

RENEGADES

RULEBOOK



EDITION ZERO V3

www.playrenegades.com

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Rulebook - Edition Zero V3
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Welcome to the rulebook of **RENEGADES**, a free sci-fi miniature wargame!

This tabletop game of squad combat is fast and thrilling to play! Above all else, it provides immense freedom to create your unique squad. Will you muster a group of elite commandos, dutiful grunts, eccentric henchmen or sinister aliens? Will they focus on stealth and sabotage or furious direct assaults? The choice is yours!

When it's time to create your squad, all you'll need is the accompanying **Create Your Squad** handbook and your existing collection of miniature soldiers. Yes, yours! See, this ruleset is intended to be used with the minis, and fictional universe, of your choosing. To some, this may not be "by the book", but to hell with that objection... it's time to become a renegade!



GAMEPLAY OVERVIEW

Each game of Renegades starts with some preparation. First, you'll need to setup a *combat zone*, a tabletop area within which your squads will fight. This area is usually defined by a game mat or board and should be around 2 to 4 feet wide and long - and filled with suitable terrain (again, yours)! Second, you'll need to decide which *mission* to play; this will determine the *objectives* of your game (i.e. how to win). After this is done, you'll *deploy* your opposing squads to the *combat zone*. These steps will be covered in full detail later, in the **Play A Game**-chapter.

With preparations complete, the game begins! During a series of *game turns*, players pursue victory by commanding their *soldiers* using *actions* and *squad abilities*. Dice rolls determine the outcome of most events, while *tokens*, i.e. physical markers, are placed in the *combat zone* to help keep track of things. This rulebook will teach you how all of this works. However, the most important rule is this: be kind and respectful when playing, and use common sense!

GAME TURN

Each game of Renegades consists of six *game turns*, with few exceptions (some *missions* have an "overtime" feature). Every *game turn* starts with the *initiative phase*, which is followed by the *action phase* (arguably the most exciting phase!). When the *action phase* is completed, a new *game turn* begins. This turn sequence repeats until the game ends and, based on the amount of *victory points* the players have, which are earned by completing *objectives*, a winner is declared! A game can, of course, end prematurely if one of the squads is defeated or if a player wishes to surrender.



INITIATIVE PHASE

At the start of each *game turn*, you enter the *initiative phase*. In this phase, you will get a few things ready for the *action phase*, including deciding who goes first. Follow the three steps below in each *initiative phase*.

1

Update Turn Counter

To keep track of which *game turn* it is, use a six-sided die as a *turn counter*.

2

Award Squad Points

Squads use *squad points (SP)* to perform powerful *squad abilities* (more on these later). At this stage, each player receives a number of *squad points (SP)* equal to the current *turn counter*. For example: in *game turn 3*, each player automatically receives 3 *SPs*.

3

Decide Initiative!

Next, both players roll a six-sided die and the player with the higher roll wins the *initiative*. In case of a draw, the player with the lesser amount of *victory points (VP)* wins (*victory points* are scored by completing *objectives*). In case of a tie, simply *reroll* until a winner can be declared.



ACTION PHASE

The *action phase* is where, well, most of the action happens! You see, this is the phase where *soldiers* literally perform *actions*. Moving around, firing weapons and fighting in melee combat are all *actions*. They are a fundamental part of the game and will be covered in detail in the **Actions**-chapter. To *activate* and perform *actions* with your *soldiers* in the *action phase*, follow the steps below.

1

Activate a Soldier

The *active player*, which is initially whoever won the *initiative*, selects a *soldier* to *activate*. This *soldier* becomes the *active soldier* and may perform *actions*.

2

Perform Actions

The *active player* then decides which *actions* are performed by the *active soldier*, which will be limited by the *soldier's* available *action points (AP)*. After using all of the *soldier's* *action points (AP)*, or passing on using them, the *soldier* becomes *expended* and can't be *activated* again this *game turn*. This is marked by placing an *expended token* (more on these soon) next to the *soldier*.



Repeat!

Now repeat this step-by-step process but swap the *active player*. You will take turns *activating* your *soldiers* until one player runs out - after this happens, the other player may *activate* any remaining *soldiers* one after the other until all *soldiers* are *expended*.

Once all *soldiers* are *expended*, the *action phase* ends and a new *game turn* can begin. But before it does, be sure to remove all *expended tokens* to mark the replenishment of all *action points (AP)*.

GENERAL RULES



Dice Rolls

The game mostly uses normal six-sided dice - **D6** for short. You may be asked to roll a **D3** - do this by rolling a D6 and dividing the result by two, rounding up (e.g. a roll of 3 or 4 counts as **2**). Sometimes, dice are supposed to be added together - **3D6** means rolling three D6, which results in a number between 3 and 18.



Critical Hits

In most cases, when dice are rolled as part of an attack, a roll of **6** is a *critical hit*, and deals **1** point of extra *damage* (a *2 damage* attack becomes a *3 damage* attack and so on).



Desperate & Fluke Rolls

When a dice roll is *desperate*, all **uneven** rolls count as a *miss* or *failure* (i.e. 1/3/5), even if they would normally cause a *hit* or *success*. Similarly, when a roll is a *fluke*, all rolls except rolls of **6** count as a *miss* or *failure*. Neither of these rolls *can* score *critical hits/successes*. In rare situations where one rule calls for *desperate rolls* while another calls for *fluke rolls*, the latter are used (since they are "worse").



