

*Parallax was a world burdened by conflicting physical and mystical forces. To save the planet, the powerful Hadjen split the world into two dimensions: one ruled by the principles of magic and the other by scientific reason.*

*More than 1,500 years later, the rift has been healed reuniting the world and its peoples. But what each thought was fiction, is now reality and dark the forces of legend have also been resurrected.*

**Parallax: Warbands** is a fantasy, d10-based skirmish game. Create a Warband and fight for your faction, fight for adventure, or fight to survive. The options are yours.

### ITEMS NEEDED

Each player will need to have the following items to be able to play: Dice (Parallax uses a 10 sided dice referred to as d10), models, character cards, tape measure, 3' x 3' playing area, markers (beads, coins or something small that will represent Exhaustion Points), and terrain

### WARBAND

A Warband is a player's army. They will compete to achieve various missions against another player. A standard game is 250 Renown Points. The average number of models in a player's Warband is between 4-6 models.

### D10 SYSTEM

Parallax uses a 10-sided dice (d10) system for rolling dice to see whether or not a character is successful at an action. If a player needs to roll multiple d10 there will be a number preceding the d10. Players want to roll low, with the exception of Initiative.

### SKILL VERSUS ATTRIBUTE SYSTEM

A character's Attributes determine the number of d10 rolled and their skills set the Target Number. Each d10 which shows a result equal to or lower than the skill's TN it is considered to be a success.

### ALT. TURNS

Players alternate turns (or Activations) utilizing their Warband's models. Once a character has spent all the Exhaustion Points (E.P.) he chooses to during a turn, the turn passes to the next player. A character that has been activated cannot be reactivated during that round, but can use defensive skills and abilities. When all characters have activated, the round is over.

### EXHAUSTION:

Whenever a character takes an action it is assigned Exhaustion Points. A character's EP determines how much exhaustion a character can have before it is unable to act.

### Removing Exhaustion:

At the beginning of the round, characters remove exhaustion equal to their EP Stat.

### Exceeding Exhaustion:

When a character is above their Exhaustion total, they roll one less d10 per point they are over the Exhaustion limit, for all skill checks. In addition, any remaining exhaustion in the pool carries over to future rounds. A character may never exceed their exhaustion by more than double its base amount.

**Exhaustion Table:**

Action	Cost in EP
Walk*	0
Run*	1
Charge*	2
Disengage*	1
Attack	Varies
Spell Casting	Varies

\*Characters may only make one move action per turn

- **Walk** (0 EP): Normal movement
- **Run** (1 EP): 2x normal movement rate.
- **Charge** (2 EP): 2x normal movement. May make a free melee attack with a +1 TN advantage.
- **Disengage** (1 EP): Spend 1 EP and make an opposed Form check
- **Active Skills (Varied)**: Characters spend EP to use Active skills.

### AMPING:

In the heat of battle, characters may wish to exert extra force at a critical moment. To represent this, EP's can be added to the cost of many actions in order to Amplify (Amp) their effectiveness. For each EP spent (in addition to the action's base cost) the acting character receives an additional d10 to the roll.

### ATTRIBUTES

Each attribute has a number assigned to it ranging from 1 to 8, which determine a character's health and how many dice a player will roll when using that Attribute. When a character takes damage, the damage is marked on one of its attribute

damage boxes. Each damage box marked in an attribute means they will roll one less d10 for that attribute.

The three attributes are:

- **Awareness** - Ranged attacks and defense;
- **Form** - Governs melee attacks;
- **Essence** - Spell Casting.

### STATISTICS (STATS)

- **Movement (MV)** – How far a character can move in inches;
- **Melee (ML)**: Sets TN for Melee;
- **Armor (AR)**: Rerolls for failed defense rolls;
- **Defense (DF)**: Sets TN for Defense;
- **Ranged (RG)**: Determines the base TN needed to hit an opponent in ranged combat;
- **Initiative (IN)**: Used to determine turn order;
- **Exhaustion Points (EP)**: EP determines how many actions a character can make during a round;
- **Renown** (Top left corner) – Used to purchase characters.

### SKILLS

Characters in Parallax have three types of skills: Active, Passive, and Innate.

- **Active:** Must be ‘Activated’ by spending EP
- **Passive:** Always active and don’t take EP to use.
- **Innate:** Listed as +0 EP. May inly be used once per turn.

#### BATTLE FRENZY

**Charge: +1 EP** | May make a free attack against an additional model in melee range. Must be activated before the charge.

#### Determining Success

When attempting an action where success or failure will be measured follows these steps:

1. Declare the skill and spend EP;
2. Determine skill’s Target Number (TN) and which attribute is being used;
3. Roll a number of d10’s equal to the Attribute
4. Every d10, that is equal to or lower than the TN is a success.
5. Apply the results

### TRIUMPH/BLUNDER

**Triumph:** A roll of 1 is always a success and is considered a Triumph, which allows a character to roll a bonus die.

**Blunder:** A roll of 10 on a die is always a failure and is considered a blunder. A blunder negates one triumph from the same roll or a regular success.

### LINE OF SIGHT

Line of Sight (LoS), in the simplest of terms is what a model can and can’t see. A model needs LOS when attacking (melee or ranged), charging, and casting a spell.

