooting Phase
- Rush Phase
- Melee Phase
- Resolution Phase

It maintains clarity while preserving the reactive tempo of the game.

1.5 Dice Rolls and Critical Bands

All core actions use **D100**.

Criticals occur using a **percentage band system**:

- **01–05% = Critical Failure**
- **96–100% = Critical Success**

Critical results **override all modifiers**.

This applies to:

- Shooting
- Melee
- Grenades
- Specialist effects requiring rolls

1.6 Force Construction Basics

Strike Forces are built using:

- **Buy Points (BP)**
- **Force Rating (FR)**

- **Unit limits and Specialist requirements**

Every model has:

- **SR Threshold**
- **Wound Threshold**
- **Evade**
- **Movement**
- **Force Rating**
- **Wounds**
- **Buy Points**

Infantry have access to **grenades** (Fragmentation, Concussion, or Incendiary), choosing one type for free during Force creation.

Non-infantry do not carry grenades unless specified.

1.7 Positions and Insertion

Every Position has a **flat Position Value (PV)** listed in the Position Appendix

Insertion Roll

Final Result = D100 + Attacker's FR

If Final Result \geq Position Value \rightarrow Insertion succeeds.

Higher PV = harder.

Lower PV = easier.

1.8 Warp Flares

Warp Flares are a limited resource used for:

- Specialist abilities
- Rerolls (if allowed)
- Initiative Steal (Round 1 only)

Initiative Steal Update

- Defender may spend **1 Warp Flare**
- Must roll **70 or higher** on D100
- Success = Defender takes Initiative for Round 1
- Failure = Warp Flare is still lost

This preserves the value of Flares while keeping the mechanic risky.

1.9 Thematic Vision

The world of Jagged Shards thrives on tension:

- Energy shields crackle against bone-grown spines
- Crystal forests distort Warp currents
- Mechs stomp through pressurized walkways
- Riflemen defend relay towers against chittering predators
- Commanders read the future—or rewrite it

Every chapter that follows builds on this foundation.

2. THE WAR FOR MARS

Jagged Shards is a skirmish-scale wargame of desperate survival, brutal close-quarters combat, and shifting dimensional energies.

Across a frontier world of fractured crystal plains and buried relic-forests, two factions collide in a long campaign where every Position taken redraws the fate of the planet.

The Human Colonies fight to hold their foothold, clinging to fractured settlements and industrial lifelines.

The Martian Order, risen from crystalline bio-cultures and ancient psychic memory, seeks to reclaim the world as sacred ground.

Every battle is part of a larger push and pull across the Campaign Map.

Each victory forces the enemy back.

Each defeat opens a new wound in the frontier.

Your Strike Force represents the elite operatives, war-beasts, specialists, and machines that shape the flow of this war.

A campaign ends only when a faction's **HQ Position** falls.

2.1 FACTIONS OF THE WAR

HUMAN COLONIES

A coalition of frontier settlers, engineers, soldiers, and walking war-machines. Their strength lies in adaptability: disciplined infantry, mechanical support frames, and carefully rationed Warp Flares.

When a colony is threatened, its defenders fight with unshakable resolve—each Position lost endangers countless civilians.

MARTIAN ORDER

A symbiotic culture of root-grown warriors, shard-psychics, and resurrected predators.
The Order does not conquer recklessly—it reclaims. Every Position seized strengthens their ancient network of living structures and psychic conduits.
Their forces blend agility, lethal melee, and psionic resonance.

2.2 THE CAMPAIGN MAP

Every campaign uses territorial maps with interconnected Positions.
Each Position:

- Has a **Position Value (PV)** used in Insertion Rolls
- Provides unique battlefield penalties when lost
- Moves the campaign closer to the enemy's HQ

When you win a battle, you advance into the next connected Position.
When you lose, you are forced back.

Players alternate between being **Attacker** and **Defender** each game.

If you push into an enemy Position → you are the **Attacker**.
If the enemy pushes into yours → you are the **Defender**.

Across the full length of a campaign, both players will take both roles many times.

2.3 STRIKE FORCES

A Strike Force is your entire army for a single battle.
It is built using:

- **Buy Points (BP)**
- **Faction Unit Lists**
- **Specialist requirements**
- **Force Rating (FR)**

Each Strike Force contains:

1. Up to **8 models** on the battlefield at once
2. Up to **2 Reinforcements** per battle
3. Exactly **1 Specialist**, depending on the Strike Force type (see below)

WARP STRIKE FORCE (Attacker option)

Human or Martian forces that manipulate dimensional rifts.
Includes one free Warp Specialist (Combat Engineer for Humans, Shardweaver Adept for Martians).
Begins with a pool of Warp Flares.

SHOCK STRIKE FORCE (Defender option)

A hardened frontline detachment meant to break charges and hold Positions.
Includes one free Shock Specialist (Human Shock Officer or Martian Shock Initiate).
Has smaller Warp Flare reserves but battlefield-stabilizing abilities.

2.4 FORCE RATING (FR)

Force Rating represents the overall weight, danger, and impact of your Strike Force.
It is the sum of FR values for all deployed models.

FR affects:

- Initiative ties
- Insertion Rolls

- Some Position penalties
- Balance of elite vs. swarm compositions

High-FR forces are elite and compact.
Low-FR forces are numerous and flexible.

2.5 POSITION VALUE (PV)

Every Position on the Campaign Maps has a fixed PV. This PV represents defensive depth, fortifications, and psychic resistance.

PV is used in the **Insertion Roll**:

Insertion Formula

Success if:

D100 + Attacker FR \geq Position Value

- Lower PV Positions are easier
- Higher PV Positions require significant offensive force

2.6 WARP FLARES

Warp Flares are volatile dimensional charges used to manipulate fate, pierce defensive barriers, and empower Specialists.

You may spend Warp Flares to:

- Attempt an Initiative Steal (70% success threshold)
- Use Specialist abilities
- Bring in Reinforcements
- Trigger faction-specific powers

Warp Flares never regenerate during a battle.

Every choice to spend one matters.

2.7 WINNING THE WAR

To win the campaign, a faction must push across the corresponding Campaign Map and seize the enemy's **HQ Position**:

- **Capital Command Spire** (Human Colonies)
- **Martian Command Citadel** (Martian Order)

The war is a chain of battles.

Each battle is a chance to seize ground, gather momentum, and carve one more scar into Reality.

The world shifts beneath your victories.

Your Strike Force writes its mark into the wavering frontier.

3. STRIKE FORCES & INSERTION

A Strike Force represents a compact, high-impact detachment deployed to seize territory among the jagged crystal fields and broken colony ruins of Jagged Shards. Each Strike Force carries its commander's hopes—and the fate of the broader campaign—into every battle.

Two special subtypes of Strike Forces exist: **Warp Strike Forces** and **Shock Strike Forces**. Each brings unique advantages and specialists, and each interacts with the deadly warp currents in a different way.

3.1 STRIKE FORCE OVERVIEW

A Strike Force is built from:

- Up to **8 models** deployed on the battlefield
- Up to **2 Reinforcements** during the battle
- A mix of infantry, elites, and heavier war-machines
- Exactly **one Specialist** (Warp Specialist or Shock Specialist depending on type)
- A total **Force Rating (FR)** equal to the sum of all selected models

The Strike Force type depends entirely on which role the player holds **this game**:

Attacker → **Warp Strike Force**

Defender → **Shock Strike Force**

Because campaign battles alternate attacking and defending, **every player will field both types** across a campaign.

3.2 WARP STRIKE FORCE (Attacker Only)

Warp Strike Forces plunge into the battle through unstable dimensional folds, guided by the Attacker's **Warp Specialist**. These forces surge into the battlefield with unnatural speed—but risk catastrophic collapse if the warp cracks and fails.

Benefits:

- Includes **1 free Warp Specialist** (Human: Combat Engineer / Martian: Warp Seer Adept)
- Begins the battle with **3 Warp Flares**
- May attempt **Insertion** directly into enemy territory
- Can perform extraordinary Warp abilities throughout the battle

Risks:

- Failed Insertions cost Warp Flares
- Warp Flares never regenerate
- Running out of Warp Flares can cripple momentum

3.3 SHOCK STRIKE FORCE (Defender Only)

Shock Strike Forces rely not on the warp, but on hardened discipline and tactical mastery. As the Defender, your specialists excel at disrupting enemy momentum and seizing Initiative at crucial moments.

Benefits:

- Includes **1 free Shock Specialist** (Human: Shock Officer / Martian: Shock Initiate)
- Begins the battle with **2 Warp Flares**
- May attempt a **Round 1 Initiative Steal**
- Gains powerful disruption tools

Risks:

- No access to Warp Specialist abilities
- Cannot enhance or stabilize warp effects

3.4 INSERTION ROLLS

Insertion represents the Attacker's attempt to break into the battlefield from an unstable warp entry point. It is dangerous—never automatic—and always influenced by the Position being assaulted.

3.4.1 THE INSERTION TEST

The Attacker rolls:

Final Roll = D100 + Attacker FR

Success if:

Final Roll \geq Position Value (PV)

3.4.2 FAILURE

If the Attacker fails the Insertion Roll:

- **Lose 1 Warp Flare immediately**
- The battle still begins normally
- Represents catastrophic instability during breach

If the Attacker reaches **0 Warp Flares**, the Warp Specialist becomes dangerously limited for the rest of the battle.

3.5 POSITION VALUES (PV)

Each Position in the campaign map has a **flat, printed PV** directly inside the Position Appendix (Chapter 18).

These PVs reflect the true resilience, strategic depth, or spiritual significance of the terrain being breached.

Each time an Attacker breaches a Position, they test:

D100 + FR ≥ PV

3.6 INITIATIVE STEAL (Defender, Round 1 Only)

Before the first round's Initiative is determined, the Defender may attempt a bold tactical gambit to seize momentum.

To attempt the steal:

1. **Spend 1 Warp Flare**
2. **Roll D100**
3. **Success on 70 or higher** (70% threshold)

On success:

- Defender takes Initiative for Round 1.

On failure:

- Warp Flare still lost
- The Attacker retains Initiative

After Round 1, Initiative is rolled normally each round.

3.7 I-GO-YOU-GO TURN SYSTEM

All phases operate with the following structure:

1. **The player with Initiative performs the entire phase with all their models.**
2. **The opposing player then performs the entire phase with all their models.**

This applies to:

- Movement Phase
- Shooting Phase
- Rush Phase
- Melee Phase
- Resolution Phase

3.8 SPECIALISTS

Both factions include **both types** of Specialists:

Warp Specialists

- Human: **Combat Engineer**
- Martian: **Warp Seer Adept**

Shock Specialists

- Human: **Shock Officer**
- Martian: **Shock Initiate**

4. CORE MECHANICS (v1.07)

Every action in *Jagged Shards: Skirmish Protocol* is determined by a streamlined D100 system built around clear thresholds, predictable probabilities, and high-impact critical moments. These mechanics resolve shooting, melee, insertion, disengagement, and most special rule interactions.

The battlefield is chaotic and deadly—yet governed by consistent mathematical structure.

The core mechanic is simple:

Roll D100 → Apply modifiers → Compare roll to an SR Threshold.

If the roll meets or exceeds the threshold, the action succeeds.

4.1 D100 Resolution System

All attacks, checks, ability rolls, and disengage attempts use this procedure:

1. **Roll D100**
2. **Apply all modifiers** (Cover, Evade, Warp, Position penalties, abilities, etc.)
3. **Compare the final SR Threshold to the roll**
 - **Roll ≥ SR Threshold → Success**
 - **Roll < SR Threshold → Failure**
4. **Check for Critical Result Bands**
 - **01–05 → Critical Failure**
 - **96–100 → Critical Success**

Criticals always override normal outcomes.

4.2 Success Rate Threshold (SR Threshold)

Each model has a base SR Threshold determined by its training, reflexes, and battlefield conditioning.

This is the number you must meet or exceed on a D100 for the action to succeed.

SR Threshold is always modified upward only.

Nothing ever makes hitting easier—modifiers always penalize the attacker.

Common sources of SR modifiers:

- Cover (+10 / +20)
- Evade (+EV)
- Warp Modifiers (+10 / -10)
- Position penalties
- Specialist auras
- Ability effects
- Weapon traits (rare)

The roll is never modified—only the threshold.