Rerolls

Certain rules may allow for a *reroll* of dice. The player chooses which dice to *reroll*, but dice can only be *rerolled once*, no matter how many rules which may call for *rerolls*, and the result of *rerolls* are final.

TOKENS



Vitality

Soldiers have a *vitality* level, which represents their current health and vigor. When *soldiers* take *damage*, it reduces their *vitality* by the amount of *damage* taken. If a *soldier's* *vitality* reaches 0, they are *taken out* and removed from the game.

Use *red dice* to track damaged *soldiers' vitality* (or *black dice* if they are *hardened*, more on this later).



Shaken / Expended

Soldiers become *shaken* when they are *hit* by an enemy *action* or have been thrown off balance by certain abilities. This reduces them to **1** available *action point (AP)*. Meanwhile, *soldiers* who are *expended* have **0** available *action points (AP)*, which occurs when they have been *activated* and have used all of their available *AP*. *Soldiers* in the *expended* state are immune to becoming *shaken*, as they have no *APs* left to lose.

Use double-sided *shaken/expended tokens* to track *soldiers* in these states, until all *soldiers* are *expended*.



Defense +1 / +2

The *defense* buff represents the various ways by which *soldiers* become harder to *hit*, such as hunkering down by using the *defend* *action*, equipping a shield and so on. Besides becoming harder to *hit*, any *soldier* with an active *defense* buff gains protection from *critical hits*, which are downgraded to normal *hits*. *Defense* does add up ("stack"), but a *soldier* can never have more than **2** *defense* at one time. The *defense* buff resets at the start of every *activation*, unless it is a permanent bonus from a *special rule* or *item*.

Use double-sided *defense tokens* to keep track of *soldiers* that benefit from *defense*.



Special Effects

Certain *actions* or *squad abilities* may have *special rules* that affect a *target* or a *location*. These *special effects* can take many forms depending on the rules (e.g. a smoke grenade that obscures *line-of-sight*).

Use double-sided *special effects tokens*, one side for each player, to keep track of active *special effects*.



Reinforcement Sites

Some *soldiers* may return as *reinforcements* after they are *taken out*. They must *redeploy* within *proximity (3")* of a friendly *reinforcement site*, provided that there aren't any enemies within *proximity (3")* of the site already. If this is the case, the *reinforcements* are cut off from using it!

Use double-sided *reinforcement site tokens*, one side for each player, to mark out *reinforcement sites*.

Need some tokens?

Either make your own - or grab a nifty **Tokens & Dice Set!**
playrenegades.gumroad.com



MEASURING



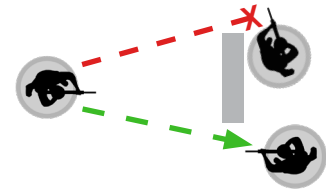
Movement

Always use the front of a *soldier's* base to correctly measure the distance between the start and end position of a move.



Range

When measuring any form of *range* or "aura", use the closest points of *soldiers' bases* to measure, and always measure three-dimensionally.



Line-of-Sight

Use the main bulk of *soldiers* (head, torso, legs) to determine *line-of-sight* (both ways). Arms, weapons, antennas, wings etc don't count.

ACTIONS

It's about time we talked about *actions*, a key gameplay feature in Renegades! As mentioned earlier in this rulebook, *actions* are performed during a *soldier's activation* and cost *action points (AP)*. The vast majority of *soldiers* start out with 2 *action points (AP)* available. A select few have 3 *AP* (or more), and *soldiers* will drop down to 1 available *AP* when *shaken*. A *soldier* with no remaining *AP* in the current *game turn* is said to be *expended*. *Action points (AP)* are replenished at the start of each *game turn*, which is marked by the removal of all *expended tokens*!

ACTION TYPES

There are five types of *actions* available in Renegades, shown below. During an *activation*, a *soldier* cannot perform the same type of *action* more than once (e.g. if a *soldier* has already *Moved*, they may not use *Move* again, even if they have the *action points (AP)* available to do so). Over the next few pages, you will learn how to perform these actions and, while it may take a moment or two to get the hang of how they work initially, they'll feel like second nature in no time! When performing the different *actions*, you may need to check *soldier* or *equipment* profiles, to determine things such as *movement distance* or *range*. It is important to note that these can be found in the **Create Your Squad** handbook.



MOVE



DEFEND



FIRE WEAPON



FIGHT



INTERACT

SINGLE AND DOUBLE ACTIONS

Each type of *action* can be performed as either a *single* or *double action*. Generally, *single actions* will cost 1 *AP* to perform while *double actions* will cost 2 *AP*. *Single actions* allow *soldiers* to perform something quickly while *double actions* require more time and effort - with greater reward! The exact difference between the two will be detailed in the rules for each type of *action*.

On occasion, a *special rule* or *squad ability* can reduce the *AP* cost of an *action* or turn an *action*, either a *single* or *double*, into a *free action*. As an example, if two *special rules* reduce the cost of an *action* by 1 *AP* each, a *double action* would become free to perform! However, no matter the *AP* cost of an *action*, the restriction on only performing a type of *action*, like *Moving* or *Fighting*, once during each *activation* is still in effect!

