



a game by Bounit Pauwels

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## Introduction : Version 0.9

Warbound is the culmination of one person's dream, soon joined by a small team of artists, craftsmen, and volunteers. This PDF is the result of over three years of development, perseverance, and passion. We are now closer than ever to realizing version 1 of our rulebook and can already look proudly back to admire our indie journey. From producing a single figurine to creating a well-stocked and growing range, along with a polished game, we hope that Warbound will entertain you for many games to come.

Our entire team thanks you for your interest. Your support is the essential driving force behind our motivation.

## The Warbound universe

Our game is set on the planet Home, in a post-cyberpunk universe.

After undergoing exponential technological evolution and crossing numerous ethical boundaries, humanity has ultimately depleted the majority of the planet's resources. Betrayed by their ruling caste and cornered by the collapse of the environment, humans have implemented drastic solutions to survive. From the independence of A.I. to the modification of their own genome, humanity is pushed to its limits.

In Warbound, you embody the leaders of a small group of individuals trying to make their mark in a dramatically dangerous environment. Resources are scarce, alliances are fragile. It's up to you to tell the story of your Warband: either be a glimmer of hope in a world on the brink, or infuse more chaos and destruction into the mixt.

## Warbound, the Game

In Warbound, two players assemble the best possible team through the game's highly customizable deck-building system.

As the stage is set, they converge upon the grid-based game board. The two forces collide, with each player striving to outmaneuver his adversary on the Action board. Seizing the best opportunities from the opponent can be the decisive factor between defeat and victory.

Explore the ravaged surface of the planet Home in search of valuable resources or confront the enemy around crucial objectives for your leaders.

Warbound will put your strategic skills to the test. In a world on the brink, every life counts. Charging headfirst may not be the best solution.

## Game Format

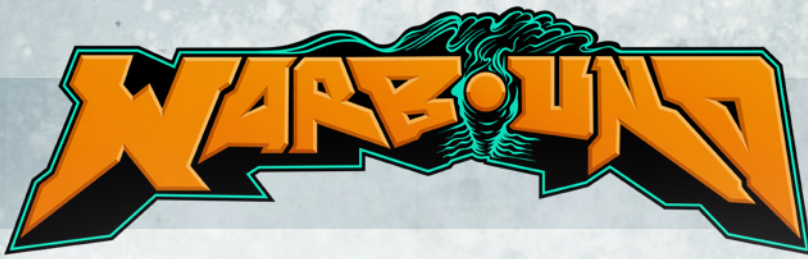
The current game version offers you the choice between two different formats. The standard format "**Confrontation**" and the learning format "**Exploration**". This PDF guide will first instruct you on how to play using the Exploration format. Once you've gained some experience through a few games, you can venture into trying the Confrontation Format (At the current state of the PDF, the Confrontation chapter hasn't been added yet, see page 13).

It's important to note that the Exploration format remains relevant even after transitioning to the Confrontation format. This alternative is not an incomplete version of the game; it features smaller Warbands on a reduced game board, allowing for quicker games while still preserving the fun! Feel free to return to the Exploration format whenever you wish.

## Game Materials

Here is a list of everything you'll need to start playing. Remember that we are at a very early stage of Warbound development; some components will need to be print from our website [indiewargame.com](http://indiewargame.com) in order to play. But our team is motivated to produce more refined materials as soon as possible.

- A deck of Cards : Includes all the information to compose your Warband. All cards can be downloaded from our Download page.
- A few Warbound Dice (See page 3). Four dice is usually enough to start.
- A Warbound Hexboard : you can build this board in three different ways:
  1. You can find a simple paper print on our download page, ideal to playtest the game with a minimum time investment.
  2. A Hexboard Template can also be found on the same page, allowing for laser-cutting boards
  3. Finally, we produce STL files to build your Hexboard. You'll find a free version on the Download page and a paid version (with texture) on our web store.
- An Action Board (See page 3) : You can find and print this component from our Download page.
- Various tokens : Warbound uses a few types of tokens. Currently, we're not producing tokens, so you can grab some from your collection or build your own.
- The scenario of the format : available on our Download page.
- A Deck of Objective cards : printable from our Download page.
- Some miniatures : we produce our own miniature range but feel free to try the game with your own.



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## Deck creation

To play Warbound, no need to calculate army lists. This game uses a deck system. Before the match, you can create and modify it as you wish. It's up to you to establish the deck that suits your style best.

## Deck creation rules

**Number of cards :** Each deck consists of a specific number of cards determined by the game format. To build your deck for The Exploration format, you'll need to select 8 cards. These cards can be chosen from the entire available collection. That's right, while it's simpler to use cards from the same faction, you are permitted to include characters from other factions !