4.3 Wound Threshold (W Threshold)

Each model has a **Wound Threshold**, the minimum DAM a weapon must deal to inflict a wound.

After a successful hit:

- **If $DAM \geq W$ Threshold → 1 Wound inflicted**
- **If $DAM < W$ Threshold → no wound**

A model reduced to **0 Wounds** is immediately **Destroyed**.

4.4 Wounds

The Unit Codex displays each unit's total **Wounds**.

Examples:

- Colonist Rifleman — **1 Wound**
- Support Mech — **2 Wounds**
- Sand Golem — **3 Wounds**

Wounds represent durability, resilience, and sheer physical endurance.

4.5 Evade (EV)

Evade represents a model's agility, dodge training, erratic motion, or psychic displacement.

EV is always a **flat positive integer**.

When targeting a model with EV, the attacker's SR Threshold increases by the same amount:

- EV 5 → +5 SR
- EV 10 → +10 SR

No EV value is ever subtracted.

4.6 Reinforcements

Models destroyed earlier in the game may return as Reinforcements starting **Round 2**.

Reinforcement Cost:

- **1 Warp Flare**
- **+ the model's BP cost**

Reinforcement Rules:

- Must enter from the owning player's Deployment Zone
- Maximum **2 Reinforcements per Force per battle**
- Reinforcements may activate normally during the round they arrive

The battlefield is never truly quiet—forces surge back into the conflict as Warp pathways allow.

4.7 Ability Refresh

At the start of every Command Phase:

- All abilities with “once per round” refresh
- Critical penalties expire unless specified
- Positive effects from Critical Successes persist if stated

Specialists with persistent auras remain active unless Destroyed.

4.8 Critical Success & Critical Failure

- 96–100 → **Critical Success (5%)**
- 01–05 → **Critical Failure (5%)**

Critical Success effects:

- Automatically succeed
- Ignore all modifiers
- Apply weapon's Critical Success rule
- Resolve Damage afterward (unless replaced)

Critical Failure effects:

- Automatically fail
- Ignore all modifiers
- Apply weapon's Critical Failure rule
- No further rolls

Criticals occur before any additional game effects.

4.9 Example: Full Attack Resolution

A Colonist Rifleman fires at a Bloodroot Stalker in Light Cover.

- Rifleman SR Threshold: 60
- Light Cover: +10 → SR 70

- Stalker EV 10: +10 → SR 80

Alex rolls **83**.

- $83 < 80$? No → $83 \geq 80$ → **Hit**
- DAM 1 vs W Threshold 1 → **1 Wound inflicted** → Stalker Destroyed

But if Alex had rolled **98**, that would be a **Critical Success**:

- Auto-hit
- Cover & Evade ignored
- Apply Rifle Critical effect (ignore W Threshold)

If Alex had rolled **03**, it would be a **Critical Failure**:

- Auto-miss
- Jam — cannot fire next round

4.10 Summary of Core Mechanics

1. **Roll D100**
2. **Apply modifiers to SR Threshold only**
3. **Roll \geq SR → Success**
4. **Check Critical Bands (01–05, 96–100)**
5. **Apply weapon/ability effects**
6. **Resolve damage**
7. **Apply Wounds**
8. **Destroy model at 0 Wounds**

These fundamentals underpin every battle in *Jagged Shards*—simple, quick, and brutally decisive.

5. POSITIONS & INSERTION

Positions represent fortified zones, vital structures, psychic nexuses, and habitat sectors across the Campaign Map.

Each Position has a **Position Value (PV)** representing the difficulty of breaching or infiltrating it. Higher PV means the defenders are entrenched, reinforced, and ready for assault.

The Attacker must attempt **Insertion** at the beginning of every battle unless otherwise stated. The Defender never rolls for Insertion.

Narratively, Insertion represents the Attacker's effort to break through barricades, bypass guardian systems, or ride Warp fractures into the battlefield.

Mechanically, Insertion determines whether the Attacker **loses a Warp Flare** before the battle even begins — reflecting costly missteps, resistance, or temporal instability.

5.1 Insertion Roll

The Attacker makes a single Insertion Roll:

FINAL INSERTION ROLL

Success if:

D100 + Force Rating (FR) ≥ Position Value (PV)

- No modifiers apply other than FR.
- A natural roll of **100** is always a success.
- A natural roll of **01–05** is always a failure (5% critical failure band).

On Success:

- No Warp Flares are lost.
- The strike force enters the battlefield cleanly.

On Failure:

- The Attacker immediately loses **1 Warp Flare**.
- The battle continues normally after this penalty.

This system ensures **no automatic passes**, even for strong strike forces.

Low PV positions remain easier to breach but never trivial; high PV positions require significant force coordination.

5.2 Specialist Requirements

Some Strike Force types require a Specialist:

- **Warp Strike Force** → **requires a Warp Specialist**
(Human: Combat Engineer, Martian: Shard Savant)
- **Shock Strike Force** → **requires a Shock Specialist**
(Human: Shock Trooper, Martian: Shock Vindicator)

If a Specialist is destroyed during a previous battle, the Force must field a replacement in the next engagement.

Specialists are listed in the Unit Codex and appear in the Index.

5.3 Position Values

Position Values are **flat PV values** written directly into every Position entry.

Tier 1 Positions (Easiest to breach)

- Outer Gate — PV 20
- Supply Depot / Supply Distribution Hub — PV 25
- Civilian Hab Block / Habitat Sector — PV 25

Tier 2 Positions (Moderate difficulty)

- Defense Armory / Hydroponic Reclamation Bay — PV 35
- Field Medical Station / Crystalline Nursery — PV 35

Tier 3 Positions (High difficulty)

- **Forge-Core Reactor / Arms Manufacturer — PV 45**
- **Tactical Operations Bay / Bloodroot Hatchery — PV 45**

Tier 4 Positions (Very high difficulty)

- **Interface Node / Neural Mainframe — PV 55**
- **Data Archive / Data Core Crystalline Field — PV 55**

Tier 5 Positions (Final strongholds)

- **Capital Command Spire / Martian Command Citadel — PV 70**

A strike force with FR 15, for example, rolling 1–100, will find PV 70 extremely dangerous but always achievable with enough luck and strategic preparation — exactly as intended.

5.4 Gaining and Losing Positions

Positions are controlled through campaign victories.

If the Attacker wins the battle, they seize the Position.

If the Defender wins, the Position remains under their control.

Losing certain Positions applies penalties described in Chapter 18.

These penalties never apply during the same battle in which they are lost — only in the next one.

5.5 Narrative Significance

Every Position represents not just turf, but momentum:

- Breaking a gate signals the collapse of outer defenses.
- Seizing a Reactor disrupts power to entire sectors.
- Capturing a Nursery cripples the Martian war-beast supply.
- Losing the Command Spire or Citadel ends the Campaign immediately.

Every Position gained is a story moment — a breach, a sabotage, a heroic stand, or a desperate retreat.

Positions define the arc of the entire campaign.

6. FORCE CONSTRUCTION

Every battle in **Jagged Shards: Skirmish Protocol** is fought between two small, tightly coordinated Strike Forces—elite detachments deployed to critical flash-points across the frontier.

This chapter explains how to build a legal Force, assign Specialists, manage Buy Points, and understand the relationship between Force Rating, Reinforcements, and battlefield roles.

Strike Forces should feel *thematic, compact, and dangerous*—each model chosen represents a meaningful strategic asset.

6.1 SPECIALISTS

Certain units in Jagged Shards belong to unique battlefield roles and are designated **Specialists**. These models offer powerful tactical abilities and reshape how a Strike Force operates.

Specialists include:

Warp Specialists (Attacker-Only)

These individuals manipulate unstable dimensional pressures, bending reality long enough for insertion breaches or warp-assisted maneuvers.

Human Colonies Warp Specialist:

- **Combat Engineer (Warp Specialist)**
- Special Ability: **Warp Stabilize** (1 Warp Flare)
- May act as the required Warp Specialist in a Warp Strike Force.

Martian Order Warp Specialist:

- **Elder Seer Adept (Warp Specialist)**
- Special Ability: **Seer's Pathfinding** (see ability section — allows limited disengagement prediction/repositioning)

- Required if the Martians field a Warp Strike Force.

Shock Specialists (Defender-Only)

Shock Specialists represent sudden-impact counterattack agents. When defending a Position, they form the backbone of the Order's or Colonies' rapid response.

Human Shock Specialist :

- **Shock Trooper Exo-Frame**
- Special Ability: **Impact Reflex** (grants controlled disengage once per game)

Martian Shock Specialist:

- **Shock Specialist (root-breach striker)**
- Special Ability: **Bio-Surge Lunge** (once per game rush bonus)

Specialist Requirements

- **Warp Strike Force (Attacker)**: Must include *exactly one* Warp Specialist
- **Shock Strike Force (Defender)**: Must include *exactly one* Shock Specialist
- Specialists **do not cost BP**
- Specialists **count toward model limits**
- A Strike Force may never include more than one of each Specialist type

6.2 BUY POINTS (BP)

Each model beyond the required Specialist(s) must be purchased using **Buy Points (BP)**.

- BP is determined by mission roles:
 - **Attacker standard BP**: 100

- **Defender standard BP:** 125
- All non-specialist models have BP costs listed in their Codex entry (Chapter 16).

BP creates tradeoff decisions: elite units reduce numbers, while lighter units increase board control.

6.3 FORCE RATING (FR)

Force Rating represents the combined operational weight of the entire Strike Force. FR influences **Insertion Rolls** and **Initiative Steal** thresholds.

FR = Sum of all models' FR values (including Specialists)

6.4 MODEL LIMITS

To preserve fast, readable gameplay:

- A Strike Force may deploy **a maximum of 8 models**
- A Strike Force may field **a maximum of 2 Reinforcement deployments** during a battle. Reinforcements count towards the 8 model limit.
- Any model listed with **Model Limit: 1** may only appear once per Force
- Specialists always obey their own individual Model Limits

6.5 WOUNDS

All models list a **Wounds** value in their statlines.

- A model at **0 Wounds** is immediately **Destroyed**

6.6 REINFORCEMENTS

Reinforcements represent late-arriving warriors or redirected reserves.

Rules:

- You may bring in **up to 2 Reinforcements** per battle
- Each Reinforcement requires:
 - **1 Warp Flare**
 - The model's **BP Cost**
- Reinforcements may only appear inside the owner's **Deployment Zone**
- Reinforcements arrive **during the Command Phase**, Round 2 onward
- Reinforcements must obey all model limits

6.7 FORCE TYPES: WARP VS SHOCK

Your role determines which Strike Force profile you must field:

Attacker → Warp Strike Force

- Must include 1 Warp Specialist
- Begins the battle with a pool of Warp Flares
- Warp Flares can be used for:
 - Specialist abilities
 - Reinforcements

Defender → Shock Strike Force

- Must include 1 Shock Specialist
- Begins the battle with a smaller pool of Warp Flares
- May attempt Initiative Steal in Round 1 (now 70% threshold)

- Defensive Specialists encourage counter-charges and zone denial

Both players will alternate being Attacker and Defender throughout a campaign.

6.8 SUMMARY OF FORCE CONSTRUCTION

1. **Determine Attacker / Defender**
2. **Assign Force Type** (Attacker = Warp Strike / Defender = Shock Strike)
3. **Add the required Specialist** (free, but limited to 1)
4. **Spend BP to recruit up to 8 total models**
5. **Calculate Force Rating**
6. **Prepare for Insertion Roll (Attacker)**
7. **Finalize Reinforcement choices (optional)**

The result is a compact, thematic unit that can adapt to evolving campaign pressures—whether holding the line or breaking through it.

7. TURN SEQUENCE

Every battle in **Jagged Shards: Skirmish Protocol** unfolds across **five rounds**, each divided into ordered phases dictating the flow of combat, momentum, and battlefield control.

Although both Forces act within every phase, **the player with Initiative always acts first**, creating shifting rhythms of command and counter-move.

The turn structure is designed for clarity:

Player with Initiative completes an entire phase
→ **Opponent completes that same phase**
→ **Advance to the next phase.**

This back-and-forth cadence represents simultaneous battlefield pressure while keeping gameplay fast and readable.

7.1 The Round Structure

Each round contains **six phases**, always resolved in the following order:

1. **Command Phase**
2. **Movement Phase**
3. **Shooting Phase**
4. **Rush Phase**
5. **Melee Phase**
6. **Resolution Phase**

Within each phase:

The player with Initiative acts first, then the opposing player acts.