REACTIONS

Certain *special rules* or *squad abilities* can, in the right circumstances, trigger a *reaction*. *Reactions* function like *actions*, except that they can happen during an enemy *activation*, do not cost *action points (AP)* and the usual restriction on repeating *actions* does not apply (i.e. a *soldier* which has *Moved* during their *activation* may still *Move* as a *reaction*). The *special rule* or *squad ability* in question will clearly define how and when the *reaction* happens. For now, all you need to know is that this can happen and that a *reaction* can not trigger further *reactions*.

MOVE

Move (1 AP)
Move regular distance



Dash Move (2 AP)
Move regular + dash roll distance

▼ Action Sequence

1 Move (1 AP) or Dash Move (2 AP)

First, determine whether the *active soldier* will *Move* as a *single* or *double action*. This will primarily affect the *movement distance* (it may also affect other factors, depending on *special rules*).

2 Movement Distance & Type

Next, determine the *soldier's movement distance* by checking their profile and, if *Dash Moving (2 AP)*, roll a *dash roll* to determine the variable extra distance (either D3, D6 or 2D6). Also, check to see which *movement type* the *soldier* has, this will determine the manner in which they traverse the *combat zone*.

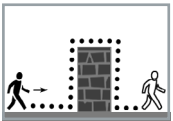
3 Measure & Move

Use the *movement distance* and *type* to correctly measure and perform the *soldier's Move*.

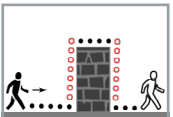
4 Consequences

Completing a *Move* in a certain way or *location* may trigger one, or more, *consequences* due to *special rules*. For example, mounted *soldiers* gain *defense* when they *Move* quickly. Check to see if any apply!

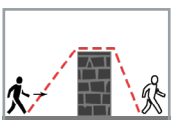
MOVEMENT TYPES



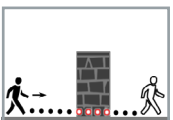
Normal: The default, that all *soldiers* have unless otherwise stated. Movement is possible on flat surfaces, slopes and alongside vertical faces.



Grounded: Same as normal, but vertical movement "costs" twice as much *movement distance* to traverse. E.g. 6" of distance is used to move 3" vertically.



Leap: *Leap* movement allows *soldiers* to *Move* the quickest route through the air (as well as through enemies). This type doesn't need to be "supported" by terrain.



Breach: *Breach* allows movement through terrain. Otherwise, *breach* works just like *normal*, unless it's paired with *grounded* or *leap* (gaining the pros/cons of either).



This soldier is about to scale some industrial silos using special grappling gear. He will use the leap movement type.

ADDITIONAL RULES

Playable Surfaces: *Moves* must end on stable and "playable" surfaces inside the *combat zone*. So, while *soldiers* with *leap* or *breach* can *Move* through the air or terrain, their *Moves* must end on *playable surfaces*.

Gaps & Jumps: Soldiers may jump across gaps between *playable surfaces*. The gaps count as vertical movement and may be 1" wide when *Moving (1 AP)* and 2" when *Dash Moving (2 AP)*.

Barricades & Windows: When *soldiers* jump over barricades (or similar) or out of windows, it counts as 1" of vertical movement, even if the measurements may differ.

Allies & Enemies: *Soldiers* may *Move* through allies but must end in a position not occupied by them. In contrast, *soldiers* may not *Move* through enemies or within *melee range (1")* of them, unless they are *charging* (see the *Fight*-chapter). The exception is *soldiers* with *leap* movement, who may *Move* through enemies, as long as they do not end their *Move* within 1" (again, unless they are *charging*).



DEFEND

Defend (1 AP)
Gain +1 Defense



Fiercely Defend (2 AP)
Gain +2 Defense

▼ Action Sequence

- 1 Defend (1 AP) or Fiercely Defend (2 AP)**
First, choose whether the *active soldier* will *Defend* as a *single* or *double action*. This will affect how much *defense* is gained, but both options provide protection against *critical hits*.
- 2 Apply Defense Buff**
Next, apply the appropriate *defense* buff to the *active soldier* by placing the right *token* next to them. The buff lasts until the start of their next *activation*, but not during their next *activation* (they must perform the *action* again to regain the *defense* buff).



Fearing that he might get targeted on his vantage point, this sniper used the defend action. He will stay low and keep an eye out for attacks.

FIRE WEAPON

Fire Weapon (1 AP)
Roll to hit



Focus Fire Weapon (2 AP)
Roll to hit + reroll

▼ Action Sequence

- 1 Fire Weapon (1 AP) or Focus Fire Weapon (2 AP)**
First, choose whether the *active soldier* will use *Fire Weapon* as a *single* or *double action*. This will decide if the *shot rolls* can be *rerolled* or not, which affects the probability of *hitting*.
- 2 Select Weapon & Target**
Next, choose a single equipped *ranged weapon* to *Fire* and select an eligible enemy *target* to *Fire* it at (*soldiers* without equipped *ranged weapons* cannot *Fire*). The *targeted enemy soldier* must be within *line-of-sight* of the firing *soldier* and within *maximum range* of the weapon used.
- 3 Check Shot Difficulty & Roll Shots**
The *shot difficulty* of the target must now be determined. The higher the difficulty, the better the *shot rolls* need to be to *hit*. Roll a **D6** for each *shot* that the weapon has on its profile (2 *shots* means rolling 2 D6).
- 4 Consequences**
Finally, determine how much *damage* the *target* suffers, if any, or if there are any other *consequences* tied to the *Firing action*. For example, some *targets* may get the option to *Fire* back as a *reaction*.