**unique cards :** Unless otherwise specified, it is prohibited to have multiple cards with the same name within a deck.

**The Types of cards :** Various types of cards exist. Here is their description and the rules for creating an Exploration deck :

**Character cards :** The Character cards represent your troops. Each Character card grants you a miniature for your Warband.

**Leader cards :** The Leader cards represent the masterminds leading your Warbands. They are not represented by miniatures but serve as a means to generate *Order tokens* (necessary to activate your Characters). A deck must contain exactly one Leader card.

**Upgrade cards :** There are three types of Upgrade cards described below. These cards are selected and attached to a Character or a Leader when you compose your deck. An Exploration deck must include at least 2 Upgrade cards.

**Equipment cards :** Equipment cards are upgrades that you can attach to the left of your Character cards. They are powerful or very useful enhancements. Each Character can only receive up to one Equipment card.

**Formation cards :** A Formation card is an upgrade that allows you to add an additional miniature for a chosen Character. Attach it to the right of the Character card. The two miniatures then move together as a unit. Similar to Equipment cards, you can attach a Formation card to a Character card. Each character can only receive up to one Formation card (thus, you cannot have more than two miniatures of the same type within the same Warband).

The Formation card is the only card that can be included in multiple copies in your deck.

**Vocation cards :** Vocation cards are upgrades that you can attach to the right of your Leader card, typically providing synergistic bonuses to your troops. Vocations have the advantage of granting bonuses to a large number of Characters (up to the all Warband !). Each Leader card can only receive up to one Vocation card.

The Warbound deck system allows you to customize your Warband to your playstyle. You'll need to balance your cards effectively to be efficient on the battlefield. Opting for only powerful Characters may be tempting, but you might find yourself lacking *Ordre* tokens to activate them. If you prefer elite forces, incorporating more Upgrade cards will reduce your number of Characters, but they will be much more effective.

A few tweaks to a deck can radically alter your Warband's gameplay, making it easier to explore various aspects of the game without having to purchase many miniatures!

## Game Components

### The Hexboard

Warbound is played on a grid-based game board. The Hexboard is composed of several sections, each forming an 8 hexagons by 8 hexagons grid. For the Exploration format, we use 2 sections.



An Exploration board

On each segment, there is a starting tile located at the intersection of the 3rd column and the 3rd row (See tiles A and B, above), starting from the closed corner of the segment.

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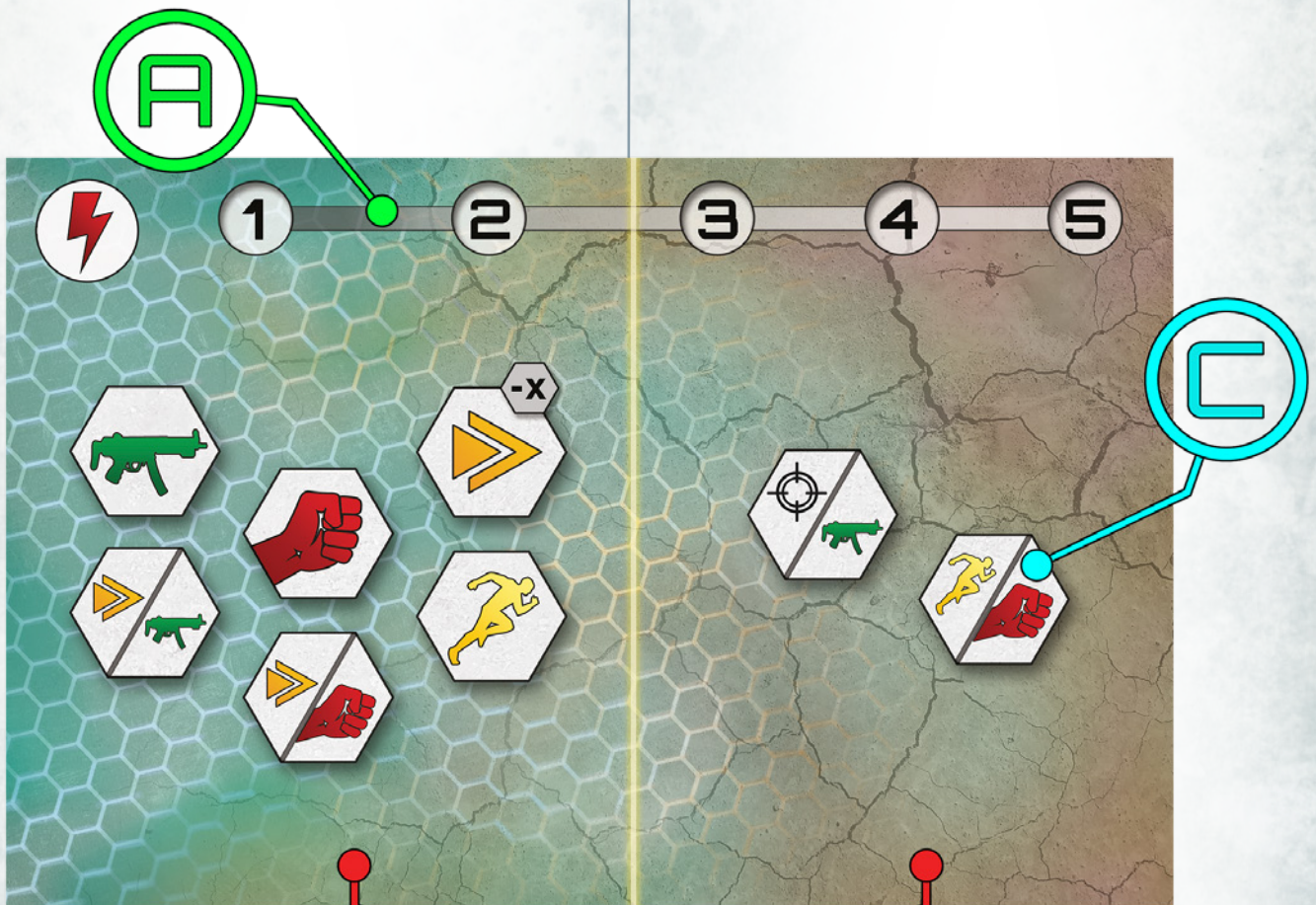
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## Warbound dice