#### Determining LoS:

All of the models and terrain in Parallax have both a base size and an area that they occupy. If an uninterrupted straight line can be drawn from any part of the active model’s base to any part of another model’s base or area, that model is said to have LOS to the other model.



### Facing Arc:

All models have a 180 degree line of sight, and a front and back arc. Model's engaged in the rear arc gain +1 TN to hit.

### TERRAIN

There are three types of terrain that generally affect models:

- **Soft Cover** | -1 to TN | +1 EP to move through
- **Hard Cover** | -2 to TN | +1 EP to move through
- **Forest (Woods)** | +2 EP to Move through | If a model's base is at least half inside a Forest template, it is considered to in soft cover. If the model's base is more than 2" inside the template, it is considered to be in hard cover.

For a model to take defensive advantage of soft or hard cover, it must be within 1" of the terrain piece.

### PRE-MEASURING RANGE

Pre-measuring range for charging, casting spells, using skills or attacking is allowed.

### THREAT RANGE

The Threat Range (TR) of a character is the reach in inches of its melee weapon. A character is **Engaged** in combat if he is within an opposing character's threat range. A character is **Engaging** if it has an opposing character within its threat range. While a character is engaged it can only use melee or ranged weapons that have a melee value.

### BONUS DAMAGE (B:)

If a character's weapon inflicts bonus damage it will have a B: in the stat line. This damage is added to a successful hit. To be successful the attacker must hit with at least one unsaved wound.

### WEAPON EFFECTS:

- **Brutal:** On the first attack, character may spend +1 EP, to re-roll on their attack dice, but not re-roll Blunders.
- **Piercing [X]:** Ignores [X] amount of armor.
- **Precise:** Attack rolls ignore blunders.
- **Vicious:** Triumph is on a 1 or 2.

### MELEE COMBAT ATTACK SEQUENCE

1. Declare a target and declare the skills being used;
2. Move the Character;
3. Spend EP;
4. Make Attack and Defense Rolls;
5. Damage equals the number of successes minus any successes the defender had, plus any additional damage the weapon inflicts;
6. Wounds are removed from a character's Attribute stats on a one-to-one ratio.

### RANGED COMBAT

Ranged weapons that can be used in either melee or ranged combat are denoted with an asterisk (\*). Parallax uses three ranges – Point Blank, Normal, and Long Range.

Ranged Weapon Modifiers:

- **Point Blank** (+1 to the attack roll): The shortest possible LOS between the attacker and target.
- **Normal** (No Modifier)
- **Long/Max** (-1 to the attack roll): Ranges greater than normal range but within triple the point blank range. Targets outside of the max range are automatically missed by any attacks made with that weapon.
- **Moving** (-1 to the attack roll)
- **Higher Elevation** (+1 to TN)
- **Soft Cover** (-1 to TN)
- **Hard Cover** (-2 to TN)

### Shooting Into Melee

When shooting into combat, determine the target and apply the normal modifiers. The attacker then rolls to hit the target.

- Successes equal more than misses = Target hit
- Misses equal more than successes = Another model hit, randomize between targets
- Successes equal to misses = Miss

## RANGED COMBAT ATTACK SEQUENCE

1. Declare a target and declare the skills being used;
2. Check range and LOS;
3. Spend EP;
4. Determine Attack Dice with Ranged Modifiers;
5. Determine if the Attack Hits;
6. Damage equals the number of successes minus any successes the defender had, plus any additional damage the weapon inflicts;
7. Wounds are removed from a character's Attribute stats on a one-to-one ratio.

## SPELL CASTING

Spell casting is resolved similarly to other skill tests, where the attribute used for testing is Essence. A spell caster needs only score 1 success in order to determine if the spell was cast successfully or not, each success after the first may add to the effect of the spell.

In order to cast a spell, the character must have enough EP available to pay the full EP cost in a single turn, otherwise they may not cast the spell.

For direct damage or healing spells, each success produces another point of damage/healing.

## CREATING A WARBAND

For the QuickStart purposes a player can create the Warband from a single faction, or one that includes multiple factions. Using Renown Points, create up to a 250 point Warband.

## CONTRACT CARDS

Shuffle the Contract Deck and deal three cards to each player. If a card says "Duel" on it, it must be played immediately and both players may attempt to complete it during the game. When a Duel card is played or discarded, the player that played/discarded it may draw a new Mission Card to replace it. Player may choose to keep any of the cards dealt.

### Control

In order to control an objective marker or terrain piece, you must have more Renown on it than your opponents at the end of a round.

## BATTLEFIELD / TERRAIN

Parallax: Warbands is played on a 3'x3' playing area unless a mission states otherwise. Deployment is 6" from the table edge using alternating placement.

## GAME PLAY

Both players roll a d10 and add one of their model's initiative values. The winner decides who deploys all of their models first. During deployment, each player also deploys a 60mm "Runic Pool" marker in their deployment zone.

All games of Parallax: Warbands lasts 5 rounds unless a duel mission card overrides this.

## END OF GAME

When calculating victory points, check the Mission Cards and calculate how many points each Warband achieved. If the Mission Card has an (x) at the bottom, it can be achieved more than once. Add the number of VP dictated on the card. Likewise, if the Warband didn't complete one or more of their Mission Cards, subtract the value of each uncompleted card.

## MISSION CARD EXAMPLES



For QuickStart characters and Contract Cards, visit:  
<http://www.ParallaxMiniatures.com>