RANGE

The *maximum range* of a *ranged weapon* is shown on its profile, it's usually *short (9")*, *medium (18")* or *long range (∞)* - the latter being unlimited.



SHOT DIFFICULTY

To determine *shot difficulty*, start by selecting a value to the right based on which *range interval* the *target* is in.

Next, simply add any *modifiers* on top of this value! A *target* is in *cover* if some of its main bulk* (head, torso, legs) is obscured by terrain from the view of the *Firing soldier* (*arms, weapons, antennas, wings etc do not count). *Defense* is granted by *actions*, *items* or *special rules*.

RANGE INTERVAL	Short (within 9")	1
	Medium (9"+ to 18")	2
	Long (beyond 18")	3
+		
MODIFIERS	Cover	+2
	Defense	+1 or +2
=		
SHOT DIFFICULTY		

SHOT ROLLS

Any roll **higher** than the *shot difficulty* counts as a *hit* and causes *damage*. Any roll of **6** is a *critical hit*.

Any roll **equal** to or **lower** than the difficulty is considered a *miss* and has no effect.

The only exception is if the difficulty is 6 or higher, then all rolls become *fluke rolls*.

SHOT ROLLS EXAMPLE

Shot Difficulty: 4 **Shots: 2**
The target is in short range (1), cover (+2), with defense (+1).



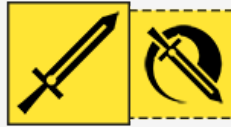
The roll of five is a *hit*, since it is higher than the *shot difficulty*. The four is a *miss*, since it is equal to the



difficulty. The target of this attack will become *shaken* from taking a *hit*.

FIGHT

Fight (1 AP)
Roll to hit



Furiously Fight (2 AP)
Roll to hit + reroll

▼ Action Sequence

- 1 Fight (1 AP) or Furiously Fight (2 AP)**
First, choose whether the *active soldier* will *Fight* as a *single* or *double action*. This will decide if the *strike rolls* can be *rerolled* or not, which affects the probability of *hitting*. *Charging* will make *Fight actions* *free* to perform.
- 2 Select Target(s)**
Next, you must select an eligible enemy *target*, or *targets*, to *Fight* against. The *target(s)* must be within *melee range (1")* and *line-of-sight* of the *Fighting soldier*.
- 3 Check Strike Difficulty & Roll Strikes**
The *strike difficulty* of the *target(s)* must now be determined. The higher the difficulty, the better the *strike rolls* need to be to *hit*. Roll a **D6** for each *strike* that the *soldier* has (3 *strikes* means rolling 3 D6).
- 4 Consequences**
Finally, determine how much *damage* the *target* suffers, if any, or if there are any other *consequences* tied to the *Fight action*. For example, some *targets* may get the option to *Fight* back as a *reaction*.

ENGAGED & DISENGAGED

Fight actions are done at *melee range* - which is when opposing *soldiers* are **1"** apart, or closer. Any *soldier* currently within *melee range (1")* of an enemy is considered to be *engaged*. Conversely, a *soldier* is said to be *disengaged* if they are not within *melee range (1")* of an enemy.

An *engaged soldier* cannot use *Fire Weapon actions*, nor can they be *targeted* by them. In the same way, a *disengaged soldier* cannot use *Fight actions* or be *targeted* by them. *Soldiers* can perform all other *actions* while *engaged*, with some *consequences* tied to *Move actions* (see **Charges** and **Retreats**).

CHARGES

A *charge* is when a *soldier*, who is *disengaged*, *Moves* into *melee range (1")* of an enemy. When *charging*, a *soldier* may *Fight* without an *action point (AP)* cost. The greater the momentum, the more violent the *charge*.



If a *soldier Moves (1 AP)*, they may *Fight (1 AP)* freely. This is a *charge*.



If the *soldier Dash Moves (2 AP)*, they may *Furiously Fight (2 AP)* freely. This is a *dash charge*.

RETREATS

A *retreat* is when an *engaged soldier* attempts to *Move* away and *disengage*. Before they do, enemies within *melee range (1")* may *reaction Fight* against the *soldier*, but *strikes* are *desperate*. The hastier the *retreat*, the less violent it is.



If a *soldier Moves (1 AP)* away, enemies may *Furiously Fight (2 AP)* freely. This is a *retreat*.



If a *soldier Dash Moves (2 AP)* away, enemies may only *Fight (1 AP)* freely. This is a *dash retreat*.

NEXT PAGE: **STRIKE DIFFICULTY & ROLLS** >



STRIKES

When *Fighting*, strikes represent melee attacks and soldiers gain strikes by equipping *melee weapons* (for example, a *big melee weapon* grants 3 strikes). When *Fighting*, the strikes from all equipped weapons are used. Since a *soldier* can mix and match *melee weapons*, they may have strikes that have different characteristics. Be sure to use different dice or roll the strikes separately to keep track of them. If you choose to *target* multiple enemies, you must determine the correct *strike difficulty* for each *target* and decide how many, and which type of, strikes that are directed at each enemy.

Lastly, if a *soldier* has no strikes (since they have no *melee weapon* equipped), they get a single *desperate strike* when *Fighting*. This strike uses a *desperate roll*, which means that it can easily miss and cannot crit.