To play, you will also need Warbound-specific dice. These are 12-sided dice with only 10 distinct values. Indeed, faces containing a 5 and a 10 appear twice on the die.

You can download a free STL file to print these dice from our website, but you can also use a standard D12 and treat 11 as 5 and 12 as 10 (feel free to stick a label on top).

## The Action Board



The Action Board is the heart of Warbound' game system. On this board, you can choose which Action to perform when activating a Character. This board is shared by both players : once you use an Action, it cannot be used again until the end of the turn (neither by you nor your opponent). Therefore, you can counter your opponent by strategically using Actions that would be highly advantageous for them.

Let's analyze the Exploration Action Board above:

**(A) Timeline :** At the top of the board is the timeline, which facilitates turn counting. As you can see, in the Exploration format, a game of Warbound unfolds over five turns.

**(B) Periods :** This board is divided into two distinct sections called Periods. The first Period consists of two turns, while the second Period lasts three turn. When activating Characters, you can only select Action from the current Period or the previous Period. As the game progresses, you will have the opportunity to perform new Actions.

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**(C) Actions :** On the Action Board, hexagons denote available actions. When you activate a Character, simply take the necessary number of *Order* tokens from your reserve, as indicated by its activation cost (see page 6), and place them on an open Action. This Action becomes unavailable for the remainder of the turn, for both you and your opponent.

You cannot select an invalid Action for the activated Character. For instance, you cannot use the Shoot Action with a Character without Precision characteristic, nor can you use the Fight Action with a Character that does not have a valid target.

**Composite Actions :** Some Actions consist of multiple pictograms. These allow you to perform two Actions with the active Character.

You can use these Actions in your preferred order. Alternatively, you may choose to use only one of them.



*This composite Action allows you to move and shoot. You are free to choose to shoot first and then move, or even to use only one of the two actions.*



**Move :** This Action is used to move your Character, up to a number of tiles equal to its **speed** value.

Movement can never be split. Thus, you cannot use an active skill or another action in the middle of your movement, only before or after.



**Activation cost reduction :** The hexagon attached to the Move Action indicates that it grants an activation cost reduction: you only need to pay the colored costs when activating one or more Characters to use this Action space. Disregard any colorless costs (even those from a Formation card!).



**Run :** The Run Action allows the Character to move faster, at a maximum of a number of tiles equal to its **speed** value + **run** value.



**Fight :** This Action allows you to perform a melee attack (see page 12). This Action can only be executed if the Character has a valid target, meaning an enemy Character is located on an adjacent tile.



**Shoot :** This symbol allows you to use a ranged weapon. (See "Shoot," page 10).



**Aim :** When a Character uses this Action (always in combination with a Shoot Action), they perform a more precise ranged attack (see page 12).



**Exploration :** This symbol serves as a friendly reminder that this Action Board is meant to be used for the Exploration format.

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## The deck

As seen earlier (Deck creation, page 1), each player has a deck of cards, pre-assembled to determine the composition of their Warband.

## Character cards



Each Character card added to your deck allows you to play a miniature of that Character type. The information found on a Character card will already help you understand a significant portion of the rules. Let's examine one of them.

