

Ravaged Star Rules

V0.10.3 Beta

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Basic Principles

Dice

Ravaged Star uses ten-sided dice, shortened to “d10s” in these rules. Some d10s have a “0” instead of a “10.” Treat any rolls of 0 as a roll of 10. In other words, rolling a d10 produces a result from 1 to 10.

[graphic showing d10s, a “0” face explaining that counts as “10”, and a graphic with custom dice (faction ones if possible) showing how the custom face usually counts as the “0/10” face.]

There are a few rules of thumb with dice rolling in this game:

1. Dice rolls are **never** rerolled.
2. Dice rolls are **never** modified.
3. Dice rolls of 1 **always** fail.
4. Dice rolls of 10 **always** succeed.

Units

A **unit** is a pre-defined grouping of models. For the purpose of these rules, any grouping of models, even a single model, is considered a unit.

Unit Types

There are four different types of units in Ravaged Star: Commander, Core, Elite, and Support. This represents their role on the battlefield.

Unit Leaders

With the exception of units with the **Leaderless** universal special rule (which we will cover later), each unit has a unit leader model (including units of only 1 model).

When a unit is deployed, the owner of the unit must nominate which model is the unit leader. This model remains the unit leader for the rest of the game (or until the unit is destroyed).

The unit leader is **always the last model in its unit to be removed**.

Leaderless Units

Some units have the **Leaderless** special rule. These units do not have a unit leader.

Instead, every time this unit performs any action, or interacts in any way in the game that requires knowing which is the unit leader (including when deciding which objectives a unit controls), the controlling player nominates any model from this unit to count as the unit leader for the duration of that action or interaction.

[insert GRAPHIC showing a unit with their activation token type, the other unit type tokens, and pointing out the unit leader]

Measuring Distances

In Ravaged Star all distances are measured in inches (or “). When measuring the distance between two models, measure the shortest distance between the closest point of each model’s base. Measure diagonally if the units are at different elevations.

If a model does not have a base, then measure to the closest part of the model.

Within vs Wholly Within

A model is considered to be “within” a given distance if the distance between their base and the other point is that distance or less. For example, a model is “within 3” of an objective marker” if the distance between the objective marker and the closest part of that model’s base is 3” or less.

A model is considered to be “wholly within” a given distance if their entire base is within that distance. For example, a model is wholly within 3” of an objective marker if the distance between the objective marker and the furthest point on the model’s base is 3” or less.

[insert GRAPHIC showing a model within vs wholly within a shaded area]

Coherency

Every model in a unit must remain close to the **unit leader**. This is called **coherency**.

To be “in coherency” each model must remain within 3” horizontally and 5” vertically of the unit leader.

If at any point any model in the unit does not follow this rule, then the unit is said to be “out of coherency.”

Graphic showing a unit in coherency and one that is out of coherency

Engaged / Engagement Range

Engagement range is 1” horizontally and 3” vertically. If at least one model in a unit is within **engagement range** of one or more enemy models, they are **engaged** with those enemy units.

The only way to move within or into **engagement range** of an enemy unit is to charge them, which will be explained later. Units may freely move within 1” of friendly units, but they are never considered to be **engaged** with friendly units.

Characteristics

Graphic of unit card, notated with each number (and then maybe add numbers to the stats here instead of bullet points)

Every unit has the following characteristics:

- Movement
 - The distance in inches this unit's leader may move when they take a Move Action. This also determines how far the unit can run and charge.
- Wounds
 - The amount of damage each model in the unit can take before being destroyed and removed from the table.
- Leadership
 - The grit, courage, or sheer resolve of the unit. Units must roll this number or higher to pass Leadership Tests.
- Defense
 - A combination of the armor that the unit is wearing and the speed of that unit. Units must roll this number or higher when rolling Defense Tests against incoming attacks.

Every unit is equipped with one or more weapons, which have the following characteristics:

- Range (RNG)
 - How far a weapon can be fired or thrown at short range
 - Weapons used in close combat have a range of "M" (short for melee)
- Attacks (ATT)
 - How many dice each model in the unit rolls when attacking with this weapon.
- Accuracy (ACC)

- The roll on a d10 required to hit the target of an attack
- Armor Penetration (AP)
 - How well the weapon pierces the defenses of the target. This reduces a target's Defense characteristic.
- Damage (DMG)
 - The number of Wounds the target of these attacks loses per failed Defense test.

Melee Weapons vs Ranged Weapons

A weapon with a range of "M" is defined as a **melee weapon**, while weapons with a range of 1" or more are defined as **ranged weapons**.

Melee weapons may only be used against enemy units in **engagement range**, while **ranged weapons** may not be used while **engaged**.

Weapon Ranges - Short, Medium, and Long

All ranged weapons have three ranges: Short, Medium, and Long. These are defined as:

- Short: The Range as written
- Medium: Between 1x and 2x the Range as written
- Long: Between 2x and 3x the Range as written

For example, a weapon with a Range of 8" has a Short Range of 8", a Medium Range of 16", and a Long Range of 24".

Graphic showing range bands

Characteristic Tests

Some characteristics (Leadership, Defense, and Accuracy) are used for Characteristic Tests.

To take a Characteristic Test, roll a d10 and compare it to the corresponding Characteristic. If the roll is equal to or higher than the Characteristic, the test is passed. Otherwise, the test is failed.

For example, if a unit must pass a Defense test and that unit has a Defense of 6+, then the player controlling the unit rolls a d10. If they roll a 6 or higher, the test is passed. Otherwise, it is failed.

(Remember that a roll of a 1 is always a failure and a roll of a 10 is always a pass)

Graphic of example of a test, with some rolls succeeding and others failing

Worsening / Improving Characteristics

Dice rolls are **never** modified. However, Characteristics are often modified, usually temporarily for a specific roll. Characteristics can either be worsened or improved.

If a rule says to **improve** a Characteristic by 1:

- **Increase** its value by 1 for: Movement, Wounds, Range, Attacks, Armor Penetration, and Damage, or
- **Decrease** its value by 1 for: Leadership, Defense, and Accuracy (ex: 4+ becomes a 3+).

If a rule says to **worsen** a Characteristic by 1:

- **Increase** its value by 1 for: Leadership, Defense, and Accuracy (ex: 3+ becomes a 4+), or
- **Decrease** its value by 1 for: Movement, Wounds, Range, Attacks, Armor Penetration, and Damage.

If there are multiple modifications to a Characteristic, apply all of them in any order.

Depleted

A unit is **depleted** if any one of the following is true:

- The unit started the game **with more than 2 models** and now has less than half the total number of models left
- The unit started **with only 1 model** and has less than half of its total Wounds remaining
- The unit started **with exactly 2 models** and now has only 1 model remaining with less than its full Wounds.

When a **depleted** unit activates, it immediately takes a Leadership test. If this test is failed then the unit becomes **shaken**.