Two brutes are about to charge towards this defensive barricade, an example of cover. They seem angry.

STRIKE DIFFICULTY

To determine *strike difficulty*, start by checking the current *vitality* level of the *target*.

Next, simply add any *modifiers* on top of the *vitality* level! A *target* is in *cover* if some of its main bulk (head, torso, legs) is obscured from the *Fighting soldier*. If the *target* has any *defense*, this is also added to the difficulty.

VITALITY	Current <i>vitality</i> of the <i>target</i>	x
+		
MODIFIERS	<i>Cover</i> <i>Defense</i>	+2 +1 or +2
=		
STRIKE DIFFICULTY		

STRIKE ROLLS

Any roll **higher** than the *strike difficulty* counts as a *hit* and causes *damage*. Any roll of **6** is a *critical hit*.

Any roll **equal** to or **lower** than the difficulty is considered a *miss* and has no effect.

The only exception is if the difficulty is 6 or higher, then all rolls become fluke rolls.

STRIKE ROLLS EXAMPLE

Strike Difficulty: 5 Strikes: 2

The *target's* *vitality* is 3 and a *defense buff* (+2) is active.



The roll of 6 is a *hit*, but it isn't a *crit* like usual since the *target* has a *defense buff* (*defense* prevents *crits*).



The roll of 1 is a *miss*, since it is lower than the difficulty. If *Furiously Fighting* (2 AP), it could be re-rolled.



INTERACT

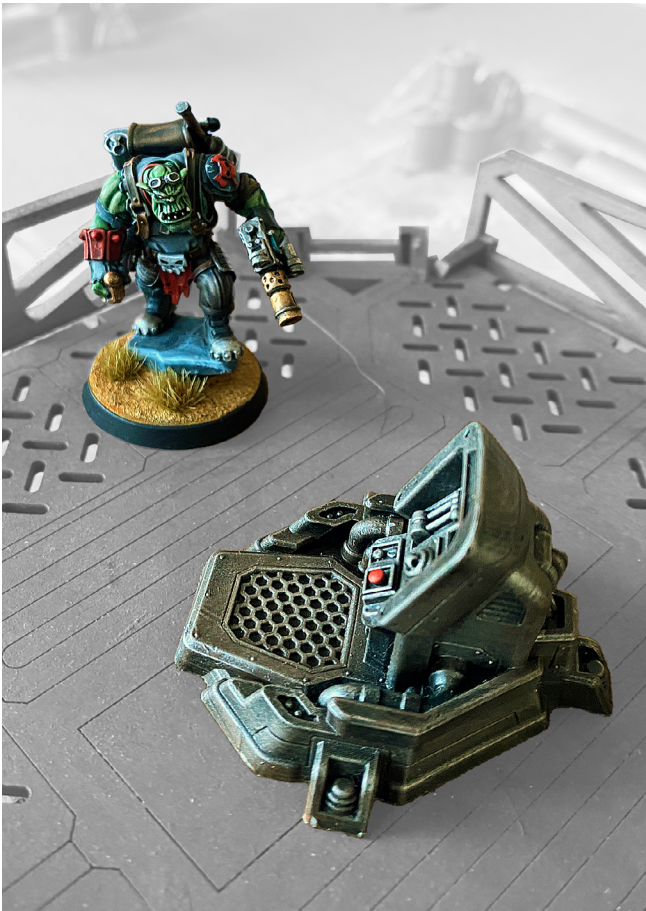
Interact (1 AP)
Roll to attempt



Frantically Interact (2 AP)
Roll to attempt + reroll

▼ Action Sequence

- 1 Interact (1 AP) or Frantically Interact (2 AP)**
First, choose whether the *active soldier* will *Interact* as a *single* or *double action*. This will decide if the *interact roll* can be *rerolled* or not, which affects the probability of *succeeding*.
- 2 Select Target**
Next, you must select an eligible *Interaction target*. This may be an *item*, *objective*, ability, object or similar. A *soldier* may not use *Interact* without an eligible *target*.
- 3 Check Interaction Difficulty & Roll**
The *interaction difficulty* of the *target* must now be determined. Each interactive *target* has a predefined difficulty stated in its rules. The higher the difficulty, the better the *interact roll* of a single **D6** needs to be to succeed.
- 4 Consequences**
Finally, determine which *consequences* are tied to the *Interaction*. Usually, there is a *success* state, but there's often a *critical success* and/or a *failure* state (this depends on the rules of the *target*).



This green-skinned warrior will have to use all of his cunning to interact with this terminal. Will it be his greatest challenge yet?

INTERACT ROLL

A roll **higher** than the *interaction difficulty* counts as a *success*. A roll of **6** is a *critical success*.

A roll **equal** to or **lower** than the difficulty is considered a *failure*.

The only exception is if the difficulty is 6 or higher, then all rolls become *fluke rolls*.

INTERACT ROLL EXAMPLE

Interact Difficulty: 3

A *medkit* is used. The difficulty is equal to the target's starting *vitality* (3).



A six is a *critical success*! The *target* will regain 2 *vitality* (instead of 1).



SQUAD ABILITIES

Each squad has access to their unique set of *squad abilities*. These powerful, tactical abilities play a key part in defining your squad's playstyle. *Squad abilities* are unlocked by selecting *squad masteries*, and there are maaaany different ones to choose from in the **Create Your Squad** handbook. The idea is to add even more options over time. In fact, be sure to suggest any *squad abilities* you'd like to see in the game!