This structure applies to every phase of every round.

7.2 COMMAND PHASE

The Command Phase sets the tone for the round: reinforcements, strategic abilities, and the initial resolutions that determine how the battle will unfold.

7.2.1 Reinforcements

Starting on **Round 2**, each Force may deploy up to **2 Reinforcement models** during the entire battle.

Reinforcements:

- Cost **1 Warp Flare + full BP cost**
- Must appear within the owning player's **Deployment Zone**
- May not be placed into engagement or within 1" of an enemy
- Arrive **after** the player acts in the Command Phase, following Initiative order
- Count against 8 model limit.

No Reinforcements may enter during **Round 1**.

7.2.2 Initiative Roll

At the start of each round (except Round 1), both players roll **D100**.

- Higher result gains Initiative for that round.
- Ties follow the Tiebreaking rules in Chapter 14.

7.2.3 Initiative Steal (Defender Only, Round 1)

Before normal Round 1 play begins, the Defender may attempt to **steal Initiative**.

To attempt the steal:

1. **Spend 1 Warp Flare**
2. **Roll D100**
3. **70 or higher → Success**

A successful steal grants the Defender Initiative for **Round 1 only**.

A failure wastes the Warp Flare.

After Round 1, Initiative is determined normally.

7.3 MOVEMENT PHASE

Movement determines positioning, firing lanes, engagements, and battlefield control.

Player with Initiative performs all Movement for their Force first:

- Move any number of models
- Sprint with any eligible model
- Attempt Disengage rolls
- Climb terrain
- Take up advantageous firing lanes

Then the opposing player performs all Movement.

Movement cannot be interrupted by attacks; both sides finish their Movement before advancing.

7.4 SHOOTING PHASE

Models may make ranged attacks only if they:

- Did not Sprint
- Have Line of Sight
- Are within weapon Range
- Possess a ranged weapon

Shooting is resolved using the SR Threshold system (Chapter 9).

Initiative order:

1. **Player with Initiative resolves all Shooting**
2. **Opponent resolves all Shooting**

All Shooting is fully completed before entering the Rush Phase.

7.5 RUSH PHASE

The Rush Phase represents surging forward, breaking lines, and initiating melee. Rush is the **only standard way** to enter engagement range during a round.

Order:

1. **Player with Initiative declares and resolves all Rush attempts**
2. **Opponent declares and resolves all Rush attempts**

Melee priority rule:

If a model **successfully Rushes into engagement**, that model gains **first attack** during the Melee Phase, even if its Force does not have Initiative.

(If multiple models Rush, each resolves its attack in the order chosen by its controlling player.)

7.6 MELEE PHASE

Models within engagement range (1") may perform one melee attack.

Order of melee actions:

1. **Any models that successfully rushed into engagement this round attack first**, controlled by their owning player
2. After all Rush-initiated attacks are resolved, the **player with Initiative resolves all remaining melee**

3. Opponent resolves all remaining melee

Criticals, weapon traits, and Damage follow Chapter 10.

7.7 RESOLUTION PHASE

The Resolution Phase ends the round and sets conditions for the next.

Steps:

1. **Score Objectives** (including Sticky Control)
2. **Resolve end-of-round effects**
3. **Check for victory conditions**
4. **Prepare Reinforcements for next round**
5. **Advance to next round**

At the end of Round 5, evaluate for victory or proceed to tiebreaking if applicable.

8. MOVEMENT

Movement represents the shifting lines, tactical advance, and tense repositioning that shape every firefight in **Jagged Shards**. Each model relies on its **Movement Value (M)** to traverse the battlefield, claim high ground, and position for attacks—or escape them.

In the **I Go / You Go** system:

- **Player 1 moves all models first.**
- **Player 2 moves all models second.**

Once both Forces have completed all movement, the game proceeds to the next phase.

Movement is always measured in **inches**.

8.1 Types of Movement

Models may use one of the following movement options each Movement Phase:

Normal Move

A model may move up to its full **Movement Value (M)** in any direction, following terrain rules.

Sprint

A model may push beyond its safe pace.

- Move = **M + D6**
- A model that Sprinted cannot:
 - Shoot this round
 - Rush this round
 - Use abilities that require steady aim or planted footing (unless stated otherwise)

Climb

Models may scale vertical surfaces up to **3" tall**.

- Each inch climbed costs **1" of movement**
- Terrain taller than 3" is not climbable unless ladders, ramps, or steps are agreed upon during battlefield setup

Drop / Descend

A model may drop down any distance.

- Drops of **3" or less** cost no extra movement
- Drops of **more than 3"** must be agreed to be safe or hazardous;
 - If hazardous, the model must roll SR or take 1 Wound

8.2 Movement Restrictions

Models may not:

- Move through enemy bases
- End movement overlapping terrain or bases
- Move into Impassable Terrain
- Move through Obscuring Terrain unless the terrain piece is explicitly designated as permeable during setup

Models may move through Light and Heavy Terrain normally, though Heavy Terrain can interact with Rush (see Chapter 12).

8.3 Pre-Measuring

Pre-measuring is **always allowed**.

Players may measure distances freely at any time to reduce ambiguity and ensure clarity of intent.

8.4 Terrain Interactions During Movement

Terrain affects movement in notable ways:

Light Terrain

- No movement penalty
- Does not block Line of Sight

Heavy Terrain

- No penalty to normal movement
- Halves the **Movement portion** of a Rush (not the D6)

Obscuring Terrain

- Cannot be crossed by a Rush
- May be moved around or climbed only if the piece was designated as climbable during setup
- Blocks Line of Sight unless the target is partially visible

Climbable Terrain

Examples: ladders, stacked crates, service platforms
Allows vertical movement at normal climbing rate.

8.5 Disengaging (Movement Phase)

A model engaged in melee (within 1") may attempt to break away.

To Disengage:

1. Roll **D100**

2. If roll \geq the model's **SR Threshold**, the model Disengages successfully
 - It may move normally
3. If roll $<$ SR Threshold, the Disengage fails
 - The model may not move
4. A model that successfully Disengages may not Sprint or Rush this turn

Specialist Ability:

Specialists gain **Tactical Escape**, allowing:

- One automatic Disengage per battle (no roll required)

8.6 Engagement Range Reminder

A model becomes Engaged if it ends its movement within **1 inch** of an enemy.

- Engaged models cannot shoot
- Engagement is required for melee in the Melee Phase
- Only a successful Rush grants first swing when entering melee this round

8.7 Movement Examples

Example 8A — Normal Move

A Colonist Rifleman with **M 5"** moves up to a crate for Light Cover.

They move exactly 5", stopping behind the terrain.

Example 8B — Sprinting

A Bloodroot Stalker (**M 7"**) Sprints to claim a vantage point.

Sprint Distance = $7 + D6$

Jordan rolls a 3 \rightarrow total **10"**

The Stalker cannot shoot or Rush this round.

Example 8C — Heavy Terrain & Rush Interaction

A Dino-Raptor (**M 8"**) starts inside Heavy Terrain.

Later in the Rush Phase, its **Movement portion is halved**:

$8" \rightarrow 4"$ (Rush details in Ch. 12).

Example 8D — Failed Disengage

A Rootblade Initiate attempts to break from melee.

- SR Threshold: 60

Jordan rolls 42 → fails
The Initiate cannot move.

8.8 Summary of Movement

1. Player 1 moves all models
2. Player 2 moves all models
3. Movement types: Move, Sprint, Climb, Drop
4. Heavy Terrain affects Rush only
5. Obscuring Terrain blocks movement paths unless climbable
6. Pre-measuring is always allowed
7. Disengaging requires SR check unless using Specialist auto-escape
8. Ending within 1" engages a model

9. SHOOTING

The Shooting Phase represents all ranged attacks made by models that have clear Line of Sight and are within weapon range. Shooting is resolved using the Success Rate Threshold (SR Threshold) system and the weapon's Damage (DAM) value against the target's Wound Threshold.

A model may make **one ranged attack** if all the following are true:

- It has Line of Sight to the target
- The target is within the weapon's listed Range
- The model did **not Sprint** during the Movement Phase
- The model has a ranged weapon

All Shooting follows the D100 system described in Chapter 4.

Critical Success occurs on **96–100**.

Critical Failure occurs on **01–05**.

Critical Results always override modifiers.

9.1 Line of Sight (LoS)

A model has Line of Sight to another model if any part of the target's base or body can be seen from the attacker's eye level without being fully blocked by Obscuring Terrain.

Terrain and LoS:

- **Light Terrain** — does not block LoS
- **Heavy Terrain** — does not block LoS
- **Obscuring Terrain** — fully blocks LoS if the target is completely hidden

If the target cannot be seen, the attack may not be declared.

9.2 Declaring a Shooting Attack

A player selects one of their models and chooses a valid target.

Check the following:

- LoS exists
- Target is within Range
- Weapon is a ranged weapon
- The model did not Sprint

If all conditions are met, proceed to the shooting roll.

9.3 Cover Modifiers

Cover makes the attacker's shot harder, increasing the SR Threshold.

- **Light Cover:** +10 SR
- **Heavy Cover:** +20 SR

These apply when 50% or more of the target's base is obscured from the attacker's viewpoint. Cover never reduces SR. Cover never helps the attacker.

9.4 Evade Modifiers (EV)

Evade represents agility and evasive movement.

The attacker applies EV as a penalty to their SR Threshold:

- EV 5 → +5 SR
- EV 10 → +10 SR

EV always increases SR Threshold—it never adds bonuses to the roll itself.

9.5 Damage and Wounds

After a **successful hit** (roll \geq SR Threshold), compare the weapon's DAM to the target's **Wound Threshold**:

- If **DAM \geq Wound Threshold** → target suffers **1 Wound**
- If **DAM $<$ Wound Threshold** → no Wound inflicted
- A model reduced to **0 Wounds** is **Destroyed**

A successful hit always inflicts only one Wound unless a Critical Success effect states otherwise.

9.6 Shooting Examples

9.6.1 Basic Shooting Example

A Colonist Rifleman fires at a Rootblade Initiate in the open.

- Rifleman SR Threshold: 60
- No Cover, no Evade

Alex rolls **78** → Hit

DAM 1 vs Wound Threshold 1 → **1 Wound inflicted**

Rootblade Initiate is Destroyed.

9.6.2 Cover Example

A Rifleman fires at a Bloodroot Stalker in Heavy Terrain.

- Base SR: 60
- Heavy Cover: +20 → SR 80

Alex rolls **62** → Miss

9.6.3 Multiple Modifiers Example (Terrain + EV + Warp)

A Rifleman fires at a Dino-Raptor in Light Cover.

The Dino-Raptor has EV 5 and is affected by a +10 SR penalty Warp effect.

Base SR: 60

Light Cover: +10 → 70

EV 5: +5 → 75

Warp Penalty: +10 → 85

Final SR: **85**

Alex rolls **82** → Miss

9.7 Terrain Interactions

Terrain affects Shooting in the following ways:

- Light Terrain → +10 SR
- Heavy Terrain → +20 SR
- Obscuring Terrain → blocks LoS completely
- Elevated terrain → does not change SR unless it grants Cover
- Less than 50% obscured → no Cover bonus

Terrain never reduces SR Threshold.

9.8 Summary of Shooting Resolution

1. Declare the target
2. Confirm LoS and Range
3. Apply modifiers:
 - Cover
 - Evade
 - Warp Modifiers
 - Position effects
 - Weapon or Specialist abilities
4. Roll D100
 - \geq SR Threshold \rightarrow Hit
 - 95–100 \rightarrow Critical Success
 - 01–05 \rightarrow Critical Failure
5. Compare DAM to Wound Threshold
6. Apply Wounds
7. Remove any Destroyed models

10. MELEE

The Melee Phase is the violent clash of close-quarters combat—when blades spark, claws tear, and exo-suit servos whine under the strain of impact. Any time two opposing models come within 1" of each other, the battle shifts from ranged precision to raw personal combat.

All melee attacks use the Success Rate Threshold (SR Threshold) system and the D100 roll.

Models may make melee attacks if:

- They began the Melee Phase within 1" of an enemy **or**
- They successfully **Rushed** during the Rush Phase

A successful Rush grants the attacker the **first strike** in that engagement for that Melee Phase.