Shaken

A unit that is **shaken** suffers from the following effects.:

1. It can only take one Single action instead of two Single actions or one Double action (more details on this will be in the **Activation Phase** section below).
 2. It cannot contest objectives.
 3. Any **aura** special rules that it has are disabled.
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Line of Sight

Often it will be essential to know if a model or unit can “see” another model or unit. This is called **line of sight**.

Ravaged Star uses “true” line of sight, which means that in order to tell if one model can see another model, an unbroken line between any point on each model must be able to be drawn.

This is most often achieved by lowering your head near one of the models and seeing if you can “see” the other model.

The **line of sight** between two units is **always** measured from the **unit leader** of the active unit to **any model** in the target unit. If the unit leader has line of sight to any model from the target unit, then every model in the active unit is considered to have line of sight to the target unit, regardless of the positioning of each other model.

Several graphics showing line of sight (overhead)

Light and Heavy Cover

When determining **line of sight** to a unit, if at least half of the models in the target unit are partially or wholly blocked by terrain, that unit is said to have **cover**.

The type of cover is determined by the type of terrain that is blocking the line of sight. Terrain is covered in a future section.

If a unit has **Heavy Cover**, then it also receives the benefits of **Light Cover**. The opposite is not always true.

When firing at a unit in **Light Cover** or **Heavy Cover**, the Accuracy of the firing unit is worsened by 1.

When firing at a unit in **Heavy Cover**, the Defense of the target unit is improved by 1.

As many graphics (pictures of models) as possible to show cover

Game Rounds

Ravaged Star is played in a series of **game rounds** (often shortened to rounds), which are further broken up into two phases, namely:

- The **Initiative Phase** and
 - The **Activation Phase**
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Initiative Phase

In the **Initiative Phase** both players gather **activation tokens** to represent each of their units, plus some bonus **boost tokens**. Each player should have different color tokens so that there is no confusion as to which token belongs to which player.

Each player gathers tokens as follows:

- One **activation token** for each unit, corresponding to their unit type (Commander, Elite, Core, or Support)
- A number of **boost tokens** as laid out in the **Creating an Army** section
- One extra **boost token** for the player with the least number of Victory Points so far
 - If both players are tied for Victory Points, then neither player adds an extra boost token

All **activation** and **boost tokens** for both players are then placed into a **single activation pool**, usually inside of a dice bag or similar opaque container that will allow the tokens to be drawn at random.

Activation Phase

In the **activation phase** all players will have an opportunity to **activate** every one of their units.

One player draws a token from the **activation pool**. This should be random (in other words, the player drawing the token should have no way of knowing which token they are drawing until they can see it).

The player who owns the token takes the token and **activates a unit** whose unit type matches that of the token. They must choose a unit that has **not already been activated** this round.

If a **boost token** is drawn, the player who owns the token can use it to activate **any unit that they control that has not already been activated**.

If a **boost token** is drawn for a player, another player has to go next. On that next draw, draw until you draw a token for another player.

If a token is drawn that cannot be used (usually because a unit was destroyed before it was activated, or because it was boosted), then place the token to the side and draw again.

Boost Token Bonuses

When activating a unit with a **boost token**, one of the following occurs:

1. If the activated unit is **shaken**, it is no longer shaken.
2. If the activated unit is not **shaken**, the unit's **Boost ability** is activated (this occurs before any actions are taken), and remains activated until the end of the round (if relevant).

In either case, the unit is immune to being **shaken** until the end of the round.

Activating a Unit

When a unit is activated, it goes through two steps:

1. Check if the unit is **shaken**
2. Perform actions

1. Check if the unit is shaken

A unit that is **shaken** has taken severe damage, or is temporarily stunned, making it less effective in combat.

If a unit is **depleted** or already **shaken** when it activates, then it must take a Leadership test, worsening their Leadership by 2 if they are already **shaken**. If it fails the test then it is **shaken** (or continues to be shaken). Otherwise, it is not **shaken** (or stops being shaken).

2. Perform actions

Actions define what units in Ravaged Star can do during the game. They represent everything from moving to firing weapons and engaging in close combat.

The controlling player can now choose what actions the unit can take, as follows:

- If the unit is **shaken**, it can take a single action
- If the unit is not **shaken**, it can take either two single actions, or one double action
- In either case, units can take any number of **free actions**

Once the unit is finished activating, place the **activation** or **boost token** next to the unit to show that it has been activated. If there are more units that have no **activation** or **boost tokens**, draw another token and continue.

Actions

There are three types of actions:

- Single
- Double
- Free

All actions can only be performed once per activation. **Free actions** do **not** count against this restriction.

Units that are Out of Coherency

If a unit is **out of coherency** when it is activated and it is not engaged, it must first take a Move (Single) action. If it is still **out of coherency** after the Move (Single) action, then its activation immediately ends.

Once Per Game Interrupt Ability

Each player has access to a once-per-game interrupt ability. This ability allows each player to perform one of the following actions (only one, not both):

1. **Exchange Activation Tokens:** When one of a player's activation tokens is drawn, they may return it to the activation pool and replace it with any other activation token from their own army that is not a boost token.
2. **Force Draw:** When an opponent's activation token is drawn, a player must immediately announce they are using their once-per-game ability to go next. Doing so ensures one of their own activation tokens is drawn next (after the current activation is completed), as if the other player had drawn a boost token.

In both cases, the player must announce their use of this ability before any units are activated.

Move (Single)

This action cannot be used if the unit is in **engagement range** of any enemy units, nor can it be used to move within **engagement range** of any enemy units.

Move the **unit leader** of this unit up to a number of inches equal to its Movement characteristic. The following rules apply when moving the unit leader:

- Moving vertically counts as part of the movement
- The unit leader can move through other friendly models that do not have the **Large** or **Huge** special rule
- The unit leader may **not** move through solid terrain features, or walls that are more than 2" high
- The unit leader can ignore terrain features that are 2" or shorter

For example, if a model moves 3" horizontally, then 2" vertically up a wall, and then 1" horizontally, it has moved 6" in total.

Once the **unit leader** has moved, place all other models from this unit in **unit coherency**. Any model that cannot be placed in **unit coherency** must be placed as close as possible to the **unit leader** (the unit would now be considered to be **out of coherency**).

Moving and the Fly Special Rule

If a unit has the Fly special rule, then it can ignore intervening models and terrain as if they were not there.

If the unit moves up or down any number of levels, the **unit leader** must end its move wholly within its Movement Characteristic of where it started (measuring diagonally).

Charge (Double)

This action cannot be used if the unit is in **engagement range** of any enemy units.

This unit performs a Move (Free) action, increasing its Movement Characteristic by 50% (rounding up).

When moving, the **unit leader** must end its move within **engagement range** of one or more enemy units. This can result in a multi-charge but only if the unit leader can end in **engagement range** with multiple enemy units.

The rest of the unit is then placed **in coherency**, with as many models placed in base contact with the same enemy unit(s) as their **unit leader**, or as close to those enemy models as possible, without being placed **in engagement range** of any other enemy units.

After completing this movement, the charging unit must perform a Close Combat Attack (Free) action.