**(A) Attributes :** The various attribute values indicate the effectiveness of a Character for the used Action.

**Attack :** The **attack** indicates the result to roll on a Warbound die in order to hit an opponent in melee combat.

**Speed :** **Speed** Indicates the maximum number of tiles your Character can move when using a Movement Action.

**Run :** The **run** value is also present in the form of a +X. When a Character uses a Run Action, they add this value to their **speed** attribute.

**Accuracy :** The **accuracy** attribute indicates the result needed to hit an opponent with a ranged shot. Two values are present; indeed, the required roll varies depending on whether you are targeting the nearest enemy or not (the first value is used for targeting the nearest enemy, and the second is used for all other targets).

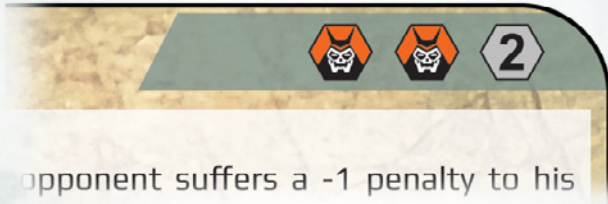
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**(B) Activation cost :** Symbolized by a series of hexagons (*Order* tokens), the activation cost indicates the quantity and type of *Order* tokens you must expend to activate a Character. *Order* tokens can be colorless or colored. A colorless token signifies that any *Order* token can be used, while a colored token indicates the required faction color. As a reminder, *Order* tokens are produced by your Leader. Characters and Leaders from the same faction will then be easier to play together.



*In this example, two colorless Order tokens and one Raiders faction token must be paid each time you want to activate the Character.*

**(C) Skills :** The central frame on the card compiles the various skills of the Character. A description is provided for each skill, explaining precisely how and when to use it. Some skills provide a passive rule (effective at any time), while others must be actively used.



**Active skills :** This symbol indicates an active skill. An active skill can only be used once per activation, either before or after an action is performed (for example, you can perform Move-Skill-Shoot as well as Shoot-Move-Skill).

Unless otherwise specified, an active skill cannot be used outside the activation of the Character.

**(D) Health Point Pool :** Your Character's Health Points are tracked in a pool located at the bottom of the Character card. At the end of any activation, if the number of tokens in this pool equals or exceeds the Character's total Health Points, the Character is removed from the game.

Please note that if the Character receives a fatal token during his own activation, he can still complete his activation before being removed from the game.

Any token placed in the Health Point Pool is counted to determine the character's survival. Most often, these will be *Wound* tokens, but other types of tokens may also be placed there (such as *Poison*, *Sacred*, etc.)

**(E) Morale point Pool :** You can find this pool at the bottom of the character card. The morale value indicates the quantity of tokens that this pool can hold before the Character enters the *Panic state*, as described in the morale chapter (see page 12).

Similar to the Health Points, any token placed in the morale point Pool is counted, and a Character enters the *Panic state* only at the end of the current activation.

**(F) Armor point Pool :** The armor point pool shares the bottom section of the character card with the other resources. When the Character takes a hit, if they have some armor points available, they can attempt an armor roll to save one of their valuable Health Point (see page 11).

The value next to the armor point indicate the result to roll on a die to pass an armor check.

**(G) Equipment :** Some Character cards feature one or more Equipment icons on the left side, signifying the types of Equipment already in possession of the Character.

You cannot attach an Equipment card to a Character already equipped with the same type of equipment.

*In the example above (page 5), the COPP already has a ranged weapon included in his profile. Therefore, you cannot attach any ranged weapon Equipment card to this Character.*

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## Leader cards

In the Exploration format, a deck must include exactly one Leader card.



(A) Each Leader card has a Leader Skill, typically used during the Leader phase.

(B) Under the Leader Skill you can find the Order Generation, indicating the number of *Order* tokens produced by the Leader during Phases 1 and 2 (from left to right). The *Order* tokens are color-coded, with orange tokens representing the Raiders faction in this instance.



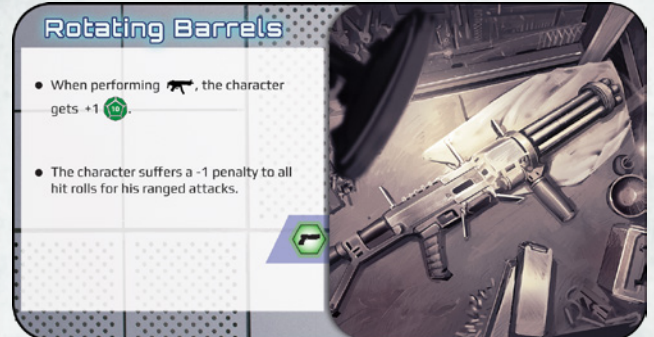
**Exploration** : This symbol simply signifies that this side of the card is used for the Exploration format. The Other side of a Leader card is intended for the Confrontation format.