10.1 ENGAGEMENT RANGE

Models are *engaged* if they are within 1" of at least one enemy model at the start of the Melee Phase.

Rules of Engagement:

- Engaged models are “locked” together
- Engaged models cannot make Shooting attacks
- Engagement continues until:

- One model is Destroyed
- A model Disengages
- A rule moves a model more than 1" apart

A model may be engaged with multiple enemies simultaneously.

10.2 DECLARING MELEE ATTACKS

During the Melee Phase, each engaged model may make **one melee attack**.

To declare:

- The target must be within 1"
- The attacker must not have Disengaged this turn
- The model must have a melee weapon (all do unless noted)

Proceed to the melee roll.

10.3 MELEE MODIFIERS

Apply all relevant modifiers to the attacker's SR Threshold **before** rolling:

- **Evade (EV):**

EV 5 → +5 SR

EV 10 → +10 SR

- **Cover:**

Does **not** apply in melee.

- **Warp Modifiers:**

+10 SR or -10 SR depending on active effects.

- **Position Penalties:**

Apply if applicable.

- **Special Abilities & Weapon Traits:**

Certain melee weapons modify SR Threshold or critical effects.

Modifiers are never applied to the roll—only to the Threshold.

10.4 MELEE RESOLUTION

Resolve each melee attack in order:

1. Roll D100
2. Apply the Critical band system:
 - 96–100 → **Critical Success**
 - 01–05 → **Critical Failure**
3. Otherwise compare roll to SR Threshold:
 - Roll ≥ SR → Hit

- Roll < SR → Miss

4. On a Hit, compare DAM vs W Threshold:
 - DAM ≥ W Threshold → 1 Wound
 - DAM < W Threshold → No Wound
5. Apply Critical Effects if relevant
6. Reduce Wounds — a model at 0 Wounds is Destroyed

10.5 DISENGAGING

Disengaging is an attempt to break away from melee during the Movement Phase.

Procedure:

- Model begins Movement within 1" of an enemy
- Roll D100 ≥ SR Threshold → Success
 - Model may move normally
- Roll < SR Threshold → Failure
 - Model may not move at all this turn
- Models that Disengage may not Sprint or Rush this round

Disengaging does not trigger Critical Results.

10.6 CRITICAL RESULTS IN MELEE

Critical Success (96–100):

- Auto-Hit
- Ignores all modifiers
- Apply the weapon's Critical Success effect
- Resolve Damage afterward unless replaced by the effect

Critical Failure (01–05):

- Auto-Miss
- Ignores all modifiers
- Apply the weapon's Critical Failure effect
- No Damage is dealt

10.7 WHO STRIKES FIRST?

If a model successfully Rushes into melee, that model strikes first—
even if the opposing player has Initiative for the round.

If both models were already engaged at the start of the Melee Phase, normal Initiative order is followed.

Multiple engagements follow the same rule:

- All successful Rush attackers strike first in their engagements

- Then Initiative holder resolves their melee attacks
- Then the opposing player resolves theirs

This keeps Rush impactful without overwhelming the system.

10.8 MELEE EXAMPLES

10.8.1 Basic Melee Example

A Rootblade Initiate attacks a Colonist Rifleman.

- Initiate SR: 60

- No modifiers

Jordan rolls 72 → Hit

DAM 1 vs W 1 → 1 Wound

Rifleman is Destroyed.

10.8.2 Melee With Evade

A Dino-Raptor attacks a Support Mech.

- Dino-Raptor SR: 55

- Support Mech EV 10 → +10 SR → 65

Jordan rolls 81 → Hit

DAM 2 vs W 2 → 1 Wound

10.8.3 Rush First Strike Example

A Bloodroot Stalker successfully Rushes a Rifleman.

Because the Stalker reached 1" during the Rush Phase:

→ The Stalker strikes first.

Jordan rolls 47 (\geq SR 60? No) → Miss

Alex then strikes back normally.

10.8.4 Critical Band Example

Crystal Sniper (melee) rolls a 98 → Critical Success

- Auto-hit

- Applies Critical Success effect

- Damage resolves afterward

10.9 SUMMARY OF MELEE RESOLUTION

1. Identify engaged models
2. Successful Rush models strike first

3. Declare attacks
4. Apply modifiers
5. Roll D100
 - 96–100 → Critical Success
 - 01–05 → Critical Failure
6. Compare DAM vs W Threshold
7. Apply wounds
8. Remove destroyed models
9. Continue until all melee attacks are resolved

11. CRITICAL RESULTS

Critical Results represent extreme outcomes on the D100 roll. These outcomes override normal probability, ignore all modifiers, and resolve exactly as written in the weapon or grenade profile.

- **Critical Failure: 01–05**
- **Critical Success: 96–100**

These results always override all modifiers (Cover, Evade, Terrain, Warp Modifiers, Position Penalties, abilities, etc.) unless a rule explicitly states otherwise.

11.1 Critical Success (96–100)

A roll within this band is always a **Critical Success**.

Effects of a Critical Success:

- The attack automatically hits
- All modifiers are ignored
- Apply the weapon or grenade's Critical Success effect exactly as written
- Damage is resolved after the critical effect unless the effect replaces normal damage entirely

A Critical Success is often the only reliable way to wound high-Wound Threshold targets, as many critical effects ignore or bypass W Thresholds entirely.

11.2 Critical Failure (01–05)

A roll within this band is always a **Critical Failure**.

Effects of a Critical Failure:

- The attack automatically misses
- All modifiers are ignored
- Apply the weapon or grenade's Critical Failure effect exactly as written
- No damage is dealt
- No additional rolls may be made for this attack

Critical Failures represent jams, misfires, ruptured canisters, power surges, or psychic blowback.

11.3 Interaction With Modifiers

Critical Results override all modifiers, including:

- Cover
- Evade
- Warp Modifiers
- Position Penalties
- Specialist or aura modifiers
- Weapon penalties or bonuses

Even if a model would normally be impossible to hit due to extreme SR Threshold stacking, a Critical Success always hits.

Likewise, even if the attacker has extreme accuracy bonuses, a Critical Failure always misses.

11.4 Critical Examples

11.4.1 Critical Success Through Heavy Cover

A Colonist Rifleman fires at a Bloodroot Stalker in Heavy Terrain.

- Base SR = 60
- Heavy Cover = +20 → 80
- Position Penalty = +10 → 90

Alex rolls **97**.

Result:

- Critical Success → Auto-hit
- Cover and penalties ignored
- Apply Ballistic Rifle Critical Success effect
- DAM 1 vs W 1 → 1 Wound inflicted

Stalker is Destroyed.

11.4.2 Critical Failure With No Modifiers

A Rootblade Initiate attacks in melee.

- Base SR = 60
- No modifiers

Jordan rolls **04**.

Result:

- Critical Failure → Auto-miss

- Apply Rootblade Critical Failure effect
(Example: “growth fracture — may not attack next round”)
No wound is inflicted.

11.4.3 Critical Success Ignoring Evade

A Human Support Mech fires at a Dino-Raptor with EV 10 in Light Cover.

- Base SR = 55
- Light Cover: +10 → 65
- EV 10: +10 → 75

Alex rolls **96**.

Result:

- Auto-hit
- EV and Cover ignored
- Apply Auto-Cannon Critical Success effect
- Resolve damage normally

11.4.4 Grenade Critical Example

A Colonist Rifleman throws an Incendiary Grenade.

- Base SR: 60
- Target in Light Cover: +10 → 70

Alex rolls **99**.

Result:

- Critical Success
- Incendiary Grenade effect: “Ignites terrain — cover ignored for this attack.”
- DAM 1 applied normally

11.5 Summary of Critical Rules

- 01–05 = **Critical Failure**
- 96–100 = **Critical Success**
- Ignore all modifiers
- Apply the listed Critical Effect
- Critical Success = Auto-hit
- Critical Failure = Auto-miss
- Grenades use the same critical bands and apply their own listed critical effects

Critical Results add volatility, heroism, and disaster to combat—ensuring that even the most unlikely strike can decide a battle, and even the greatest warrior is never entirely safe.

12. RUSH PHASE

The Rush Phase represents a model's high-commitment charge toward the nearest visible enemy. A Rush is the primary method for entering melee and represents decisive, risky forward momentum.

A model may Rush if **all** of the following are true:

- It did not Sprint this round
- It has at least one visible enemy
- The chosen target is the **closest visible enemy**
- The Rush path does not require crossing Obscuring Terrain

A successful Rush brings a model within 1" of the target and immediately establishes engagement.

A model that successfully Rushes **strikes first** in the upcoming Melee Phase, even if it does not have Initiative.

Rush Distance follows this formula:

Rush Distance = Movement (M) + D6 inches

Heavy Terrain affects only the Movement portion.

12.1 Declaring a Rush

To declare a Rush:

1. Select a model that did not Sprint this round.
2. Identify the closest visible enemy model.
3. Measure Rush Distance (M + D6).
4. Move the model directly toward the target using the Rush Distance.
5. If the model ends within 1" of the enemy, the Rush succeeds.
6. If the model does **not** reach within 1", the Rush fails.

A model may declare **only one** Rush per Rush Phase.

12.2 Rush Movement Rules

During a Rush:

- **Heavy Terrain** halves only the Movement portion of M
 - Example: M 6 → M becomes 3, then roll D6 normally
- Light Terrain does not modify distance
- A Rush may **not** cross Obscuring Terrain
- A Rush may move through Light or Heavy Terrain
- A Rush may not pass through enemy bases

- Bases may never overlap
- Pre-measuring is allowed

If the Rush ends within 1", the models become engaged.

12.3 Failed Rushes

If a model does not reach within 1":

- The model still moves its full Rush Distance
- The model does **not** enter engagement
- The model cannot attack in the Melee Phase this round

A failed Rush typically leaves the model dangerously exposed.

12.4 Engagement Rules

A model is engaged if it is within 1" of an enemy.

Engaged models:

- Must attack in the Melee Phase
- Cannot make ranged attacks
- Remain engaged until:
 - One model is destroyed
 - A model is moved beyond 1" by a special rule
 - A successful Disengage during the Movement Phase

A model may be engaged with multiple enemies.

12.5 Rush Priority in Melee

If a model successfully Rushes during this phase:

It gains First Strike in the Melee Phase, even if the opponent has Initiative.

Strike Priority for Melee Phase now follows:

1. Models that successfully Rush this round (attacker then defender if needed)
2. Models belonging to the player with Initiative
3. Remaining engaged models

Rushes are extremely dangerous — entering melee by force gives the charging model a decisive opening blow.

12.6 Rush Examples

Example A — Successful Rush

A Colonist Rifleman (M 5) attempts to Rush a Bloodroot Stalker 9" away.

Rush Distance = 5 + D6
Alex rolls a 4 → 9" total
The Rifleman reaches 1" → Rush succeeds
The Rifleman will strike first in the Melee Phase.

Example B — Heavy Terrain Rush

A Dino-Raptor (M 8) begins inside Heavy Terrain.

- Movement becomes 4

- Roll D6 → 5

Rush Distance = 9"

If the target is within 9", the Rush succeeds; otherwise it becomes a failed Rush.

Example C — Failed Rush

A Support Mech (M 4) Rushes an enemy 11" away:

- Roll = 3

- Rush Distance = 7" → too short

The Mech moves 7" toward the target but does not engage.

12.7 Rush Summary

1. Choose a model (not Sprinting)
2. Identify closest visible enemy
3. Determine Rush Distance (M + D6)
4. Apply Heavy Terrain to Movement portion
5. Move model
6. If within 1" → Rush succeeds and grants First Strike in Melee
7. If not → move full distance; no engagement
8. Proceed to Melee Phase

13. OBJECTIVES & SCORING

Objectives represent strategic markers on the battlefield—relay towers, crystal nodes, supply caches, or data beacons—that both Forces seek to control. Objectives determine territorial advantage and frequently decide the outcome of a battle.

Unless specified by a mission or Position rule, each battle uses **three Objectives** placed according to attacker/defender agreement before deployment.

Objectives are scored during the **Resolution Phase** of every round using the SR Threshold-based control rules described below.

13.1 Controlling Objectives

A Force controls an Objective if **at least one of its models** is within 1" of the Objective **and no enemy models** are within 1" of the same Objective.

Control checks occur during the **Resolution Phase** each round.