In short, when a unit charges:

- Move the **unit leader** up to 1.5x its Movement Characteristic
- This move must end in **engagement range** of one or more enemy units
- The rest of the unit is then placed **in coherency** and as close as possible to enemy models from the same enemy unit(s) that are **engaged** with their unit leader
- The same unit must then perform a Close Combat Attack (Free) action

Run (Double)

This unit can take a Move (Free) action, but increases its Movement Characteristic by 50% (rounding up).

Otherwise, the unit must follow all of the same rules that a regular Move action would require.

Disengage (Double)

This action can **only** be used if the unit is in **engagement range** of an enemy unit.

This unit can perform a Move (Free) action, ignoring the restriction of being able to move when **engaged** with enemy units. When moving, the **unit leader** may move through any enemy models, but must not end within **engagement range** of any enemy units.

Any models that cannot be placed in **coherency** and not be **engaged** with enemy units are removed, counting as having been destroyed.

Bulldoze (Double)

This action can only be taken by models with the **Large** or **Huge** rule.

If this model has the **Fly** special rule, that rule is ignored while performing this action.

This unit performs a Run (Free) action, ignoring the restriction of being able to move when **engaged** with enemy units.

When moving, this unit can pass through enemy units that do not have the **Large** or **Huge** special rules, and that are not **engaged** with any other units. These units are considered to be **bulldozed**.

This unit can end this move overlapping enemy models, as long as those units are not **Large** or **Huge** and are not **engaged** with any other units. If it does so, it **displaces** any of those models' units.

This unit can end this move in **engagement range** of enemy units, counting as having charged in the same way as if they performed a Charge action. To do so, it cannot **displace** or **bulldoze** the unit that it charges (i.e. you cannot choose to overlap a unit that you want to charge).

To **displace** an enemy unit, follow these steps:

1. Remove all models except the **unit leaders** from the **displaced** units.
2. The player that owns the **displaced** units moves the **unit leaders** the shortest distance possible until they are outside of **engagement range** of the displacing unit (sometimes this will mean leaving the **unit leader** where it was).
3. Finish moving the **Large** or **Huge** unit that was doing the bulldozing.
4. The player that owns the **displaced** units replaces all removed models back **in coherency** with their **unit leaders** (or as close as possible).

After this move has been completed, all units that were **bulldozed** or **displaced** that were not already **shaken** must take a Leadership test. If they fail this test they become **shaken**. If the bulldozing unit has the Fear (X") rule, all of the units making this test count as being in range of the Fear (X") rule for this test.

Focus (Single)

For the rest of this activation, improve the Accuracy Characteristic of all this unit's weapons by 1.

Shoot (Single)

This action cannot be performed if this unit is **engaged** with any enemy units.

When shooting, follow these steps:

1. Choose targets
2. Choose a ranged weapon for each model to fire
3. Calculate all modifiers to the Accuracy of the weapon being fired
4. Attacker rolls attack dice
5. Defender rolls defense dice
6. Test if target units become **shaken**

1. Choose targets

Choose one or more enemy units.

The chosen enemy unit(s) must be:

- Within **line of sight** of the attacking unit's **unit leader**
- Within Long range of at least one of the attacking unit's weapons

2. Choose a ranged weapon for each model to fire

Most units typically only have one ranged weapon. If a unit has more than one ranged weapon, each model can fire a different weapon, but each model can only fire with one weapon total.

Complete steps 2 through 5 separately for each weapon targeting each enemy unit.

3. Calculate all modifiers to the Accuracy of the weapon being fired

The following modifiers apply to any ranged attacks:

Situation	Modifier
Target at Medium Range	Worsen Accuracy by 1
Target at Long Range	Worsen Accuracy by 3
Target in Light or Heavy Cover	Worsen Accuracy by 1
Target engaged with enemy units	Worsen Accuracy by 2

Firing at a Unit in Close Combat

If the target unit is **engaged** with one or more enemy units, then for every result of 1 or 2 that was rolled, instead of discarding them, the target unit's player can choose which unit they hit instead, choosing from any other units that are **engaged** with their unit. This means that 2s will always miss the intended target.

4. Attacker rolls attack dice

The attacker now makes an Accuracy test, rolling a number of d10s equal to the Attacks Characteristic of the weapon being fired, multiplied by the number of models attacking with this weapon.

For example, if there are five models with a weapon with an Attacks Characteristic of 1, then the attacker would roll $5 \times 1 = 5$ d10s.

Each roll that equals or exceeds the attacking unit's Accuracy characteristic becomes a "hit".

5. Defender rolls defense dice

The defender now makes a Defense test for every hit inflicted on their unit, worsening the Defense Characteristic of their unit by the AP (Armor Penetration) of the attacking unit's weapons.

If the defender's unit is in **Heavy Cover**, they improve their Defense Characteristic by 1.

For every failure, the defending player chooses a model from their unit and removes a number of Wounds from that model equal to the Damage characteristic of the attacking unit's weapon.

That player must choose a **non-leader** model that is already below its starting wounds if possible. If this reduces a model to 0 wounds, any additional damage from the hit that caused the model to go to 0 wounds remaining is lost and the model is removed as a casualty.

Note: this means damage from a single hit will not “spill over” from one model to another, in the case a single hit does more damage to a model than it has wounds remaining.

6. Test if target units become shaken

If a target unit becomes **depleted** as the result of this attack, it must immediately take a Leadership test, becoming **shaken** if it fails this test.

Close Combat Attack (Single)

This action can only be performed if this unit is **engaged** with one or more enemy units.

When performing a Close Combat Attack, follow these steps:

1. Close Ranks
2. Choose targets
3. Choose a melee weapon for each model to attack with
4. Attacker rolls attack dice
5. Defender rolls defense dice
6. Test if target units become **shaken**
7. Close Ranks

1. Close Ranks

If the attacking **unit's leader** is not in **engagement range** of any enemy models from one or more units that its unit was **engaged** with at the beginning of this action, and there are still models on the table from one or more of those enemy units, then the controlling player must place the **unit leader** in base contact with the nearest enemy model of one of those units by the shortest route possible, removing a friendly model from the same unit if necessary (and placing it to the side).

All other models from that unit (including any models placed to the side) that are not currently **in engagement range** of an enemy unit are then placed **in coherency**, with as many models placed in base contact with the same enemy unit(s) as their **unit leader**, or as close to those enemy models as possible, without being placed **in engagement range** of any other enemy units.

2. Choose targets

Choose one or more enemy units.

The chosen enemy unit(s) must be **in engagement range** of that attacking unit.

3. Choose a melee weapon for each model to attack with

Most units typically only have one melee weapon. If a unit has more than one melee weapon, each model can attack with a different weapon, but each model can only attack with one weapon in total.

Note: Models can choose to “split” their attacks between multiple units that they are **engaged** with.

Complete steps 3 and 4 separately for each weapon targeting each enemy unit.