"Grenadier" squads can throw grenades as a squad ability. Go fetch!

HOW TO USE A SQUAD ABILITY

While all *squad abilities* have unique *special rules*, they all belong to one of three categories (seen below). The rules for each *squad ability* make it clear how and when it can be employed and how many *squad points (SP)* it costs to use. A very common approach is that a *squad ability* changes or enhances the way that an *action* is performed (which includes *reactions*), like the Rangers ability that allows them to end a *Move* outside a *combat zone* edge and later reappear somewhere along that edge. Also worth noting is that some abilities have a slash, "/", in their name or *SP* cost. This means that the ability can be used in different, but related, ways.

Regular



The most common form of *squad ability*. A *regular squad ability* is an active ability which can be **repeated** as many times as your reserve of *squad points (SPs)* allow.

Example: The Gunslingers' ability "Quick Draw" allows soldiers to Fire at multiple targets at short range (9").

Epic



An *epic ability* functions like a regular one, but generally costs more and can only be used **once** per *game turn* or, rarely, once per *game* (the latter will be specified)!

Example: The Hunters' ability "Hunt Target" makes one target easier to take down each game turn.

Passive



A *passive ability* is **always** in effect and doesn't cost any *squad points (SP)*, but isn't quite as powerful as a normal or epic one, at least not "in the moment".

Example: The Die-Hards' ability "Cheating Death" gives soldiers a small chance of surviving an otherwise fatal attack.

COUNTING SQUAD POINTS

When *squad points (SP)* are awarded, they are always added on top of any that you currently have. Use a six-sided die to keep track of your current *squad points (SP)*. Fittingly, you can never have more than **6** *squad points (SP)* in reserve, so be sure to spend them appropriately! As mentioned earlier, you automatically gain some *SPs* in each *initiative phase*. Additionally, there is always a way of earning extra *SPs* during *missions* or through use of *items* and *squad abilities*.

HOW TO CREATE A SQUAD

Finally, the time has come to create your squad and get it ready for battle! While this rulebook will teach you how to do that, you'll also need the **Create Your Squad** handbook to get the complete rules and *stats* of the game's *soldiers*, *equipment* and *squad masteries*. All players use this handbook, and the same process, to create their squads. Don't worry though; the squad creation process is incredibly rich in variety and choice. It empowers you to create your unique dream team. Instead of picking a faction, you essentially get to create your own - that's the renegade way! Will you theme your squad after their flavourful, in-universe lore? Or, will you create their story and playstyle from the ground up? The choice is entirely yours. Good luck, squad leader!



STEP 1. START A ROSTER

A *squad roster* is a list of a squad's *soldiers*, their *equipment* and chosen *squad masteries*. Grab a piece of paper or a suitable digital tool to create your *squad roster*!



STEP 2. SET A BUDGET

You must "spend" *credits* each time you recruit a *soldier* or buy a piece of *equipment* to add to your *roster*. The total amount of *credits* you spend on your roster may not exceed the limit that has been agreed upon (default 100).



STEP 3. RECRUIT SOLDIERS

The **Create Your Squad** handbook contains a plethora of distinct *soldiers* with different *stats* and *special rules*. They also have *upgrades* that can be mixed-and-matched. Recruit the soldiers that best represent your minis!



STEP 4. BUY EQUIPMENT

Soldiers are more or less empty-handed when recruited. However, they have a number of *inventory slots* that can be filled with *equipment*, such as weapons. Use the **Create Your Squad** handbook and get shopping!



STEP 5. PICK SQUAD MASTERIES

Towards the end of the **Create Your Squad** handbook, you'll find a large collection of *squad masteries*. Each mastery unlocks two powerful *squad abilities* for use during the game. Define your squad's playstyle by choosing these carefully! You may not choose more *squad masteries* than the agreed upon limit (default 3).



STEP 6. COUNT RARES

The most powerful *soldiers* and pieces of *equipment* are *rare* (★) and squads may only select a limited amount of these. The total amount of *rare* (★) stars in your *roster* may not exceed the agreed upon limit (default 6).



STEP 7. PROMOTE A LEADER / TRAIN A PSYMANCER (BOTH OPTIONAL)

At the end of the *soldiers* section, there's rules for both promoting a *squad leader* and training a *psymancer*!



Are you recruiting *soldiers* and buying *equipment* and wondering what certain *stats* or *special rules* mean? Check the next page for a full reference list!

STATS & SPECIAL RULES



SOLDIER & EQUIPMENT STATS



Vitality: *Vitality* represents a *soldier's* health and how sturdy they are in melee combat. Each *soldier* has a starting value, shown on their profile. Taking *damage* reduces *vitality* and *healing* increases it (but never beyond the starting value).



Inventory Slots: *Soldiers* have a varying number of *inventory slots* (*slots* for short), which can be filled with equipment. The total amount of *slots* that a *soldier's* equipment requires may not exceed the *inventory slot* count shown on the *soldier's* profile.



Action Points: *Soldiers* spend *action points* (*AP*) to perform *actions*. *Soldiers* start each *game turn* with **2 AP** (with few exceptions).