Control Requirements:

- At least one friendly model within 1"
- No enemy models within 1"
- Models must be alive (not Destroyed)

If both players have at least one model within 1", the Objective becomes **contested**.

13.2 Sticky Control

Once a Force gains control of an Objective, it becomes **Sticky Controlled** until the opponent takes it away by gaining control normally on a later round.

Sticky Control means:

- You retain control even if no friendly models remain within 1"
- You lose control only if the opponent gains uncontested control

This prevents rapid back-and-forth scoring, rewarding early positional dominance.

13.3 Scoring Objectives

Objectives are scored **at the end of each round**:

- **Each controlled Objective = 1 VP**
- Sticky Controlled Objectives count as controlled
- Contested Objectives provide no VP

Victory is typically determined by:

- Holding more Objectives at the end of Round 5, or
- Destroying all opposing models

If tied, apply **Tiebreakers** from Chapter 14.

13.4 Objective Placement

Before deployment, players place three Objectives:

1. One Objective is placed at the **battlefield center**.
2. The **Attacker** places one Objective anywhere at least **10"** from either Deployment Zone.
3. The **Defender** places the third Objective anywhere at least **10"** from either Deployment Zone.

Objectives should be represented by a clear marker or base (25–40 mm recommended). Both players must agree on exact placement.

13.5 Contested Objectives

An Objective is contested when:

- Both Forces have at least one model within 1", **and**
- Neither Force has exclusive presence

Effects of contesting:

- No VP gained
- No Sticky Control gained
- Previously held Sticky Control remains

13.6 Examples

Example 13A — Gaining Control

A Colonist Rifleman stands within 1" of an Objective.

No Martian models are within 1".

→ Human Colonies gain control, and the Objective becomes Sticky Controlled.

Example 13B — Contesting

A Dino-Raptor rushes into the Objective radius where a Rifleman stands.

→ The Objective becomes contested.

→ No one scores it this round.

→ Sticky Control remains unchanged.

Example 13C — Losing Sticky Control

Next round, only the Dino-Raptor remains within 1".

→ Martian Order gain control normally.

→ Sticky Control transfers to Martians.

13.7 Objective Summary

At the end of each round:

1. Check each Objective for models within 1"
2. Determine control, contesting, or loss
3. Apply Sticky Control
4. Score 1 VP per controlled Objective
5. Proceed to the next round or evaluate for end-game victory

Objectives are the primary non-lethal path to victory, rewarding positioning, area denial, timing, and control of the battlefield's most critical points.

14. TIEBREAKING

Tiebreaking occurs whenever two competing values are equal and a game state requires a

decisive outcome. These rules ensure Jagged Shards never stalls in ambiguity.

Unless another rule explicitly overrides this chapter, **all ties follow the fixed procedures below.**

Ties may occur in:

- Initiative rolls
- Objective control
- End-of-battle scoring
- Simultaneous destruction
- Simultaneous or mirrored rule triggers
- Insertion checks (rare)

Tiebreakers are always **deterministic and non-random** unless stated otherwise.

14.1 Initiative Ties

If both players roll the same Initiative value at the start of a round:

1. **Compare total Force Rating (FR).**
 - The Force with the **lower FR** wins the tie (lighter strike teams react faster).
2. If FR is also tied:
 - The **Defender** wins the tie.

14.2 Objective Control Ties

If both Forces have at least one model within 1" of an Objective:

- The Objective is **contested**
- Neither Force controls it this round
- Sticky Control does **not** apply to contested Objectives

An Objective only transfers or remains controlled if **exactly one** Force has uncontested presence.

14.3 End-of-Battle Ties (End of Round 5)

If both Forces control the same number of Objectives at the end of Round 5, and neither side has been eliminated:

Apply the following tiebreakers in order:

1. **Total surviving models**
 - The Force with more surviving models wins.

2. **Total Wounds remaining**
 - If tied on models, the Force with more remaining Wounds wins.
3. **Total FR destroyed**
 - If still tied, the Force that destroyed more enemy FR during the battle wins.
4. **Final Tiebreak — Defender Wins**
 - If all else is tied, the Defender wins the battle.
(The Defender traditionally holds the fortified ground in a stalemate.)

14.4 Simultaneous Destruction

If two models destroy each other at the same time (e.g., mutual melee destruction):

1. Both models are removed
2. All other melee attacks continue normally
3. Objective scoring checks occur after all removals
4. If both Forces would be eliminated at the same instant:
 - Apply **End-of-Battle Tiebreakers** (see 14.3)

Simultaneous destruction never bypasses scoring.

14.5 Insertion Threshold Ties

A rare case where an Insertion roll is required (typically from special rules):

If D100 + modifiers **exactly equals** the Position Value (PV):

- The insertion **succeeds**

14.6 Simultaneous Rule Triggers

If both players must perform a simultaneous check at the same time (such as Sticky Control resolution, or end-of-phase refreshes):

1. **Defender resolves first**
2. **Attacker resolves second**

This consistent order prevents sequencing conflicts.

14.7 Summary of Tiebreaking

- Initiative ties → Lower FR wins; if still tied → Defender
- Objective ties → Contested; no Sticky Control

- End-of-Battle ties → Surviving Models → Wounds → FR Destroyed → Defender
- Simultaneous destruction → Both removed; evaluate Objectives
- Insertion ties → Equal-to-PV counts as success
- Simultaneous rule triggers → Defender first, Attacker second

Jagged Shards uses deterministic tiebreaks to keep the pace sharp, the battlefield clear, and outcomes fair—even when fate hangs by a shard-thin margin.

15. TERRAIN

Terrain shapes every engagement across the jagged frontier. It alters movement, shields combatants, blocks fire lanes, and creates the shifting tactical puzzle that defines the battlefields of **Jagged Shards: Skirmish Protocol**.

Before deployment begins, both players must clearly identify all terrain pieces and agree on how each functions.

Terrain affects:

- **Line of Sight**
- **Movement**
- **Shooting**
- **Rush paths & Engagement**
- **Cover penalties**
- **Tactical positioning**

15.1 Terrain Types

Terrain falls into **three core categories**, each providing different battlefield effects.

Light Terrain

Examples: scattered debris, low barricades, thin crystal stalks.

Effect:

- Provides **Light Cover** if the target is 50% obscured
- Cover penalty: **+10 SR** to attacker

Heavy Terrain

Examples: cargo containers, dense growths, reinforced barricades.

Effect:

- Provides **Heavy Cover** if the target is 50% obscured
- Cover penalty: **+20 SR** to attacker

Obscuring Terrain

Examples: solid barriers, large machinery, crystal walls.

Effect:

- **Blocks Line of Sight completely** if the target is fully hidden
- If *any* part of the model is visible, it is not obscured

15.2 Terrain and Line of Sight (LoS)

A model has Line of Sight if a straight, unobstructed line from its eye level reaches *any visible portion* of the target's model or base.

Rules for LoS:

- **Light Terrain** does not block LoS
- **Heavy Terrain** does not block LoS
- **Obscuring Terrain** *blocks* LoS
- Elevation does not block LoS unless also Obscuring
- If LoS is blocked → ranged attacks cannot be declared

15.3 Terrain and Cover

A model is considered **in cover** when at least **50% of its base** is obscured by a terrain piece from the attacker's point of view.

Cover applies penalties to the attacker's **SR Threshold**:

- **Light Cover** → +10 SR
- **Heavy Cover** → +20 SR

Important:

- Cover *never* reduces SR Threshold
- Cover always makes attacks **less accurate**, never more

15.4 Movement and Terrain

Climbing Terrain

Models may climb terrain **up to 3"** tall.

- Each inch climbed = **1" of Movement**

Terrain taller than 3" is not climbable unless ladders/ramps/steps exist.

Impassable Terrain

- Models cannot enter or end movement on these areas
- Must be clearly marked pre-game

Elevation

- Models may end movement on elevated platforms if reachable
- Elevation does *not* provide Cover unless it physically obscures the model

15.5 Terrain and the Rush Phase

Rush movement interacts with terrain as follows:

- **Heavy Terrain** → halves the **Movement (M)** portion of Rush distance
- **Light Terrain** → no penalty
- **Obscuring Terrain** → may *not* be crossed during a Rush

A Rush still must end **within 1"** to successfully engage.

15.6 Terrain Placement

Terrain must be placed before deployment.

Standard setup:

- Use **6–10 terrain pieces**
- Spread evenly to avoid extreme firing lanes
- Ensure reasonable cover near each deployment zone
- Define each piece as:
 - Light
 - Heavy
 - Obscuring
 - Climbable (if applicable)
 - Impassable (rare)

Terrain may be:

- **Symmetrical** for competitive play
- **Scattered** for narrative or chaotic scenarios

15.7 Special Terrain Features (Optional)

Optional features add narrative spice but must be mutually agreed upon.

Examples:

- **Warp-Scarred Zones** — models inside suffer ± 10 Warp modifiers
- **Fragile Crystal Floors** — require SR checks to cross
- **Pressurized Walkways** — risk explosive decompression when hit

These elements are *not* part of standard play and should be used sparingly.

15.8 Summary of Terrain Effects

- Light Terrain → **+10 SR**
- Heavy Terrain → **+20 SR**
- Obscuring Terrain → **blocks LoS**
- Climbable up to **3"** using normal Movement
- Heavy Terrain → halves **Movement** portion of Rush
- All terrain must be defined before deployment

16. UNIT CODEX

**

This chapter lists all playable units in **Jagged Shards: Skirmish Protocol**, separated by faction.

Each unit profile includes:

- **Narrative tagline**
- **Statline:**
 - SR Threshold
 - W Threshold
 - Wounds
 - Evade
 - Movement
 - Force Rating

- Buy Points
- **Wargear**
- **Grenade Access** (Infantry only)
- **Special Rules**
- **Model Limit** (if applicable)
- **Specialist Tag**, where relevant

All SR, W, EV, and Wounds rules follow the systems in Chapters 4, 9, and 11.

16.1 HUMAN COLONIES

COLONIST RIFLEMAN

Front-line settlers trained to defend the colonies with precision fire and stubborn resolve.

SR Threshold: 60

W Threshold: 1

Wounds: 1

Evade: 0

Movement: 5"

Force Rating: 3

Buy Points: 15

Wargear:

- Ballistic Rifle (20", DAM 1)
- Combat Knife (1", DAM 1)

Grenades (Infantry):

- Fragmentation Grenade (default)
- May swap for: Concussion Grenade or Incendiary Grenade

Special Rules: None

Model Limit: None

COMBAT ENGINEER (Warp Specialist)

Masters of breach-tech and dimensional calibration—able to twist Warp fields to stabilize allies or distort enemies.

SR Threshold: 55

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 5"

Force Rating: 4

Buy Points: Free (Specialist)

Wargear:

- Burst Pistol (10", DAM 1)
- Toolblade (1", DAM 1)

Grenades (Infantry):

- Fragmentation Grenade (default)
- May take any grenade type

Special Rules:

- **Warp Stabilize** — Costs 1 Warp Flare; an allied model reduces its SR Threshold by -10 for one attack.
- **Specialist Aura** — Friendly models within 3" ignore the first +10 SR penalty they would suffer.
- **Tactical Break** — May automatically Disengage once per game.

Model Limit: 1

HEAVY ANDROID

Industrial-grade labor construct retrofitted for combat, shrugging off small arms with dense alloy plating.

SR Threshold: 55

W Threshold: 2

Wounds: 2

Evade: 10

Movement: 4"

Force Rating: 4

Buy Points: 25

Wargear:

- Machine Cutter (1", DAM 1)
- Arm-Mounted SMG (12", DAM 1)

Special Rules: None

Model Limit: None

SUPPORT MECH

A semi-autonomous defense walker designed to protect colony labor teams, now repurposed for war.

SR Threshold: 55

W Threshold: 2

Wounds: 3

Evade: 5

Movement: 4"

Force Rating: 7

Buy Points: 55

Wargear:

- Hydraulic Fist (1", DAM 2)
- Auto-Cannon (18", DAM 1)

Special Rules:

- **Mechanical** — Cannot be affected by biological modifiers.

Model Limit: 1

ASSAULT EXO-SUIT

A heavily armored shock trooper frame designed for breach operations and close-quarters dominance.