## Upgrade cards

Character and Leader cards make up the core of your deck. However, to customize your deck further, you have to add at least two Upgrade cards to your Leaders and Characters. What could be more satisfying than equipping your favorite warrior with a devastating weapon?

Unless specified otherwise, you can only attach one Upgrade card of the same type to a Character or Leader card (thus, a Character may have one Equipment card and one Formation card, but cannot have two Equipment cards).

## Equipment card



Equipment cards can be attached to a Character card. Simply slide them behind the card of the equipped Character. Throughout the game, the Character benefits from the effects described in the text box of the Equipment card.

Note that Equipment cards may feature one of the three Equipment type icons.



A Character cannot equip an Equipment card with an icon already present on its Character card. Some Equipment cards do not have any of these icons. This means that all Characters can equip such cards.

## Formation cards



Similar to Equipment cards, Formation cards are Upgrade cards that attach to a Character card. This allows you to add two miniatures of the same Character to your Warband. They then constitute a Formation for the entire duration of the game. Comprehensive rules for Formations are covered later (see Formation, page 12).

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## Vocation cards



Finally, Vocation cards are the last type of Upgrade cards that you can add to your deck. Unlike Equipments and Formations, Vocation cards are upgrades that attach to a Leader card. Your Warband then gains the effect described in the text box of the card (some effects apply to all Characters in your Warband, while others trigger under specific conditions).

## Faction-specific cards

Certain Upgrade cards are exclusive to specific factions. These cards feature the symbol of their faction in the center of the card's text box (the *Veteran's* Vocation card above is a perfect example).

- A faction-specific Vocation card can only be attached to a Leader that generates *Order* tokens of the indicated faction.
- You can attach a faction-specific Equipment card to any Character in your Warband, provided that at least one of your Leaders generates *Order* tokens of the indicated faction.

## Reference cards

Each faction comes with a Reference Card listing all faction-specific common skills. To conserve space on character cards, some redundant rules are reiterated on this card rather than on the individual character cards

## Sequence of Play

### Objectives

The Warbound Objectives inform you about how to earn Victory Points, ultimately determining the winner of the game.

For the Exploration format, You will need the Exploration scenario, and an Exploration Objective Cards deck (see page 1). These resources can be downloaded from our website: : <https://indiewargame.com/downloads/>

Deployment rules and victory conditions are detailed in the Exploration scenario.

### Game Phases

Each game turn is divided into four phases unfolding in the following order :

**The Leader Phase :** Marks the beginning of a turn. During this phase, each player receives the number of *Order* tokens indicated by his Leader card.

At any point in the game, a player can discard two *Order* tokens (of any color) to obtain an *Order* token in the color of their choice. This allows the player to switch tokens for another faction color.

Most Leader skills are activated during the Leader Phase. They take place after the *Order* token generation. The player who owns the *Hand Marker* (see page 9) performs his Leader skill, followed by his opponent.

**The Effect Phase :** Typically short, this phase handles any special rules that may trigger at the beginning of the turn. These can be activated through specific cards in your deck or dictated by the scenario and are always described as occurring during the Effect Phase.

The Effect Phase unfolds as follows :

- 1 Effect resolution.
- 2 Placement of the *Hourglass* marker (see page 9).

**Action Phase :** As the game's main engine, this phase involves players alternately activating their Characters, starting with the player who holds the *Hand* marker. To do this, they use the Action Board.





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**Cleanup Phase :** The Cleanup Phase concludes each game turn. This is the moment when the player holding the *Hourglass* marker can take the initiative back (see *Initiative*, below). Players then remove any tokens on the Action Board and advance the *Time* marker to the next turn. Some effects may trigger during the Cleanup Phase, which will always be specified.

If a player still has *Order* tokens during the Cleanup Phase, he is allowed to keep up to 1 *Order* token for the next turn. Any excess tokens must be discarded.

## Game rules

Unless otherwise specified, a result of **[1]** on a die roll is always considered a failure, while a result of **[10]** is always considered a success.

## Initiative : The *Hand* and The *Hourglass* Markers

At the start of the game, as indicated in the Exploration Scenario, determine randomly who receives the *Hand*. The player with this marker activates a Character first. The other player receives the *Hourglass*, giving him the opportunity to try and seize the initiative from the opponent.

The player holding the *Hand* marker **at the beginning of the Action Phase** activates a Character first.