Movement: The *movement* stat defines how far, in inches, a *soldier* can *Move* (1 AP) and *Dash Move* (2 AP). The first value is the regular *movement distance*, used for *Moving* (1 AP), and the second value, a dice roll, is added when *Dash Moving* (2 AP). *Soldiers* can have the *normal*, *grounded*, *leap* or *breach* *movement types*, as described in the *Move*-chapter.



Range: *Range* defines how far away a weapon can attack enemies. Usually, it is either *melee* (1"), *short* (9"), *medium* (18") or *long* (∞) range. However, it may also be a different number, like 6" or 12".



Shots/Strikes: This number determines how many dice are rolled when attacking with a *ranged* or *melee* weapon.



Damage: How much *damage*, "*dmg*", the weapon causes (how much *vitality* is lost when *hit*). *Crits* increase *damage* by 1 point.



Upgrades: *Soldiers* have different *upgrades*, found on their profile. *Upgrades* can only be purchased once per *soldier* (unless otherwise stated), but can be mixed and matched with any other *upgrades*. If two chosen *upgrades* have conflicting *stats* or *special rules*, the better rule always takes priority (for example, an *upgrade* that grants *leap* movement overrides *grounded* movement).



UNIVERSAL SPECIAL RULES



Hardened: Before *hardened* *soldiers* take *damage*, the player *targeting* them must perform a *desperate roll* with a **D6** for each point of *damage* about to be inflicted. All dice with an **even** roll, i.e. 2/4/6, inflict **1** point of *damage*, while the remaining dice, and associated *damage*, is ignored. Use *black dice*, instead of *red*, to track the *vitality* of *hardened* *soldiers*. This trait represents incredibly powerful armour or an extreme level of natural resilience.



Regeneration: When a *soldier* has the *regeneration*, "*regen*", attribute they continuously replenish their *vitality*. This occurs at the start of their *activation* and, unless the rule specifies a different amount, means that they gain **1** point of *vitality* back.



Piercing: With the *piercing* attribute, a weapon ignores the *hardened* special rule and deals *damage* directly.



Suppressive: When a weapon is *suppressive*, it is so intimidating that simply *Firing* at a *target* causes them to become *shaken*, even if all *shot rolls* are *misses*. This effect extends to enemies within *proximity* (3") of the *target*.



Precise: When *precise* weapons are *Focus Fired* (2 AP), *range* has no impact on *shot difficulty* and *critical hits* can always be scored.



Hip Fire: A weapon with *hip fire* is nimble and easy to use, reducing the AP cost of *Firing* actions (both single and double) by **1**.



Auto: An *auto* weapon doubles its number of *shots* when *Fired* at *targets* within *short range* (9").



Split Fire: A *split fire* weapon may *target* up to two enemies, dividing its *shots* freely between them (using different *shot difficulties*).



Akimbo: Weapons that have the *akimbo* special rule can be *Fired* at the same time, at the same or a different *target*, as one other equipped *akimbo* weapon (counts as *Firing* a single weapon). However, *shot rolls* become *desperate* when used in this way.



Servo Gun: A *servo gun* is an automated *ranged* weapon, attached to armour or a mount, that does not require any *slots*. When *Firing*, any amount of *servo guns* may be fired (in addition to a "normal" *ranged* weapon), and they may *target* different enemies.



Blast: A *blast* weapon ignores *cover* when determining *shot difficulty*. If it *hits*, the *shot roll* also determines the *blast radius*, in inches (a roll of 3 becomes a 3" radius). *Soldiers* within this *radius*, measured from the initial *target*, are also *hit* (but never *critically*).



Ordnance: *Ordnance* weapons are *blast* weapons that don't *target* a *soldier*, but a position on a *playable surface* (marked by a *special effects token*), without needing *line-of-sight*. After a *duration* they *hit* automatically, only using a *shot roll* to determine *blast radius*.



Flame: *Flame* weapons automatically *hit* their *target*. Instead, the *shot roll* only determines, in inches, how far the flames leap from the *target* to nearby enemy *soldiers*. If they're within reach of the flames and in *line-of-sight* of the *Firing* *soldier*, they're also *hit*.



Riposte: If a *soldier* with a *riposte* weapon is the *target* of one, or several, *misses* during a *Fight* action, they may *reaction Fight* (1 AP) with their *riposte* weapon(s) after the current *Fight* action is resolved (provided they survive it), but must use *desperate rolls*.



Reach: If a *soldier* wielding a *reach* weapon is *charged*, they get to immediately *reaction Fight* (1 AP) with their *reach* weapon(s), using *desperate rolls*, before the enemy *Fights* as part of their *charge* (if the enemy survives).



Cataclysmic: *Cataclysmic* weapons are the great equalizer, caring not for *vitality*, *cover* or *defense*. They do not use *strike difficulty* - instead, their *strike rolls* are *desperate* and *even rolls* simply scores *hits* (everything else is a *miss*). Cannot be used during *retreats*.



Duration: A smoke grenade, trap or similar may have a *duration* that it remains active in the *combat zone*. Place a die with the correct *duration* on or next to the *token* in question. Each time you update the *turn counter*, subtract 1 from all *duration* dice in the *combat zone*. When a *duration* die "reaches" zero, it and the relevant *special effect* or object is removed.

PLAY A GAME

STEP 1. PICK A MISSION

CONTROL & COMMAND



HEAD-TO-HEAD

Setup: Place 3 *control area objectives*; 1 in the center of the *combat zone* and 2 placed symmetrically around it.