SR Threshold: 50

W Threshold: 2

Wounds: 2

Evade: 10

Movement: 5"

Force Rating: 6

Buy Points: 40

Wargear:

- Power Blade (1", DAM 2)
- Wrist Carbine (12", DAM 1)

Special Rules: None

Model Limit: 1

COMMAND OFFICER

Battlefield coordinators who bring discipline, tactical awareness, and the will to survive against impossible odds.

SR Threshold: 60

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 5"

Force Rating: 4

Buy Points: 20

Wargear:

- Officer Saber (1", DAM 1)
- Sidearm (6", DAM 1)

Grenades (Infantry):

- Fragmentation Grenade (default)

Special Rules:

- **Tactical Insight** — Once per battle, reroll an Initiative roll.
- **Coordinated Push** — One friendly Infantry within 6" may move +1" during Movement.

Model Limit: 1

WALKER TURRET

A remote-piloted defense hardpoint, walking slowly but laying down suppressive fire across key lanes.

SR Threshold: 55

W Threshold: 2

Wounds: 3

Evade: 0

Movement: 3"

Force Rating: 6

Buy Points: 35

Wargear:

- Twin Auto-Las (16", DAM 1)
- Manipulator Claws (1", DAM 1)

Special Rules:

- **Stationary Anchor** — If this model does not move, it may reroll one failed hit.

Model Limit: 1

HUMAN SHOCK SPECIALIST (Defender Specialist)

Highly trained breachers who coordinate counter-charges and defensive traps.

SR Threshold: 55

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 5"

Force Rating: 4

Buy Points: Free (Specialist)

Wargear:

- Burst Pistol (10", DAM 1)
- Shock Baton (1", DAM 1)

Grenades:

- Fragmentation Grenade

Special Rules:

- **Counter-Charge** — If an enemy Rush succeeds within 6", this model may immediately Rush the attacker.
- **Hold the Line** — All friendly Infantry within 3" gain +5 EV while engaged.

Model Limit: 1

16.2 MARTIAN ORDER

ROOTBLADE INITIATE

Young disciples grown from the crystal-root symbiosis—fast, deadly, and utterly loyal to the Order.

SR Threshold: 60

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 6"

Force Rating: 3

Buy Points: 15

Wargear:

- Rootblade (1", DAM 1)

Grenades (Infantry Equivalent):

- May take **Spore Pods** (counts as grenades)

Special Rules: None**Model Limit:** None

BLOODROOT STALKER

Hunters bred for ambush, using spore clouds and natural cover to strike unseen.

SR Threshold: 60**W Threshold:** 1**Wounds:** 1**Evade:** 10**Movement:** 7"**Force Rating:** 4**Buy Points:** 20**Wargear:**

- Spine Spitter (12", DAM 1)
- Fang Claws (1", DAM 1)

Grenades:

- Spore Pods (default)

Special Rules: None**Model Limit:** None

CRYSTAL SNIPER

Shard-focused marksmen who channel psionic resonance through crystal lances.

SR Threshold: 55**W Threshold:** 1**Wounds:** 1**Evade:** 5**Movement:** 6"**Force Rating:** 5**Buy Points:** 30**Wargear:**

- Crystal Lance (30", DAM 2)
- Crystal Shard Dagger (1", DAM 1)

Special Rules: None**Model Limit:** None

DINO-RAPTOR

A genetically revived predator—swift, cunning, and capable of tearing armor apart.

SR Threshold: 55

W Threshold: 2

Wounds: 3

Evade: 10

Movement: 8"

Force Rating: 7

Buy Points: 35

Wargear:

- Rending Talons (1", DAM 2)

Special Rules: None

Model Limit: 1

TREE WARDEN

A towering bark-grown sentinel created to defend sacred groves.

SR Threshold: 50

W Threshold: 3

Wounds: 4

Evade: 5

Movement: 5"

Force Rating: 8

Buy Points: 45

Wargear:

- Bark-Hammer (1", DAM 2)

Special Rules: None

Model Limit: 1

ELDER SEER COMMANDER

Ancient psychic tacticians who perceive a dozen futures at once.

SR Threshold: 55

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 6"
Force Rating: 5
Buy Points: 30

Wargear:
• Elder Staff (1", DAM 1)

Special Rules:
• **Seer's Insight** — Once per battle, impose +10 SR on an enemy attack **after** they roll.
• **Future Glimpse** — May move 1 friendly Infantry model 2" before Round 1.

Model Limit: 1

SAND GOLEM

A massive construct of living stone and crystal.

SR Threshold: 45
W Threshold: 3
Wounds: 4
Evade: 0
Movement: 4"
Force Rating: 9
Buy Points: 55

Wargear:
• Stone Crush (1", DAM 3)

Special Rules: None
Model Limit: 1

MARTIAN WARP SPECIALIST

A crystal-growth attuned monk able to manipulate psionic currents.

SR Threshold: 55
W Threshold: 1
Wounds: 1
Evade: 5
Movement: 6"
Force Rating: 4
Buy Points: Free (Specialist)

Wargear:
• Spore-Lance (10", DAM 1)

Grenades:

- Spore Pods (default)

Special Rules:

- **Psionic Stabilize** — Costs 1 Warp Flare; remove one negative modifier from an ally.
- **Warp Pulse** — Once per game, an enemy within 6" suffers +10 SR on its next attack.
- **Slip-Step** — May automatically Disengage once per game.

Model Limit: 1

MARTIAN SHOCK SPECIALIST (Defender Specialist)

Rapid-growth martial hybrids trained for immediate counter-aggression.

SR Threshold: 55

W Threshold: 1

Wounds: 1

Evade: 5

Movement: 6"

Force Rating: 4

Buy Points: Free (Specialist)

Wargear:

- Fang Claws (1", DAM 1)

Grenades:

- Spore Pods

Special Rules:

- **Root-Snare Counter-Charge** — If an enemy Rush succeeds within 6", this unit may Rush the attacker.
- **Spore Shroud** — Friendly Infantry within 3" gain Light Cover at all times unless fully in the open.

Model Limit: 1

17. WEAPON PROFILES

This chapter lists every weapon available in **Jagged Shards: Skirmish Protocol**. Each entry includes its full mechanical profile and a brief thematic description.

All weapons follow these rules:

- **Range** — Maximum distance the weapon may target.
- **Damage (DAM)** — Amount of damage inflicted on a successful hit.
- **Critical Success (96–100)** — Applies the listed Critical Success effect.
- **Critical Failure (01–05)** — Applies the listed Critical Failure effect.
- **Type** — Ranged or Melee.
- **Grenades** — Infantry-only unless otherwise stated.

17.1 HUMAN COLONIES WEAPONS

Ballistic Rifle

Reliable mid-range rifle used by Colonist Riflemen across the frontier.

Type: Ranged

Range: 20"

DAM: 1

Critical Success (96–100): Shot finds a weak point — **ignore Wounds Threshold**.

Critical Failure (01–05): Jam — the model may **not shoot next round**.

Precision Carbine

Compact, accurate, and favored by recon personnel.

Type: Ranged

Range: 18"

DAM: 1

Critical Success: +10 to SR Threshold on the next shot (improved aim).

Critical Failure: Scope shimmer — attacker suffers **+10 SR Threshold** for their next attack.

Sniper Rifle

Long-range precision rifle capable of eliminating high-value targets.

Type: Ranged

Range: 30"

DAM: 2

Critical Success: Ignore all Cover for this attack.

Critical Failure: Optics overload — attacker suffers **–10 Evade** next round.

Heavy Rotary Cannon

Support Mech suppressive fire system capable of saturating entire firing lanes.

Type: Ranged

Range: 18"

DAM: 2

Critical Success: Target suffers **-10 Evade** (suppressed) until end of round.

Critical Failure: Overheat — may **not shoot next round**.

Hydraulic Fist

A powered gauntlet delivering crushing, piston-driven force.

Type: Melee

Range: 1"

DAM: 2

Critical Success: +1 DAM (total **3 DAM**).

Critical Failure: Hydraulic stall — cannot make melee attacks next round.

Power Blade

A high-frequency energized blade that cuts armor like cloth.

Type: Melee

Range: 1"

DAM: 2

Critical Success: +1 DAM (3 total).

Critical Failure: Power surge — the model cannot attack next round.

Officer Sidearm

Standard-issue pistol carried by Human Command Officers.

Type: Ranged

Range: 6"

DAM: 1

Critical Success: +10 SR Threshold on next attack.

Critical Failure: Jam — cannot fire next round.

Officer Saber

Ceremonial blade wielded with practiced dueling precision.

Type: Melee

Range: 1"

DAM: 1

Critical Success: **Ignore Evade**.

Critical Failure: Parry misread — attacker suffers **+5 SR** next round.

Walker Turret Cannon

Rapid-response twin-linked targeting system mounted on mobile base.

Type: Ranged

Range: 16"

DAM: 1

Critical Success: Turret locks perfectly — **ignore Cover**.

Critical Failure: Targeting loop — turret cannot shoot next round.

Manipulator Claws (Walker Turret)

Mechanical claws used for last-resort close defense.

Type: Melee

Range: 1"

DAM: 1

Critical Success: +1 DAM

Critical Failure: Jam — no melee attacks next round.

17.2 MARTIAN ORDER WEAPONS

Spine Thrower

Bone-grown launcher hurling hardened spines with biomechanical force.

Type: Ranged

Range: 12"

DAM: 1

Critical Success: Poison strike — target suffers **-10 SR** next round.

Critical Failure: Clog — cannot fire next round.

Spine Spitter

Short-range spore-driven sprayer used by Bloodroot Stalkers.

Type: Ranged

Range: 12"

DAM: 1

Critical Success: Toxic burst — target suffers **-10 SR** next round.

Critical Failure: Spit misfire — attacker cannot shoot next round.

Crystal Lance

Long crystal shard accelerated by psychic resonance into a lethal beam.

Type: Ranged

Range: 30"

DAM: 2

Critical Success: +1 DAM (3 total).

Critical Failure: Shard backlash — attacker suffers **-5 Evade** next round.

Shard Bow

Psionic bow growing razor-crystalline arrows.

Type: Ranged

Range: 20"

DAM: 1

Critical Success: Arrow splits mid-flight — **ignore Wounds Threshold**.

Critical Failure: Bow resonance crack — may not shoot next round.

Rending Talons (Dino-Raptor)

Hyper-dense biological scythes capable of shredding armored foes.

Type: Melee

Range: 1"

DAM: 2

Critical Success: +1 DAM (3 total).

Critical Failure: Overextension — suffer **-1" Movement** next round.

Stone Crush (Sand Golem)

Massive stone fists capable of pulverizing steel and bone.

Type: Melee

Range: 1"

DAM: 3

Critical Success: Ignore Wounds Threshold entirely.

Critical Failure: Momentum lock — cannot make melee attacks next round.

Elder Staff (Elder Seer Commander)

A psychic conduit through harmonized crystal roots.

Type: Melee

Range: 1"

DAM: 1

Critical Success: Target suffers **-10 SR** next round.

Critical Failure: Resonance feedback — attacker suffers **-10 SR** next round.

Rootblade

Organic blade grown for Rootblade Initiates.

Type: Melee

Range: 1"

DAM: 1

Critical Success: +1 DAM

Critical Failure: Growth fracture — cannot attack next round.

17.3 GRENADE WEAPONS (INFANTRY ONLY)

Grenades do **not** modify SR Threshold but apply Cover normally.

All grenades now use the **5% crit band** system.

Fragmentation Grenade

Explosive anti-infantry grenade available to both factions.

Type: Ranged (Thrown)

Range: 8"

DAM: 1

Critical Success: Shrapnel burst — **DAM becomes 2**.

Critical Failure: Slip — attacker drops the grenade; **may not attack next round**.

Concussion Grenade

Disruption charge that staggers and disorients targets.

Type: Ranged (Thrown)

Range: 8"

DAM: 0

Effect: If SR Threshold is met → target suffers **-10 Evade** next round.

Critical Success: Also inflicts **-10 SR** on the target.

Critical Failure: Backblast — attacker suffers **-5 Evade** next round.

Incendiary Grenade

Ignites terrain and forces enemies out of entrenched positions.

Type: Ranged (Thrown)

Range: 8"

DAM: 1

Critical Success: Ignites terrain — **ignore Cover** for this attack.

Critical Failure: Fuse failure — the grenade fizzles harmlessly.