- During each Effect Phase, the player holding the *Hourglass* must place it on an open Action of their choice.
- During the Action Phase, if a player, for one of his activations, is where the *Hourglass* is placed, he gains the marker.
- Finally, during the Cleanup Phase, the player who owns the *Hourglass* marker can exchange it for the *Hand* marker. (If the player already had the *Hand*, he keeps it and gives the *Hourglass* to his opponent.)

The player holding the *Hand* always has the opportunity to keep it, but to do so, he must perform the Action chosen by his opponent.

## Activate a Character

Warbound features an alternating activation system. Players take turns, activating one Character at a time.



To activate a Character, a player must spend enough *Order* tokens (generated by Leader cards) to pay the activation cost indicated on the Character's card (see page 6). Subsequently, the player places these tokens on the desired Action. If any *Order* tokens (whether belonging to the player or his opponent) are already on an Action, it cannot be selected.

Once a player has activated a Character, they immediately resolve the Action.

*Note: The activation cost must be paid each time you activate the Character (not just the first time).*

**Additional activation :** You can activate a Character even if he has already been activated during the current turn. If you do, the Character has a Morale Point Pool, you must then add a *Stress* token to it.

## Move a Character :

When using a Movement Action  or the Run Action , you need to move the activated Character on the hexboard. Certain skills or equipment may also allow you to move one or more Characters. Moving is quite simple : move the Character the desired number of tiles. The maximum number of tiles that can be covered during a Move (or Run) is equal to the Character's **Speed** value (which can be increased by its **Run** value). You are always allowed to move a Character fewer tiles than his maximum **but he must move onto at least one tile.**

When a tile is occupied by a miniature (ally or enemy) or an obstacle, it cannot be traversed or occupied by another miniature. However, a tile occupied by certain markers (such as the *Scan* marker from the Exploration scenario) can be occupied or traversed by a miniature. Such cases will always be specified in the marker rules.

## Hide :

In the Exploration format, there is no mechanic for hiding or taking cover; this format is designed to be easier and quicker. You will discover How to Hide when you will learn about the Confrontation format, further in this PDF.

Keep in mind that you can still stay out of the line of sight or be engaged in melee to protect yourself from enemy shooting.

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## Shoot :

When a Character uses a Shoot Action, he can perform a ranged attack. Follow the instructions below.

**1. Target Selection :** In most cases, you can choose to shoot at any opposing Character in play. However, you cannot target an opposing Character if one of your own Characters is on a tile adjacent to it (unless you have the *Sharp shooting* skill).



*In this situation, the COPP (C) cannot target the Roh'na (R) because he is adjacent to the allied Analyst (A).*

Under no circumstances can you shoot if an enemy Character stands on an adjacent tile to the shooter.



*In this example, the COPP (C) cannot target the Oshi'goru Formation (D); he already has his hands full with the nearby Roh'na (R).*

During a single shot, if you roll multiple shooting dice, all of them must target the same Character.

**2. Line of sight :** A Character can shoot at an enemy Character as long as the latter is not entirely concealed by terrain. We consider the miniature to occupy the space formed by the tile it is on. Using a laser pointer can greatly facilitate determining line of sight.

Keep in mind that only the hexagons themselves are considered when checking line of sight. The borders around the hexagons are not part of the tiles.



*In this example, you can draw a line between the hexagon tile occupied by the Splatter (S) and the one occupied by the Roh'na (R), making it a valid target. However, the Splatter cannot open fire on the Roh'na (R), as the line drawn between their respective hexagons crosses one hexagon occupied by an obstructing terrain.*

Please note that the rule above only considers the two-dimensional aspect of the game. To determine if a Character is taller than a terrain piece, specify before the game whether the terrain obstructs the view or not. If the terrain is defined as obstructing, then the miniature cannot be seen through it, regardless of the size of the miniature.

On certain scenery pieces, some parts may be more imposing, leading to the possibility, for the same terrain, of certain tiles being blocking while others are not. Decide with your opponent before the game whether you want to differentiate between individual terrain tiles or consider the entire terrain as blocking/non-blocking.

Other miniatures do not block line of sight.

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**3. Closest target :** When a Character performs a ranged attack, determine the closest enemy Character without considering whether it is a valid target or not. The closest target remains the closest, even if it is adjacent to an ally or not visible.



*In this case, the closest Character to the COPP is the Roh'na, even though he cannot see him.*

If multiple enemy Characters are at the same distance from the shooter, they are all considered the closest.



*Here, both the Roh'na (R) and the Ork'edo Drummer (D) are at equal distance from the COPP (C). Therefore, they are both considered the closest targets.*

**4. Roll to hit :** Unless otherwise specified, roll a single die (some upgrades, Actions, or skills may allow you to roll additional dice; in that case, perform all rolls simultaneously).