3. Attacker rolls attack dice

The attacker now makes an Accuracy Test, rolling a number of d10s equal to the Attacks Characteristic of the weapon being used, multiplied by the number of models attacking with this weapon.

For example, if there are five models with a weapon with an Attacks Characteristic of 1, then the attacker would roll $5 \times 1 = 5$ d10s.

Each roll that equals or exceeds the attacking unit's Accuracy characteristic becomes a “hit”.

4. Defender rolls defense dice

The defender now makes a Defense test for every hit inflicted on their unit, worsening the Defense Characteristic of their unit by the AP (Armor Penetration) of the attacking unit's weapons.

For every failure, the defending player chooses a model from their unit and removes a number of Wounds from that model equal to the Damage characteristic of the attacking unit's weapon.

That player must choose a **non-leader** model that is already below its starting wounds if possible. If this reduces a model to 0 wounds, any additional damage from the hit that caused

the model to go to 0 wounds remaining is lost and the model is removed as a casualty.

Note: this means damage from a single hit will not “spill over” from one model to another, in the case a single hit does more damage to a model than it has wounds remaining.

Every model that is reduced to 0 Wounds or fewer is destroyed and removed from the unit.

Other Notes: *This does mean that damage does not “spill” over. For example, if a unit with a Wounds Characteristic of 1 fails four (4) Defense tests against a weapon with a Damage Characteristic of 2, only 4 models will be removed, instead of 8.*

*Also, remember that the **unit leader** must be the last model removed.*

6. Test if target units become shaken

If a target unit becomes **depleted** as the result of this attack, it must immediately take a Leadership test, becoming **shaken** if it fails this test.

7. Close Ranks

Repeat Step 1 - Close Ranks.

Interact (Single or Double)

This is a “catch all” action that is used more specifically by unit special rules, scenario special rules, or other special situations.

All rules for how to perform the action will be specified in the appropriate section.

Special Rules

Many units and weapons will have special rules, granting them extra abilities. These are detailed in this section.

“Stacking” Special Rules

If a unit is affected by two or more special rules with the same name, it is only affected by the special rule once.

If the special rules have varying strengths, the unit is affected by the more powerful version.

For example, if a unit is in range of two enemy units with the Fear (X”) special rule, the effect of the Fear (X”) special rule is only applied once.

If a unit has the Anti Armor (9+) rule and gains the Anti Armor (7+) rule, use the (7+) version as that would be considered more powerful.

Auras

Some special rules will have (Aura) in their description. Units that are **shaken** have these abilities disabled while they remain **shaken**. A unit is affected by an Aura while one or more models are in range of the unit’s leader with the Aura. A unit is never affected by its own Aura special rules.

*For example, a unit that is **shaken** that has the **Fear** special rule temporarily does not cause other units to suffer the penalty to their Leadership within range. However, a unit that is **shaken** would still suffer the effects of the **Fear** special rule from an enemy unit that is not **shaken**.*

Special Rules

Advanced Deployment

During the deployment step of a scenario, this unit can be held **in reserve**. It is not deployed or set up on the table.

While **in reserve**, an **activation token** is still placed in the **activation pool** as if this unit were on the table. When an **activation token** of the correct type is drawn (or a **boost token**) this unit can perform the Redeploy (Single) action as if it had the Redeploy special rule.

Once it has deployed on the table this rule has no further effect.

Anti Armor (X+)

All Accuracy tests of X+ that succeed cannot have their AP values reduced by the Armored special rule.

Armored (X)

Worsen the AP of any weapons that target this unit by X, to a minimum of 0.

Assault

When a unit with a weapon with this rule makes a Charge action, they can perform a Shoot (Free) action after moving, but can only fire weapons with the Assault special rule.

The target of this Shooting action must be a unit within **engagement range** of this unit. This ignores the regular rules that a unit cannot fire weapons at a unit within **engagement range**, and ignores all modifiers (positive or negative).

Designer’s Note: This can cause the target unit to become shaken before any Close Combat attacks are made. This is intended, and should trigger rules such as Shock Assault.

Battle Synergy (X”)

(Aura) Friendly units within X” improve the Accuracy of all melee weapons by 1.

Blast

Increase the number of Attacks of this weapon by half the number of models in the target unit (rounded down).

Bloodthirsty

Once per activation, after this unit finishes a Close Combat Attack action, if there are no enemy units engaged with this unit, it can

perform a Charge (Free) action, but may only move up to its Movement characteristic.

Boost Only

This weapon can only be used when the unit is **boosted**.

Bulky (X)

Counts as X models for the purposes of transports.

Character

A unit with this special rule gains Stealth (6") while within 3" of a friendly unit with at least 3 models.

If this unit already had the Stealth special rule, it gains the Stealth (3") special rule instead.

Close Formation

Models in this unit must be placed within 1" of the unit leader rather than the usual 3".

Close Volley

If this unit is **engaged** with one or more enemy units, then they can ignore the normal restriction of not being allowed to use the Shoot action with this weapon. However, when firing this weapon while **engaged** with one or more enemy units, it worsens its Accuracy by 2, and gains the Short special rule.

If it fires at a unit within **engagement range**, it does not suffer any extra penalties for firing at a unit within **engagement range** of any other units (including the chance to hit other units on a 1 or 2).

Crushing (X+, Y)

All Accuracy tests of X+ that succeed increase their Damage characteristic to Y.

This will often end up with some of the attacks having a different damage characteristic than some of the other attacks. When this happens, the attacker can choose the order in which the attacks are resolved, but must group all of the same types of damage together.

Example: After rolling the attacks, the attackers get 3 hits at Damage 2 and 2 hits at Damage 4. The attacker can choose to have the defender roll the Defense test on either the 2 Damage 4 hits first or the 3 Damage 2 hits first.

Crushing Impact

This unit counts as having the Impact (X) rule, but the number of hits is equal to half of the number of models in the target unit (rounded down, but minimum 1), and all hits are Damage 1 and AP 2.

Counterstrike

When this unit is attacked with a Close Combat Attack, every attack roll that is a 1 causes one automatic hit on the attacking unit with a Damage and AP of one of the Melee weapons of the target unit (the owner of the target unit can choose if there is more than one). If the target unit has no Melee weapons then use Damage 1 and AP -. These attacks are resolved after the Close Combat Attack action is completed, even if the defending unit is eliminated.

Degrades

If this unit is **depleted**, worsen its Move, and the Accuracy of all its weapons by 2.

Explodes (X")

When a model from this unit is destroyed, before removing the model roll a number of d10s equal to the Wounds characteristic of that model.

For every 9+, all other units within X" that are visible to the exploding model (and any embarked units if this unit has the **transport** special rule) suffer an automatic hit at Damage 1 and AP 1 that has the **Ignores Cover** special rule.

If the exploding model has the **Large** special rule, increase the AP to 2.

If the exploding model has the **Huge** special rule, increase the Damage to 2 and the AP to 2

Fear (X")

(Aura) Enemy units within X" worsen their Leadership Characteristic by 2.