17.4 WEAPON SUMMARY TABLE

Human Weapons

- Rifles: DAM 1, reliable, adaptable
- Sniper: DAM 2, long-range, anti-cover
- Mech Weapons: DAM 2+, suppression effects

Martian Weapons

- Crystal Weapons: Long-range, volatile, psychic resonance
- Organic Weapons: Short-range, poison and debuff oriented

Heavy Melee

- Dino-Raptor, Exo-Suit, Sand Golem: DAM 2–3, devastating at close range

Grenades

- Infantry toolset
- Fragmentation, Concussion, Incendiary
- Crits add volatility and tactical depth

18. POSITION APPENDIX

Positions represent territorial strongpoints, infrastructure nodes, psychic nexuses, and strategic hubs throughout the campaign map. Each Position has a **flat Position Value (PV)** used directly in the attacker's **Insertion Roll** (see Chapter 3). Higher values represent fortified, spiritually resonant, or tactically critical territory.

Each Position entry includes:

- Brief thematic description
- **Fixed PV** (no tier conversion; no subtraction)
- **Penalty applied in the next battle** to the side that loses it

18.1 HUMAN COLONIES POSITIONS

Outer Gate — PV 30

Primary defensive choke-point of the colony perimeter. Losing it represents the first breach in the Humans' outer wall.

Penalty: The defender loses 1 Reinforcement slot next battle.

Supply Depot — PV 40

A logistics hub storing ammunition, rations, and field gear.

Penalty: All friendly models begin Round 1 with **-1 Wound Threshold**.

Civilian Hab Block — PV 40

Residential district housing workers, engineers, and families.

Penalty: The defender suffers **-10 to Initiative** in the next battle.

Defense Armory — PV 50

Manufactures suits, plating, and kinetic shielding.

Penalty: All **Heavy** units suffer **+10 SR Threshold** when attacking.

Field Medical Station — PV 50

Emergency triage and battlefield stabilization center.

Penalty: The defender may not return destroyed models as **Reinforcements** next battle.

Forge-Core Reactor — PV 60

The colony's central energy nexus and power lattice.

Penalty: The attacker gains **+1 Warp Flare** at the start of each round next battle.

Tactical Operations Bay — PV 60

Command node for battlefield telemetry and strategic mapping.

Penalty: The defender loses the ability to **win tied Initiative rolls** next battle.

Interface Node — PV 70

Neural communications hub linking colony systems.

Penalty: The defender suffers **+10 to all SR Thresholds in Round 1** next battle.

Data Archive — PV 70

Repository of tactical data, maps, and historical logs.

Penalty: The attacker chooses the **battlefield layout** for the next battle.

Capital Command Spire — PV 80 (HQ)

The leadership tower and final command center of the Human Colonies.

Penalty: Losing this Position **ends the Campaign immediately**.

18.2 MARTIAN ORDER POSITIONS

Outer Gate — PV 30

Crystalline perimeter gate grown at the forest edge.

Penalty: The defender loses 1 Reinforcement slot next battle.

Supply Distribution Hub — PV 40

Bioengineered distribution root feeding weapons and supplies across the Order.

Penalty: All Martian infantry begin Round 1 with **-1 Wound Threshold**.

Habitat Sector — PV 40

Organic living chambers grown from bark and root.

Penalty: The defender suffers **-10 to Initiative** in the next battle.

Hydroponic Reclamation Bay — PV 50

Vast nutrient reservoirs cultivating war-beasts and spore growths.

Penalty: All Martian **Beast** units suffer **+10 SR Threshold** when attacking.

Crystalline Nursery — PV 50

Birthplace of shard-grown armaments and crystal weapons.

Penalty: Crystal weapons **cannot apply Positive Critical Effects** next battle.

Arms Manufacturer — PV 60

Biomechanical forge crafting bone-rifles and seed-launchers.

Penalty: All Martian ranged weapons suffer **+5 SR Threshold in Round 1**.

Bloodroot Hatchery — PV 60

A breeding pit for predatory root-creatures.

Penalty: Martian melee units may not **Rush** during Round 1 next battle.

Neural Mainframe — PV 70

A psychic root-network that coordinates the Order's strategy.

Penalty: The defender suffers **+10 to all SR Thresholds in Round 1** next battle.

Data Core Crystalline Field — PV 70

A memory-lattice storing ancestral knowledge and combat patterns.

Penalty: The attacker chooses the **battlefield layout** for the next mission.

Martian Command Citadel — PV 80 (HQ)

The central throne-root of the Martian Order.

Penalty: Losing this Position **ends the Campaign immediately.**

19. INDEX

The Index provides a full alphabetical reference of all major terms, rules, mechanics, weapons, units, Positions, and systems used throughout **Jagged Shards: Skirmish Protocol — Version 1.07**.

This includes:

- Core Rules Terms
- Gameplay Mechanics
- Terrain Keywords
- Unit Names
- Specialist Entries
- Weapon Names
- Position Names
- Campaign Terms

Use this chapter to quickly locate any concept during play.

19.1 GENERAL TERMS INDEX

Ability Refresh — Ch. 4.6

Attacker — Ch. 3; Ch. 7

BP (Buy Points) — Ch. 6.2

Charge / Rush — See Rush Phase; Ch. 12
Climb / Climbing Terrain — Ch. 8.4; Ch. 15
Command Phase — Ch. 7.2
Contested Objective — Ch. 13.5
Cover (Light / Heavy) — Ch. 9.3; Ch. 15.3
Critical Failure (Natural 01–05%) — Ch. 4.8; Ch. 11
Critical Success (Natural 95–100%) — Ch. 4.8; Ch. 11
Damage (DAM) — Ch. 4; Ch. 9.5
Defender — Ch. 3; Ch. 7
Deployment Zone — Ch. 1.6; Ch. 7
Disengage — Ch. 10.5
Evade (EV) — Ch. 4.5
Engaged / Engagement — Ch. 10.1
Force — Ch. 1.6
Force Rating (FR) — Ch. 6.3; Ch. 7
Grenades (Infantry Only) — Ch. 17.3
Heavy Terrain — Ch. 15
Impassable Terrain — Ch. 15
Initiative (I Go / You Go System) — Ch. 7.2.2
Initiative Steal (70% Threshold) — Ch. 7.2.2
Insertion Roll (PV vs. FR System) — Ch. 3.3
Line of Sight (LoS) — Ch. 9.1
Light Terrain — Ch. 15
Melee Attack — Ch. 10
Model Limits — Ch. 6.6
Movement Value (M) — Ch. 8
Obscuring Terrain — Ch. 15
Objective — Ch. 13
Per-Phase Activation (I-Go/You-Go) — Ch. 7
Position — Ch. 5; Ch. 18
PV (Position Value) — Ch. 3; Ch. 5
Range (Weapon) — Ch. 17
Reinforcements — Ch. 4.7; Ch. 7.2.3
Resolution Phase — Ch. 7.7
Round — Ch. 7.1
Rush (Charge) — Ch. 12
Rush Priority — Rushing model strikes first in Melee — Ch. 12 / Ch. 10
Shock Strike Force — Ch. 3.4
Specialist — Ch. 6.1
Sprint — Ch. 8.2
SR Threshold (Success Rate Threshold) — Ch. 4.3
Sticky Control — Ch. 13.2
Terrain — Ch. 15
Turn Sequence (Full I-Go/You-Go) — Ch. 7
Warp — Ch. 3
Warp Effects & Modifiers — Ch. 3.5
Warp Flare — Ch. 1.6; Ch. 3.2
Warp Specialist — Ch. 16 (Human & Martian)
Shock Specialist — Ch. 16 (Both Factions)
Wounds (Spelled Out, Never Abbreviated) — Ch. 4.4
W Threshold (Wound Threshold) — Ch. 4.4

19.2 UNIT INDEX

All units listed alphabetically.

See Chapter 16 for full statlines (including **Wounds**, **grenade access**, and **Specialist abilities**).

Human Colonies

Assault Exo-Suit
Colonist Rifleman
Combat Engineer — (*Warp Specialist*)
Command Officer
Heavy Android
Support Mech
Walker Turret

Martian Order

Bloodroot Stalker
Crystal Sniper
Dino-Raptor
Elder Seer Commander
Rootblade Initiate
Sand Golem
Tree Warden

Specialists (Both Factions)

Combat Engineer — Human Warp Specialist
Warp-Touched Augur — *Martian Warp Specialist*
Shock Specialist — Human
Shock Specialist — Martian

(All Specialists now formally listed in Ch. 16 with full abilities, including Disengage interactions and unique aura powers.)

19.3 WEAPON INDEX

See Chapter 17 for full weapon profiles and the 5% Critical Band system.

Auto-Cannon
Ballistic Rifle
Bark-Hammer
Burst Pistol
Combat Knife
Concussion Grenade (*Infantry Only*)
Crystal Lance
Crystal Shard Dagger
Elder Staff
Fang Claws
Fragmentation Grenade (*Infantry Only*)
Heavy Rotary Cannon
Hydraulic Fist
Incendiary Grenade (*Infantry Only*)
Manipulator Claws
Officer Saber
Officer Sidearm
Power Blade
Rending Talons
Rootblade
Shard Bow
Spine Spitter
Spine Thrower
Stone Crush
Toolblade
Twin Auto-Las

19.4 POSITION INDEX

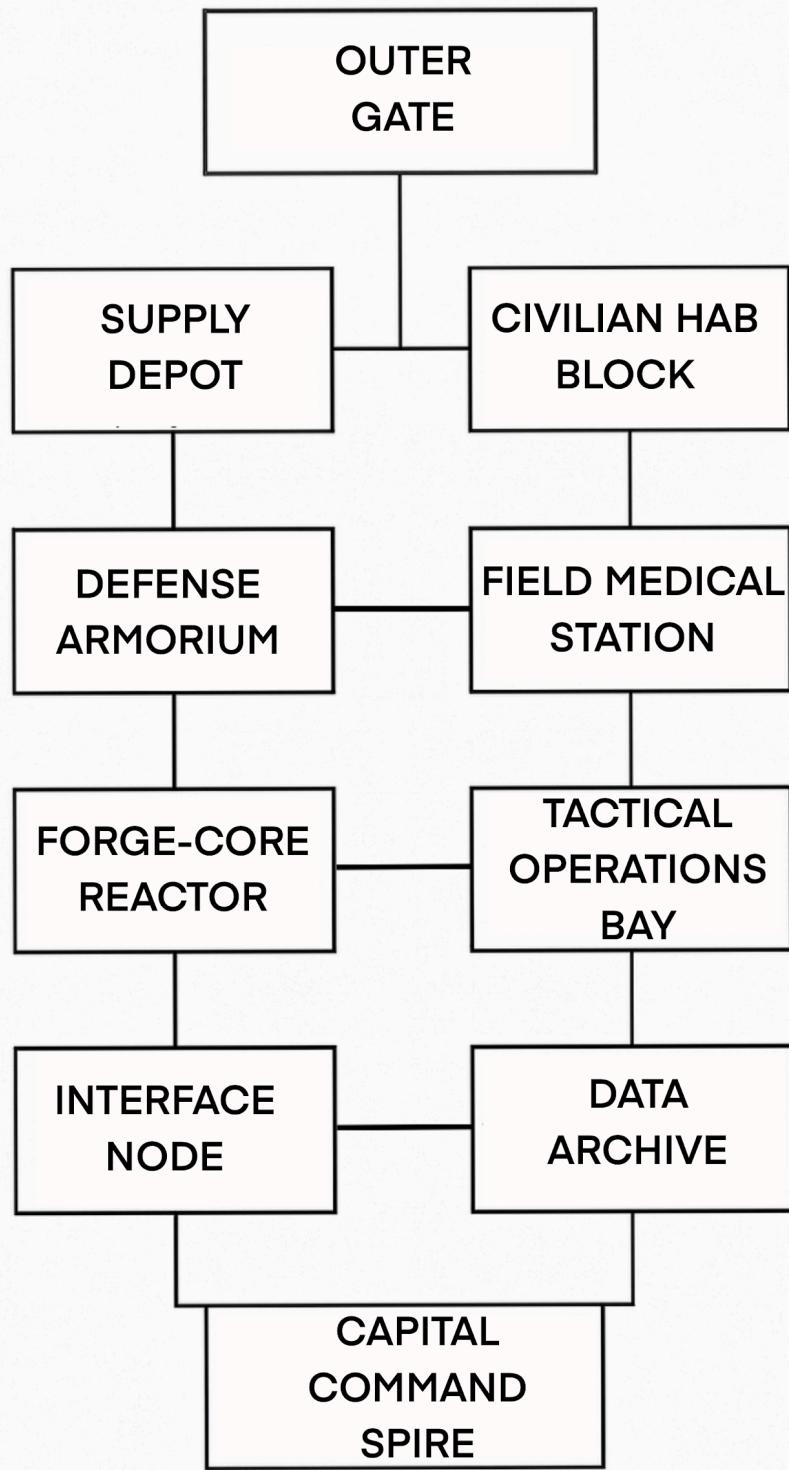
All Positions now include **flat PV values** (no tables).
See Chapter 18 for full rules and Campaign penalties.