To successfully hit your target, roll equal to or higher than the result specified by your **accuracy**. Certain bonuses or penalties may apply (if you are in Formation for example). If firing at the **closest target**, use the first **accuracy** value (usually easier to roll). If targeting any other Character, use the second **accuracy** value. For as long as you have a line of sight, there is no maximum distance for shooting.

Some Characters do not have a long-range value, restricting this Character to shooting only at the closest target. If it cannot be targeted, it may be necessary to move your Character to a better position.

**5. Stress :** In Warbound, whether your shot hits or misses the target, it increases the stress of the enemy Character (hearing bullets whizzing by or bouncing off armor is undoubtedly a stressful experience).

The targeted opposing character adds a *Stress* token to their Morale Pool for each ranged attack die rolled, excluding natural [1], before moving on to the next steps.

*Example : A Character has three ranged attack dice and needs a result of 7+ to hit. He rolls the results 1, 4, and 8. The opponent must therefore add two Stress tokens despite only one die being a success. Only the natural [1] does not result in adding a Stress token.*

**6. Damage and Wounds :** For each successful hit, the targeted Character suffers one point of damage. It's as simple as that.

- If the Character has at least one armor point, roll the armor (see point 7. Armor roll).
- If the Character doesn't have armor, he adds a *Wound* token to his Health Point Pool for each damage received.

The term "**damage**" is used to refer to any successful hit, before any armor, dodge, or parry roll. If a rule specifies "damage," it means an armor, dodge, or parry roll is allowed. If a rule states "add a *Wound* token to the Health Point Pool," it means no armor, dodge, or parry roll is allowed.

**7. Armor roll :** If the Character taking damage has one or more armor points, his player rolls one die for each damage taken. If the result is equal to or higher than their armor value, they successfully avoid the injury and add a *Break* token to their armor pool (instead of receiving a *Wound* token).

Against multiple hits, even if you achieve the required score on multiple dice, you can only prevent a number of wounds equal to the number of available armor points possessed by the defending Character.

*Example : A Character suffers three hits. After receiving three Stress tokens, the player makes his armor rolls. The Character has one 6+ armor point. The player rolls 6, 7, and 10. All three rolls succeed ! As the single armor point can only prevent one wound, the Character still receives two Wound tokens (and one Break token).*

If a Character has as many *Break* tokens in their pool as armor points, they are considered to have no armor.



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**Aim** : Some Actions (always combined with a Shoot Action) allow you to aim before shooting. When aiming, roll 1 additional die and discard the lowest result (before any rerolls).

Note that if the Character makes additional shots during the same activation (with a skill for example), he does not benefit from this effect.

## Fight :

If your miniature stands on a tile adjacent to a tile occupied by an enemy, you can initiate a melee attack. Certain Actions or skills might grant you the ability to roll multiple attack dice, in which case, you roll them simultaneously.

**1. Target selection** : Unless a skill allows you to target a more distant character, you can only fight an enemy character located on an adjacent tile.

If you have multiple attack dice, they must all target the same character.

**2. Hit and Wound** : A melee attack unfolds mostly like a ranged attack :

- Use your **attack** value to determine the difficulty of the hit roll.
- Add a *Stress* token to the opponent's Morale Point Pool for each result obtained that is not a natural [1].
- The opponent then uses, if available, their armor points to avoid being wounded.
- Each unprotected damage then adds a Wound token to the targeted Character's Health Point pool, while each successful armor roll adds a Break token to their Armor Point pool.

**Death of a Character** : At the end of any activation, if a Character has accumulated tokens in his Health Point pool equal to or exceeding his morale points value, remove that Character from the game.

*(Keep in mind that if you incur a fatal wound during your own activation, you can then complete your activation before removing the Character from the game.)*

## Morale

**Panic** : The morale system in Warbound is straightforward yet has a significant impact on the game. Each Character card has a back side that explains how the Character behaves when his nerve break.

At the end of any activation, if a Character has accumulated tokens in his Morale Point pool equal to or exceeding his morale points value, he enters the *Panic state*. Flip his Character card at this point. In this state, the Character no longer has a Morale Point pool; any tokens in this pool are then discarded, while the tokens in the remaining pools are retained.

A Character card is only flipped at the end of an activation, so it's possible for a Character to perform a final action under his normal profile before entering the *Panic state* (if he performs an additional activation, for example, see page 9).

The Character is generally less effective in a *Panic state*. Any part of his sheet can be altered : his characteristics, skills, etc. Most of the time, the Character's activation cost is also increased.

Some characters do not have a Morale Point Pool (this is the case for characters already in the *Panic state*, for example). Therefore, they cannot receive tokens in this pool. The Character can perform certain effects (like an additional activation, see page 9) without consequences.