Fly

When moving, this unit can ignore intervening models and terrain as if they were not there.

If the unit moves up or down any number of levels, the unit leader must end its move wholly within its Movement Characteristic of where it started (measuring diagonally).

Heal (Unit Type or Name, X)

This unit may perform an Interact (Single) action to heal a friendly unit with the matching Unit Type or Name within 3" by choosing one of the following:

- Restore up to X lost wounds to one model from that unit
- Return up to X wounds worth of models to the unit (this cannot bring the unit above its starting size)

For example, If a unit has a Wounds characteristic of 2 and you were returning 4 wounds worth of models, you would return 2 models.

If the unit had a Wounds characteristic of 3 and you were returning 4 wounds worth of models, you would only return 1 model (the extra wound would be lost)

Heavy Impact (X)

This model counts as having the Impact (X) special rule, but each hit counts as having Damage 2 and AP 2.

Huge

Each model in this unit counts as 5 models for all rules purposes, and has access to the Bulldoze (Double) action. Huge units cannot be moved through or Bulldozed.

Ignores Cover

Target units do not get the benefits of Light or Heavy Cover from weapons with this special rule.

Impact (X)

After completing a Charge or a Bulldoze action this model deals X automatic hits with a Damage of 1 and AP of 0 to one of the following:

- One enemy unit **engaged** with this unit
- One enemy unit that was **displaced** or **bulldozed** by this unit

In either case the player controlling the unit with this special rule is the one who decides which unit is hit (if there are two or more units to choose between).

Designer's Note: This can cause the target unit to become shaken before any Close Combat attacks are made. This is intended, and should trigger rules such as Shock Assault.

Inspiring (X")

(Aura) Friendly units within X" ignore any negative modifiers to their Leadership.

Large

Each model in this unit counts as 3 models for all rules purposes, and has access to the Bulldoze (Double) action. Large units cannot be moved through or Bulldozed.

Leaderless

This unit does not have a **unit leader**.

Instead, every time this unit performs any action, or interacts in any way in the game that requires knowing which is the unit leader (including when deciding which objectives a unit controls), the controlling player nominates any model from this unit to count as the unit leader for the duration of that action or interaction.

When nominating a **unit leader** the unit must be **in coherency**. If choosing a specific model to be the unit leader would cause the unit to be **out of coherency** then that model cannot be chosen.

Designers Note: It is intended that when moving, you can "hop" models in front of the unit leader to gain extra movement. Units with

Leaderless have already had their Movement characteristic lowered to account for this.

Multifire (X)

When using the Shoot action this unit may choose X weapons per model to fire instead of just one. If the weapons have different profiles, resolve each weapon separately.

Nova (X)

When firing this weapon, it can be fired at up to X enemy units within range. Resolve each attack separately.

Designers Note: These attacks are not “split” between targets, but instead are each a new attack against each target, using the full number of attacks, and all modifiers for each attack.

Parry (X)

Reduce the Accuracy of melee weapons by X that target this unit.

Piercing (X+, Y)

All Accuracy tests of X+ that succeed increase this weapon's AP to Y for that hit.

Point Blank (X)

When firing this weapon within its Short Range, increase its Attack characteristic by X.

Poison (X+)

All Accuracy tests of X+ that succeed cause the target to automatically fail Defense Tests against those hits, unless the target has the **Armored** special rule.

Precision

This weapon ignores the **Stealth** special rule of any unit that it targets with a ranged attack.

Rallying (X’')

(Aura) This unit may perform an Interact (Single) action to allow all other affected friendly units that are **shaken** to immediately take a Leadership test, removing their **shaken** status if they succeed.

Reaping (X+, Y)

All Accuracy tests of X+ that succeed cause Y hits instead of 1. These additional hits are added to the hit pool at the same value as the dice that triggered them (so a 9+ adds an extra “9” to the pool).

Redeploy

This unit may perform a Redeploy (Single) action: Remove this unit from the table and set up the unit leader anywhere on the table more

than 8” away from any enemy units. All remaining models in this unit are then placed in **coherency** as usual, but must also be placed more than 8” away from any enemy units.

Scout (X’)

After deployment, but before the first game round, this unit can perform a Move (Free) action, counting their Movement characteristic as X’.

The unit leader cannot end within 12” of an enemy unit.

If both players have units with Scout then roll off. Starting with the winner of the roll off, both players take turns making their Scout moves.

Shock Assault

Improve the Accuracy and AP of all melee weapons equipped by models with this rule by 1 when attacking a unit that is **shaken**.

Short

This weapon can only be fired at Short Range.

Skirmisher

After completing a Shoot action this unit can immediately perform a Move (Free) action.

Sniper

When firing a weapon with this special rule, ignore modifiers for firing at Medium and Long ranges.

Stalwart

This unit's Leadership can never be Worsened in any way.

Stealth (X’)

This unit cannot be targeted by ranged weapons or attacks more than X’ away.

Enemy units that target this unit within X’ worsen the Accuracy Characteristic of all ranged weapons by 2.

Stun

After resolving this weapon's attacks, if it scored at least one hit, then the target unit must take a

Leadership test. If it fails the Leadership test it becomes **shaken**. This has no effect on a unit that is already **shaken**. This is in addition to the Leadership test required for becoming **Depleted**.

Swift

When performing the Charge, Run, or Bulldoze action, this unit doubles their Movement characteristic instead of adding 50%.

Target Coordination (X")

(Aura) Friendly units within X" improve the Accuracy of all ranged weapons by 1.

Target Lock (X")

(Aura) All other friendly units' ranged weapons gain the Ignores Cover special rule when targeting units that are affected by this aura, as long as the unit leader from this unit can see the target units.

Transport (X)

This unit can transport up to X models that do not have the **Large** or **Huge** special rules. A unit cannot be split between being transported and not being transported. A unit being transported is said to be **embarked**.

Embarked units do not count as being on the table, and no activation token is placed in the pool for them.

Friendly units can begin the game embarked in friendly transports.

A friendly unit can embark (as an Interact (Single) action) on a Transport if a unit leader is within 2" of this unit, and there is sufficient Transport capacity.

A Transport can **disembark** any number of transported units (as an Interact (Single) action) by placing the unit leader within 2" and the rest in coherency.

Any models that cannot be placed when disembarking are destroyed.

Once a unit has disembarked, if it has not yet acted this game round, place an activation token in the activation pool matching the disembarked unit's type.

If a model with this rule is destroyed, before removing the Transport, disembark (as an Interact (Free) Action) all units inside. All units that disembark from a destroyed model must immediately take a Leadership test, worsening their Leadership characteristic by 2 (this stacks with Fear). On a failure, this unit becomes **shaken**.

Volley Fire

This weapon may fire at enemy units that are not in Line of Sight. If it does so, the target unit counts as being in Heavy Cover, and this unit cannot benefit from the Focus action.

Terrain

Battlefield terrain plays an important role in Ravaged Star. It forces all players to consider placement of models, where they move, how to get cover, and can seriously affect the flow of the game (in a good way).