Human Colonies

- Outer Gate — PV 30
- Supply Depot — PV 40
- Civilian Hab Block — PV 40
- Defense Armory — PV 50

- Field Medical Station — PV 50
- Forge-Core Reactor — PV 60
- Tactical Operations Bay — PV 60
- Interface Node — PV 70
- Data Archive — PV 70
- Capital Command Spire (HQ) — PV 80

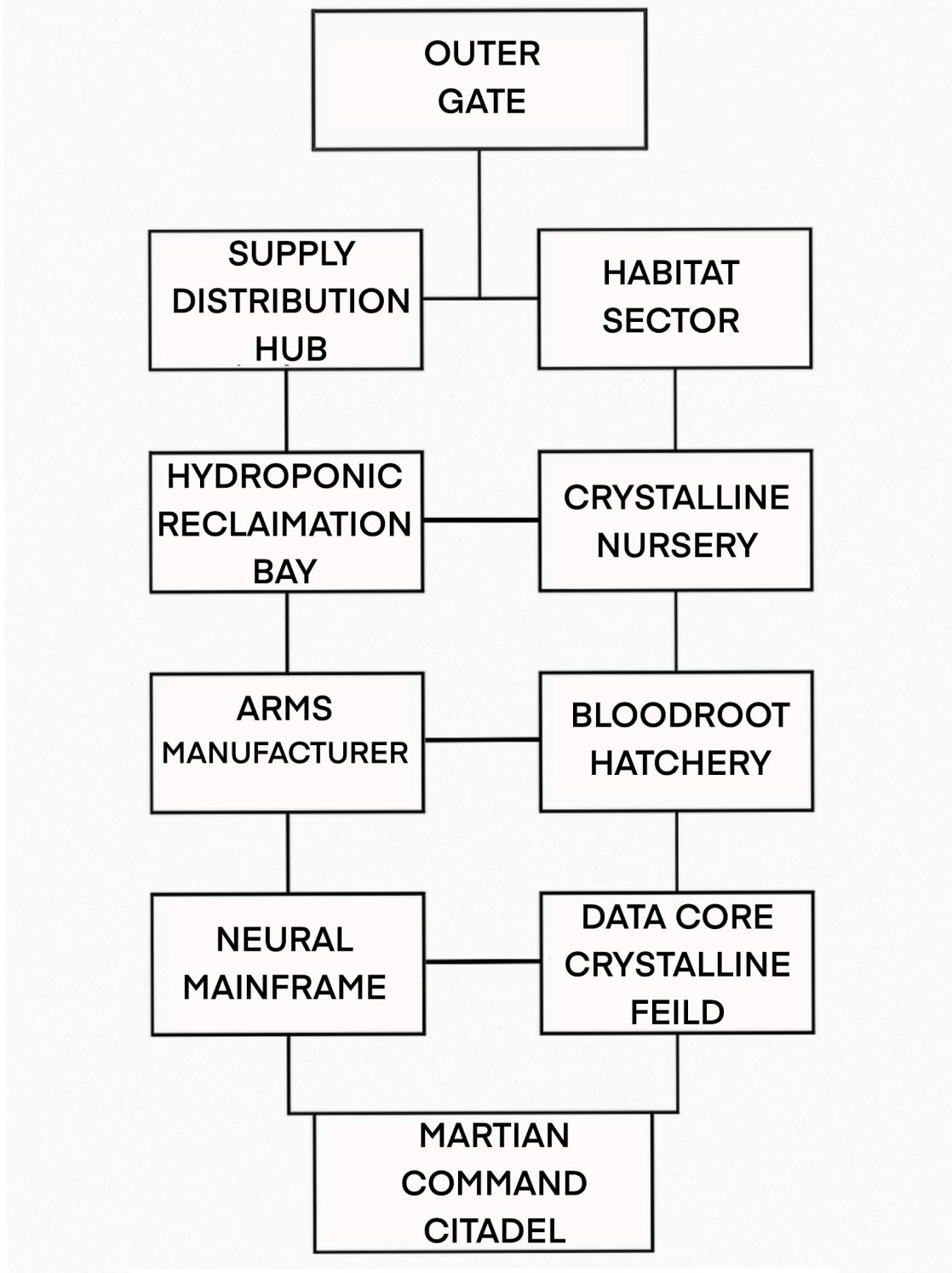
HUMAN COLONIES



Martian Order

- Outer Gate — PV 30
- Supply Distribution Hub — PV 40
- Habitat Sector — PV 40
- Hydroponic Reclamation Bay — PV 50
- Crystalline Nursery — PV 50
- Arms Manufacturer — PV 60
- Bloodroot Hatchery — PV 60
- Neural Mainframe — PV 70
- Data Core Crystalline Field — PV 70
- Martian Command Citadel (HQ) — PV 80

MARTIAN ORDER



20. WALK-THROUGH: FROM PREGAME TO ROUND ONE

This chapter demonstrates a complete pre-game setup and Round One using the **Jagged Shards 1.07** ruleset. It follows the full turn structure, the revised Initiative rules, the I-Go-You-Go activation flow, the updated Insertion system, and all other refinements introduced in Version 1.07.

Throughout this example, bold thematic details help anchor the flow of battle inside the world of *Jagged Shards* without interfering with clarity.

Example Players:

- **Alex — Attacker**, Human Colonies, Warp Strike Force
- **Jordan — Defender**, Martian Order, Shock Strike Force

Positions: No Position penalties are used in this example.

20.1 PREGAME OVERVIEW

Step 1 — Determine Attacker & Defender

The Campaign Map dictates direction of assault.

- **Alex** is Attacker
- **Jordan** is Defender

Both will swap roles in future battles based on campaign flow.

Step 2 — Select Strike Forces

Attacker chooses Warp Strike Force

Includes:

- 1 **free Warp Specialist**
- Starts with **3 Warp Flares**
- Uses the revised insertion system
- Any failed Insertion removes **1 Warp Flare**

Defender fields Shock Strike Force

Includes:

- 1 **free Shock Specialist**
- Starts with **2 Warp Flares**
- May attempt the **Initiative Steal** (TN 70+) in Round 1

Warp Flares never regenerate.

Step 3 — Build Forces

Buy Points:

- Attacker: 100 BP
- Defender: 125 BP

Limits:

- Max 8 models deployed
- Max 2 Reinforcements
- Model Limits from Unit Codex apply
- Grenades: All *infantry* may choose **one** grenade type for free (Frag, Concussion, or Incendiary). Non-infantry cannot take grenades.

Example Forces

Alex — Human Colonies (FR 13, Warp Flares 3)

- Warp Specialist (free)
- Colonist Rifleman
- Colonist Rifleman
- Support Mech

Jordan — Martian Order (FR 11, Warp Flares 2)

- Shock Specialist (free)

- Rootblade Initiate
- Dino-Raptor
- Bloodroot Stalker

Step 4 — Battlefield Setup

Use a **4'×4'** field with **6–10 terrain pieces**.

Define terrain clearly:

- Light Terrain = +10 SR
- Heavy Terrain = +20 SR
- Obscuring Terrain = blocks LoS
- Climbable = <3" unless otherwise agreed

Step 5 — Deployment Zones

Each player deploys inside a **10"×10"** corner opposite each other.

The game now proceeds to the **Insertion Roll**.

20.2 INSERTION ROLL (Attacker Only)

Revised v1.07 Insertion Rule:

Final Roll = D100 + Attacker FR

Success if \geq Position Value (PV)

PV is now listed *directly in the Position Appendix* with no tier table.

Example Position: Hydroponic Reclamation Bay (PV 15)

Attacker FR = 13

Alex rolls D100 → **64**

$64 + 13 = 77 \geq 15 \rightarrow$ Insertion succeeds

If failed:

- Remove **1 Warp Flare** immediately

Alex loses none.

20.3 INITIATIVE STEAL (Defender, Round 1 Only)

Instead of rolling for normal Initiative in Round 1, the Defender may attempt to steal it.

Cost: 1 Warp Flare

Threshold: 70+ on D100

Jordan chooses **not** to attempt it in this example.

→ Because this is Round 1, **Attacker gets Initiative automatically** if the steal is not attempted or fails.

Starting Round 2 forward:

Normal Initiative = D100 highest wins. Ties → lower FR wins; if tied, Defender wins.

20.4 ROUND ONE — COMMAND PHASE

During Round 1 Command Phase:

- No Warp Flares gained
- Reinforcements may **not** arrive
- Shock Specialist and Warp Specialist abilities refresh
- Initiative for this round is predetermined (Attacker)
- No model activations occur in this phase

Proceed to Movement.

20.5 ROUND ONE — MOVEMENT PHASE

I-Go-You-Go System (v1.07):

1. Player with Initiative activates *all* models during this phase
2. Opponent activates *all* models afterward
3. Then advance to the next phase

Alex moves first:

- Support Mech marches 4" toward central cover
- Riflemen advance 5" toward a firing lane
- Warp Specialist positions behind cover

Jordan moves second:

- Rootblade Initiate moves 5" toward the nearest Objective
- Dino-Raptor **Sprints**: $8" + D6 (4) = 12"$
 - Cannot Shoot or Rush this round
- Bloodroot Stalker moves 7" into Heavy Terrain

Movement ends. Shots will be exchanged.

20.6 ROUND ONE — SHOOTING PHASE

Same activation order:
Alex fires all valid models, then Jordan fires all valid models.

20.6.1 Attacker Shooting

Rifleman → Rootblade Initiate (Light Cover):

- SR 60
- +10 Light Cover = 70

Alex rolls **73** → Hit
DAM 1 vs Wounds 1 → **Destroyed**

Rifleman → Bloodroot Stalker (Heavy Cover):

- SR 60
- +20 Heavy Cover = 80

Roll 62 → Miss

20.6.2 Defender Shooting

Bloodroot Stalker → Rifleman (Light Cover):

- SR 60
- +10 Light Cover = 70

Jordan rolls **94** → Hit
DAM 1 vs Wounds 1 → **Destroyed**

Shock Specialist has no line of sight.

20.7 ROUND ONE — RUSH PHASE

Reminder (v1.07):

If a model successfully Rushes into engagement, **that model attacks first in the Melee Phase**, even if the opponent has Initiative.

Both players declare Rushes in I-Go-You-Go order.

Alex:

- No Rushes available

Jordan:

- Dino-Raptor cannot Rush (Sprinted)
- Shock Specialist out of range

Rush Phase ends with **no engagements**.

20.8 ROUND ONE — MELEE PHASE

No models are engaged → **No melee occurs**.

20.9 ROUND ONE — RESOLUTION PHASE

At end of each round:

1. Score Objectives
2. Apply Sticky Control
3. Check Victory Conditions
4. Confirm Reinforcement availability for Round 2
5. Apply lingering effects
6. Refresh abilities that refresh during Resolution

Status after Round 1:

- Both Forces have suffered early casualties
- Some Objectives may already be Sticky Controlled
- No Reinforcements yet

20.10 LOOKING AHEAD TO ROUND TWO

Beginning in Round Two:

Reinforcements

- May be deployed in owner's Deployment Zone
- Cost = **1 Warp Flare + BP cost**
- Max **2** Reinforcements per Force
- Reinforcements activate normally once placed

Initiative

Now rolls normally:

- Highest D100 wins
- Tie → Lower FR wins
- If still tied → Defender wins

Grenades

Infantry models may use their chosen grenade type (Frag, Concussion, Incendiary).

Crit bands apply:

- **01–05% = Critical Failure**
- **96–100% = Critical Success**

The battle accelerates from here, with models closing ground, objectives being fought over, and Reinforcements entering play.