Scoring: At the end of each *game turn*, check which *control areas* each player holds. A *control area* is held if a player's *soldiers* outnumber the enemy's within its *proximity (3")*. Controlling an *objective* at the end of a *game turn* is worth 1 *victory point (VP)*. However, in the final *game turn* this is increased to 3 *VPs*.

Control & Command: For every held *control area*, 1 extra *squad point (SP)* is gained in the *initiative phase*.

DEMOLITION CREW



ATTACKER-DEFENDER

Setup: The defender places 2 *bomb targets* in their *deployment area*, just before *deployment (step 5)*. They can't be within *proximity (3")* of a *combat zone edge* nor *medium range (18")* of each other (if possible).

Scoring: The attacker scores 6 *victory points (VP)* by *destroying a bomb target*, while the defender gains 3 *VP* for each target that survives. Attacking *soldiers* may *Interact (difficulty 1)* with a *bomb target* when they are within 1" of it to *arm* it. An *armed target* gains a *duration of 3*, after which it is *destroyed*. Once a *target* is *armed*, defending *soldiers* may *Interact (difficulty 3)* with it (within 1") to *disarm* it. If a target is *armed* at the end of *game turn 6*, continue playing until it is either *destroyed* or *disarmed* (however, no new targets may be *armed* in "overtime").

Demolition Crew: The attacking player gains 1 extra *squad point (SP)* in each *initiative phase*, until an objective is armed - then the defending players gains the extra *SP* instead.

EYE ON THE PRIZE



HEAD-TO-HEAD

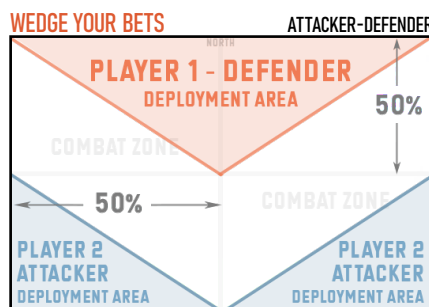
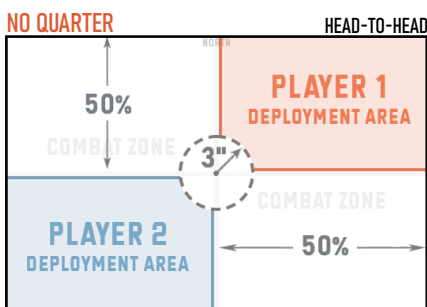
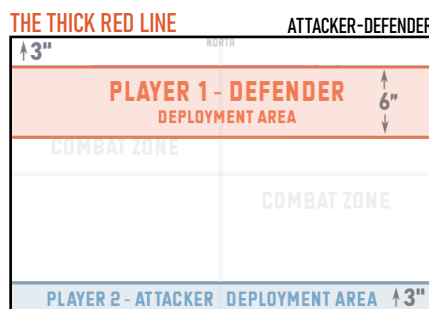
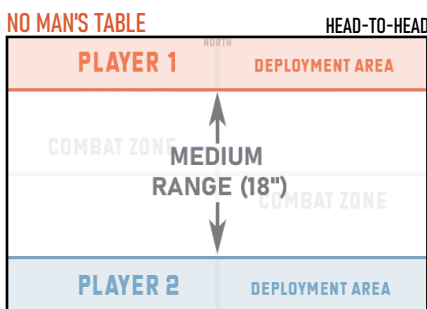
Setup: Place one *high value object* in the center of the *combat zone*. It cannot be destroyed.

Scoring: A *soldier* may *Interact (difficulty 1)* with the object when it's within 1". *Successfully Interacting* with it picks it up, allowing the *soldier* to move the object, but prevents them from using *Dash Move (2 AP)*. The object is dropped if the *soldier* takes *damage* or uses an *Interaction (difficulty 0)* to drop it. The same *Interaction* can also be used to pass it to a friendly *soldier* within *melee range (1")*. If dropped, it must be placed within 1" of the previous holder. The player that "caused" the drop to happen decides where. At the end of each *game turn*, the player holding the object gains 1 *victory point (VP)*. At the end of the final *game turn*, 5 *VPs* are granted instead.

Eye on the Prize: Any player with at least 1 *soldier* within *short range (9")* and *line-of-sight* of the *high value object*, or its holder, receives 1 extra *squad point (SP)* during the *initiative phase*.

STEP 2. SELECT DEPLOYMENT LAYOUT

Either HEAD-TO-HEAD or ATTACKER-DEFENDER, depending on mission.



STEP 3. DETERMINE SIDES

Either pick sides or roll a **D6** each and let the player with the higher roll become *Player 1*, starting on the "north" side.

STEP 4. PRESENT SQUADS

Players should present their *squad rosters*; i. e. *soldiers, equipment & squad masteries*.

STEP 5. DEPLOY SOLDIERS

Starting with *Player 1*, take turns placing your *soldiers*, one at a time, in your *deployment areas*. After one of you runs out of *soldiers* to deploy, the other player may deploy any remaining *soldiers*.

Lastly, if used, each player should place a *reinforcement site* in their *deployment area*.

STEP 6. START THE GAME

Jump into the *initiative phase* of *game turn 1*. Have fun!

COMMUNITY



PLAYER GROUPS

Want to discuss rules, tactics or anything else related to the game?
Join the Facebook group and/or Discord server!

www.facebook.com/groups/rngclub/

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