Both players should agree before the game on how each piece of terrain works. Here are some basic rules that we recommend using:

Barricades

Examples: Low fences, sandbags, low broken walls

Suggested rules:

Movement

Units can move freely over terrain features that are 2" tall or shorter at their highest point without slowing their Movement.

Cover

These terrain features would count as **Light Cover**.

Difficult Terrain

Examples: Craters, rubble, uneven ground, rivers

Movement

A unit leader that moves across or ends within one or more pieces of difficult terrain subtracts 2 from their Movement characteristic for that action.

Cover

A unit that has at least half of its models within these terrain features count as having **Light Cover**.

Ruins / Buildings

This will typically form the majority of your terrain.

Movement

When moving, **unit leaders** cannot move through any part of a piece of terrain that their base cannot fit through.

Line of Sight

A model cannot draw line of sight to another model if every part of the target model's base is obscured by this type of terrain, unless that model is within that piece of terrain (i.e. you can't "see" through ruins and buildings, but you can see into and out of them).

Cover

Units that have at least half of their models within this terrain feature count as being in **Heavy Cover**. These terrain features would count as **Heavy Cover**.

Forests

When defining a forest, an area should be determined that defines what the forest's base should be.

Movement

A unit leader that moves across or ends within one or more pieces of difficult terrain subtracts 2 from their Movement characteristic for that action.

Line of Sight

A model cannot draw line of sight to another model if every part of the target model's base is obscured by this type of terrain, unless that model is within that piece of terrain (i.e. you can't "see" through ruins and buildings, but you can see into and out of them).

Cover

Units that have at least half of their models within this terrain feature count as being in **Light Cover**. These terrain features would count as **Light Cover**.

Creating an Army

Points

Every unit is given a points cost. The size of the game determines how many units you can bring. You cannot bring more than the maximum number of points, but you can bring less. ~~The units you choose must also fit into detachments, detailed in the next section.~~

The number of points in the game determines how many **boost tokens** each player will have access to. We have also listed suggested table sizes to go along with these, although both players are welcome to play on any size table.

Points	Table Size	Boost Tokens	Estimated Time
300	3' x 3'	1	1 hour
600	4' x 4' or 6' x 4'	2	2 hours
900	6' x 4'	3	3 hours
1200	8' x 4'	4	4 hours

*Designers Note: A 600 point game is considered the **standard** size game.*

Factions

Your entire army must be made up of only one faction.

Detachments

Armies in Ravaged Star are organized into premade detachments. The core rules come with a few detachments that can be used without any modifications. Other digital publications will add or replace these as balancing is required. Certain narrative supplements might use their own detachments. They will specify whether they will replace the ones here, or add to them.

~~Any army can be formed with any number of detachments, as long as they stay within the points limit of the game.~~

~~Each detachment will specify the types of units that can be taken (i.e. Commander, Core, Elite, and Support).~~

Core Detachments

Commander Detachment

~~The Commander Detachment consists of:~~

- ~~• 1-2 Commanders~~
- ~~• 2-3 Core~~
- ~~• 0-2 Elite~~
- ~~• 0-1 Support~~

Elite Detachment

~~The Elite Detachment consists of:~~

- ~~• 1-2 Elite~~
- ~~• 1-3 Core~~
- ~~• 0-1 Support~~

Skirmish Detachment

~~This detachment can only be used in 300 point games, and consists of:~~

- ~~• 0-1 Commanders~~
- ~~• 1-2 Core~~
- ~~• 0-1 Elite~~
- ~~• 0-1 Support~~

Scenarios

Deployment

Deployment Zones

Each scenario will specify the **deployment zones** for each player. When deploying units, every model in the unit must be placed **wholly within** its faction's **deployment zone**.

Players roll off, with the winner deciding either which deployment zone will be theirs, or who will deploy first.

If a unit has the **advanced deployment** special rule, then that model can be placed **in reserve** instead of being set up. This counts as deploying the unit.

Standard Deployment Zone

If a scenario uses a **Standard Deployment Zone** then the players roll off, with the winner deciding which two opposite table edges are used for the deployment zones.

An imaginary line is drawn between those two table edges at an equal distance from both table edges. The deployment zones are defined as any area that is at least 12" from this imaginary line, thus creating a 24" "no man's land" between the deployment zones.

Both players then roll off, with the winner picking one deployment zone to be their own.

Deploying Units

Players will alternate deploying units, one at a time, starting with the loser of a roll off.

If one player finishes deploying all of their units before other players, those other players finish deploying as usual.

Objective Markers

Sometimes scenarios will require the placement of objective markers. These can really be any size, and can either be flat on the table or be pieces of terrain or special objective markers.

Players should agree on how they interact with units (e.g. do they provide cover, do they block movement, etc).

Contesting Objectives

A unit **contests** an objective if the **unit leader** is within 3" of the center of the objective.

Every model in that unit counts as contesting that objective, regardless of where they are.

A Commander counts as 3 models for the purpose of contesting objectives.

Remember that Large models count as 3 models, and Huge models count as 5 models. This also applies to contesting objectives.

Shaken units cannot contest objectives.

A player **controls** an objective if they have the most models contesting that objective.

Game Length

Unless specified otherwise, a game of Ravaged Star lasts four game rounds, even if one player is completely eliminated before then.

Victory Points

Each scenario will typically have a method of earning Victory Points, either during the game or at the end of the game. If this is the case, the winner of the game is the player with the most victory points at the end of the game.

Underdog Bonus

During the initiative phase of each Game Round, the player with the least amount of Victory Points (as dictated by the scenario) can place an extra Boost token for their army in the activation pool for that round.

Destroying Units

Some victory conditions rely on seeing who killed the most units. For purposes of this rule, only count units that were completely destroyed as a direct result of an action by a unit controlled by a player.

For example, if a unit you control destroys a vehicle that has the Explodes rule, and that subsequently destroys another enemy unit, that counts as two kills instead of just one.