Some effects require adding tokens to the Morale Point Pool to take effect (the key words "if you do,..." will be written). These effects will be prohibited for characters without a Morale Point Pool (For example, you cannot move a character in a *Panic state* with the Ki'hai skill of the Orkedo Player, you need to be able to receive a *Stress* token for this skill to work).

## Formations

As we've learned in the deck composition, a Formation card can be attached to a Character card. A second miniature is then used. Both miniatures must be deployed at the same time, on two adjacent tiles, and must remain adjacent throughout the game. These miniatures share the same Character card. Any rule that applies to a Character also applies to a Formation.

**Activating a Formation** : A Formation is activated as a single Character and, therefore, chooses a single Action on the Action Board.

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**Activation Cost :** A Formation card indicates an activation cost of **1**. This means that when you activate a Formation, you must pay an additional Order token (of any color).

**Formation Bonus :** As indicated by the Formation card, it receives a +1 bonus to all its Hit rolls (both ranged and melee attacks).

**Moving a Formation :** When moving a Formation, move each miniature independently using the **Speed** (or **run**) value for each miniature. However, they must end their movements on adjacent tiles.



*In this example, the Oshi'goru Formation opts to navigate around the obstacle, with each miniature following its unique path. One of the Oshi'goru miniatures covers a distance of three tiles, while the other covers four.*

Keep in mind that you can choose to move only one of the two miniatures



*With a Move Action, the Oshi'goru Formation decides to move only one miniature. This can be useful to avoid triggering the Splatter's Opportunist skill.*

**Shooting as a Formation :** When you use a shoot Action, both miniatures perform a single shot. In practice, this simply grants you an additional shooting die (as indicated on the Formation card). As your Formation shoots as a single Character, it cannot split its shooting dice among multiple targets.

- Only one figure in the Formation needs line of sight for the shot to be valid and
- The Formation cannot target an ennemy adjacent to one of its miniature.
- An adjacent ennemy prevent the all formation from shooting.

**Fighting as a Formation :** When you fight as a Formation, choose one (and only one) target. You gain an additional melee attack die. Only one miniature in the Formation needs to be adjacent to your target for the attack to be valid.



*Only one of the two Rah'na is adjacent to the opposing Analyst. This is not at all detrimental to the Formation, which can unleash its full firepower on the (unfortunate) Analyst..*

**Morale loss :** No changes occur to morale. When the formation has accumulated tokens in its Morale Point pool equal to or exceeding its morale points value, the Formation enters the *Panic state* at the end of the current activation.

**Wounds :** As indicated by the Formation card, the Character gains an additional Health Point. This point counts in all respects as a Health Point from his Health Point Pool.

Please note that each miniature does not have its own Health Points; the Formation shares the total number of Health Points. Both miniatures are thus removed from the game when the Formation gets enough tokens in his Health Point pool to equal or exceed his morale points value.



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## Victory condition

At the end of the last turn, the player with the most Victory Points wins the game.

**End note** : This PDF is still missing the chapter about the Confrontation format. It will be added later since Warbound can be playtested in the Exploration Format.

I will first translate the game cards to facilitate playtests as quickly as possible, but the last chapter will be added soon.

Thank you for reading and providing feedback !

## Appendix: Nomenclature

To remain as concise as possible, certain words or key symbols are used on different cards to summarize lengthy and redundant phrases. Here is a list to clarify these shortcuts.






: When the complete symbol of an Action is present in a text, it signifies "When the Character uses the specified Action (here Aim/Shoot) from the Action Table.



: When an unframed Action symbol is present in the text, it means "When the Character uses at least one Action of the specified type" (here Fight). This means that a composite Action containing the indicated Action is sufficient to trigger the effect.

- **[X]** : A number in brackets indicates a natural result on the die roll. This represents the actual face of the die that has been rolled, before any modifiers.

- **Roll X**  : Several skills allow you to roll one or more attack dice (either ranged or melee). Please note that these effects are not considered Fight Actions (or Shoot Actions). Therefore, rolling these dice does not trigger effects requiring  or  actions.



- : A green die represents a ranged attack die. A red die represents a melee attack die. A black die represents an attack die (which can be either ranged or melee, as chosen).

- **Total activation cost** : Refers to the total sum of all activation costs for a Character (including the additional cost of a Formation card).

- **Clear** : To clear an Action on the Action Board means to remove all tokens from it. It is then available for use again

- **Open Action** : Refers to an Action that can be selected by a player (where no *Order* tokens are present)

- **If you do** : Indicates that the preceding action is a mandatory prerequisite. For example, "Add a *Stress* token to the Character's Morale Point Pool. If you do, trigger the effect" means that adding the *Stress* token is necessary to activate the effect. If, for any reason, you do not add the *Stress* token, the effect will not be triggered.



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