Scenario 1 - Taking Ground

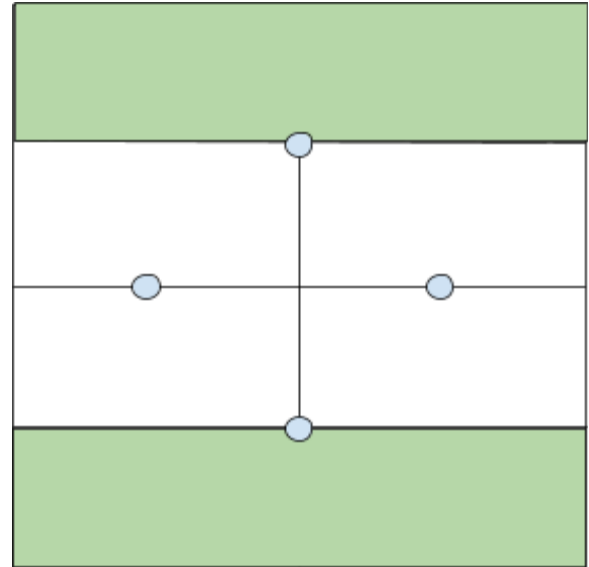
Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

Place four objective markers on the table as follows (all measurements are from the center of the objective markers):

- Two are placed along the center line 12" away from both players' deployment zones, 12" away from either non-player table edge
- The other two are placed along the other center line (i.e. 24" from either non-player side), 12" away from the center of the table (i.e. 24" away from each other)



Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
Control the Objective Marker closest to your deployment zone	1
For each Objective Marker you control that is along the middle line away from both deployment zones	2
Control the Objective Marker closest to your opponent's deployment zone	4
Destroy the most units this round	2

Scenario 2 - Utter Destruction

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Victory Points

At the end of each game round, score Victory Points as follows (they are cumulative and can be scored multiple times each):

Situation	VPs Scored
Destroy an enemy unit	1
Destroy a Support or Commander unit	1
Destroyed the first enemy unit this round	1
Destroy the most units this round	2

Scenario 3 - Vital Resources

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

There are two objective markers for every 300 points in the points limit of this game.

Starting with the winner of a roll off, both players alternate placing the objective markers until all of them have been placed.

An objective marker must be placed either in No Man's Land or within 6" of No Man's Land. They cannot be placed within 6" of any table edge, or within 12" of another objective marker.

If there are objective markers still to be placed and they cannot be placed due to these restrictions, then do not place those remaining objective markers.

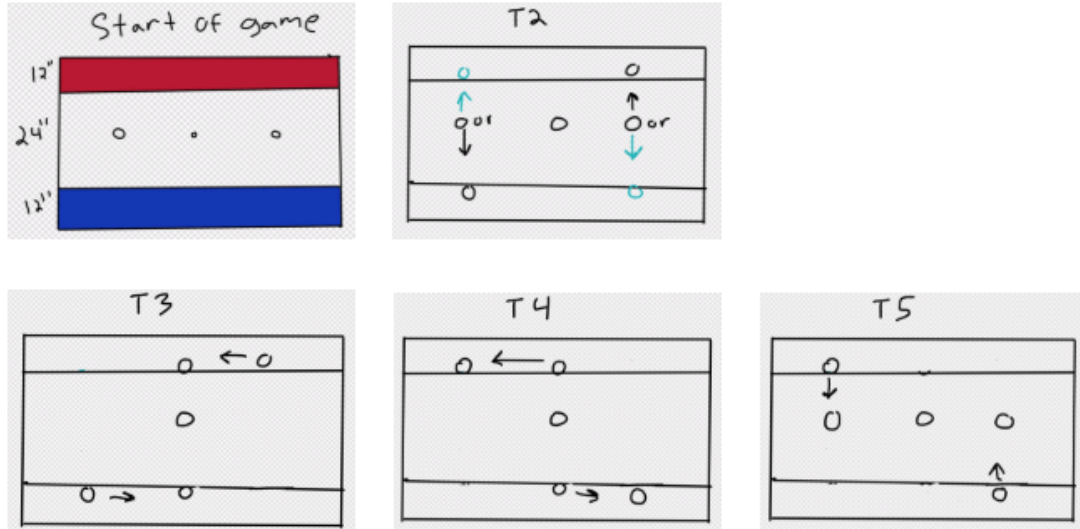
Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
Control at least one objective marker	1
Control more than half of the objective markers	1
For each Objective Marker you control that is within your Opponent's Deployment Zone	2
For each Objective Marker you control that was controlled by your opponent at the beginning of this round	1
Destroy the most units this round	2

Scenario 4 - The Vortex

(Contest Winner, created by Chorizo on the Ravaged Star Discord Server)



Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

Place three Objective Markers on the table as follows:

- One in the center of the table
- The other two in the center line of the table (equal distances away from the deployment zones), 15" away from the center objective

The Vortex

Starting at the beginning of the second round the player with the lowest Victory Points (or the winner of a roll off if the game is tied) chooses which direction the vortex moves (either clockwise or counterclockwise). This will stay in play for the rest of the game.

At the beginning of each round (including the second round), move both objective markers in that direction, moving them to the next nearest position as shown in the diagram.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
For each objective marker that you control in No Man's Land or in your Deployment Zone that is not the center objective	1
Control the Center Objective Marker	2
Control an Objective Marker that is in your opponent's Deployment Zone	4
Destroy the most units this round	2

Scenario 5 - Fortify the Frontline

(Contest Winner, original concept created by Duxn on the Ravaged Star Discord Server)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objective Markers

No Objective Markers are placed at the beginning of the game.

Instead, both players gain access to the following action, and can use it up to once per round:

Place Objective: As an Interact (Double) action, a unit can place an objective marker within 1" of their unit leader and more than 9" away from any other objective marker.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
For each objective marker you control that is in your half of the table, but not in your deployment zone	1
For each objective marker you control that is in your opponent's half of the table, but not in their deployment zone	2
For each objective marker you control that is in your opponent's deployment zone.	4
Destroy the most units this round	2

Scenario 6 - Dread Shrine

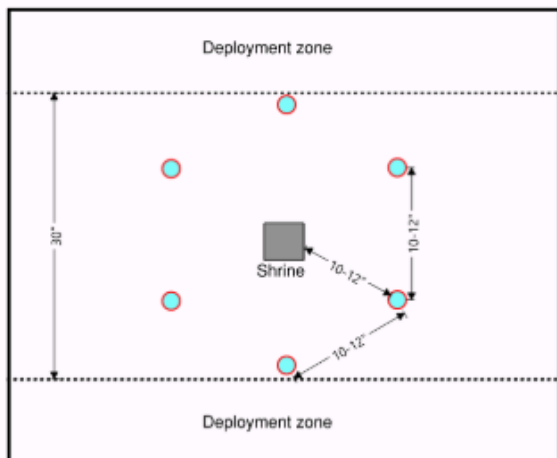
(Contest Winner, original concept created by Juckto on the Ravaged Star Discord Server)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Special Table Set-Up

Place a piece of terrain at least 6" in diameter to represent the Shrine. Then place 6 objectives around the Shrine to represent the focus points of the ritual, as depicted in the following image.



Deadly Energies

Massive energies lash out unpredictably, hammering down on the focus points of the ritual, as the very threads of reality unravel.

On Rounds 1-3, if either player draws a boost token, all units currently contesting an objective suffer an Impact (X) where X is the current game round.

On Rounds 4 & 5, if either player draws a boost token, all units currently contesting an objective suffer a Heavy Impact (2).

In either case, if a unit becomes **depleted** as the result of these hits, the controlling player must make a Leadership test for that unit. If the test fails, the unit becomes **shaken**.

Victory Points

Each time a boost token is pulled, after the **Massive Energies** rule has been resolved, both players score 1 Victory Point for each objective marker that they currently control.

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
Destroy the most units this round	2

Scenario 7 - Supply Drop

(Contest Winner, original concept created by LowerClassHero on the Ravaged Star Discord Server)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

Place one objective marker in the center of the table. This is Objective Marker #1.

Supply Drops

Starting in the second round, at the beginning of each round, The player with the fewest victory points (roll off in the case of a tie) places an objective marker. This objective marker is labeled the same number as the round that it was placed.

This objective marker must be placed in No Man's Land at least 6" away from another objective marker.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
Control Objective Marker #1	1
Control Objective Marker #2	2
Control Objective Marker #3	3
Control Objective Marker #4	4
Destroy the most units this round	2

Scenario 8 - Eternal Hubris

(Contest Winner, original concept created by newtruthneomaxim on the Ravaged Star Discord Server)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

Place one objective marker in the center of the table. Place two other objective markers along the center of the table, each 12" away from opposing table edges, and 12" away from the center objective marker.

Push Forward (or Fall Back)

At the end of each game round, after scoring victory points, players controlling objective markers can choose to move those objective markers up to 9" directly towards either player's table edge.

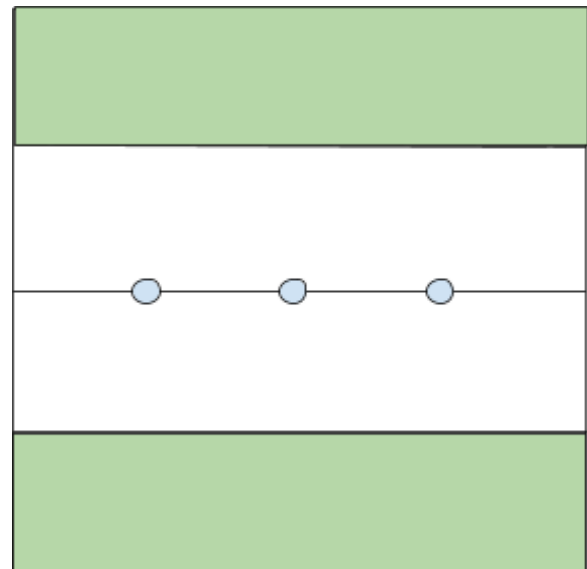
If at any point all three objective markers are in one player's deployment zone, the game immediately ends and that player wins.

Designer's Note: This means you have to decide if you want to push a couple of objectives into your opponent's deployment zone to get more VPs, or to try and get all three objectives to your own deployment zone instead.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
For each objective marker you control that is in your half of the table.	1
For each objective marker you control that is in your opponent's half of the table, but not in their deployment zone	2
For each objective marker you control that is in your opponent's deployment zone.	4
Destroy the most units this round	2



Scenario 9 - Search and Destroy

(Contest Winner, original concept created by keef2023 on the Ravaged Star Discord Server)

Deployment Zones

This scenario uses Table Quarters. Split the table into four equal size quarters.

The winner of a roll off chooses one table quarter to be their deployment zone. Their opponent gets the opposite table quarter.

Units cannot be deployed within 9" of the center of the table.

Controlling Table Quarters

A unit "contests" a table quarter when its **unit leader** is wholly within that table quarter. All other rules work exactly the same as holding objective markers.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
Control your own table quarter	1
For each table quarter in No Man's Land that you control	2
Control your opponent's table quarter	4
Destroy the most units this round	2

Scenario 10 - Unlimited Power!

(Contest Winner, original concept created by juckto on the Ravaged Star Discord Server)

Designer's Notes: Have fun with this one and don't take it too seriously. :)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Objectives

Place four objective markers on the table as follows (all measurements are from the center of the objective markers):

- Two are placed along the center line 12" away from both players' deployment zones, 12" away from either non-player table edge
- The other two are placed along the other center line (i.e. 24" from either non-player side), 12" away from the center of the table (i.e. 24" away from each other)

The Power Grows...

Whenever a boost token is drawn, both players must add a boost token into the activation pool for every objective marker they control. If a player does not control any objective markers they can choose to add one boost token to the activation pool.

As an Interact (Single) action, a unit contesting an objective marker that the controlling player controls can generate another boost token and add it to the activation pool.

The Power Erupts!

At the end of each game round each player counts up the number of unspent boost tokens that they have remaining in the activation pool.

All friendly units that are contesting objective markers suffer an Impact (X) hit, where X is the number of unspent boost tokens that that player has left.

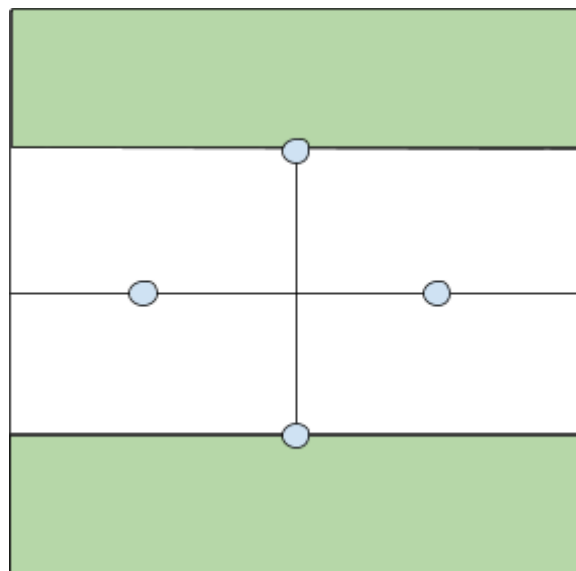
At the end of Round 3, they suffer a Heavy Impact (X) hit instead.

Extra boost tokens do not carry over between game rounds.

Victory Points

At the end of each game round, score Victory Points as follows:

Situation	VPs Scored
For each objective marker you control	1
Destroy the most units this round	1



Scenario 11 - Defuse the Bomb

(Contest Winner, original concept created by waaazag on the Ravaged Star Discord Server)

Deployment Zones

This mission uses the **Standard Deployment Zone**.

Attacker / Defender

Before setting up the table, both players roll off. The winner decides who is the Attacker and who is the Defender. The Attacker is attempting to defuse the bombs while the Defender is trying to prevent the Attacker from doing so.

The Defender decides which table edge is theirs. The opposite table edge is the Attacker's.

Objectives

Place three objective markers on the table as shown in the following diagram. Each of these are the Bombs that must be defused.

Underdog Bonus

During the initiative phase of each Game Round, the player that has lost the most units can place an extra Boost token for their army in the activation pool for that round.

Ticking Time Bomb

At the start of the game all three of the Bombs have a Priming Value of 0.

Whenever a Boost token is drawn for a specific player, for each Objective Marker that that player controls, do the following:

- If they are the Defender, add one to the Priming Value of that Objective Marker (there is no maximum value).
- If they are the Attacker, subtract one from the Priming Value of that Objective Marker (to a minimum of 0).

If at any point at least two objectives have a Priming Value of 6, the bombs detonate and **the Defender is the victor**.

If at the end of the game at least one objective has a Priming Value of 6, the bombs detonate and **the Defender is the victor**.

Otherwise **the Attacker is the victor**.

