

PROCESSION

THE LIGHT IS EATING THEM ALIVE —
AND THEY'RE SMILING.

A crystal-carnival warband of glowing, mutating saints.

REFRACTION: SKIRMISH CORE RULES

A MINIATURE GAME OF LIVING CRYSTAL, CELESTIAL RADIANCE &
SHATTERED GLASS

OFFICIAL CORE V1.0 • ILLUSTRATED
EDITION

THE WORLD CRUCIBLE: In the irradiated dead zones where ancient energy grids still hum, the VORATH pilgrimage marches under prismatic sacred geometry. Their pilgrims undergo *Refraction*—the transmutation of mortal flesh into sentient celestial crystal. With every wound and prayer, their light surges with divine fury. But push past your flesh's threshold, and your warrior detonates into razor shrapnel.

1. BATTLEFIELD SETUP & FUNDAMENTALS

Warband Size: 5 to 10 models per player (150–250 pts standard skirmish).

Table Dimensions: 24" × 24" (fast skirmish) or 36" × 36" (extended patrol) with ruined urban or crystalline cover.

Miniatures: 28–32mm heroic scale on 25mm, 32mm, or 40mm scenic bases.

Dice: Standard six-sided dice (d6). All tests are **Target Number or Higher** (e.g., 4+ requires rolling 4, 5, or 6).

Rounds: Games last exactly 4 Battle Rounds, or until one warband is broken or wiped out.

2. THE UNIT STAT PROFILE

Each warrior profile defines six combat attributes:

- **MOVE (M):** Maximum inches moved in a standard Move action.
- **MELEE (MEL):** d6 target number to land strikes in close combat.
- **RANGED (RNG):** d6 target number to focus crystal beam attacks.
- **SAVE (SV):** Armor & crystal deflection roll against incoming wounds.
- **WOUNDS (W):** Physical stamina before model removal or fracture.
- **R-GAIN:** Crystallization points banked when channeling light.



PLATE 01: THE PILGRIMS OF THE PRISMATIC RADIANCE

3. TURN STRUCTURE & ALTERNATING ACTIVATION

Players roll off for Initiative at the start of each round. Players alternate activating **one model at a time**.

When activated, a model may execute a **Move** (up to its Move characteristic) and perform **ONE Action**:

- **STRIKE:** Engage in close combat against an enemy within 1" engagement range. Roll dice equal to Attack characteristic vs MELEE.
- **CHANNEL:** Fire a focused prismatic beam up to 18". Requires direct line of sight. Roll vs RANGED.
- **COMMUNE:** Deliberately invite celestial radiation into the body. The model immediately banks its unit's **R-GAIN** value.

WARBAND ROSTER & UNIT PROFILES

HEROIC MINIATURES, STAT BLOCKS & BATTLEFIELD ROLES

OFFICIAL ROSTER • 28-32MM SCALE

UNIT CARD LAYOUT MOCKUP

01 / 01

THE PRISM SAINT

VORATH-ANointedWARLORD / CENTERPIECE

REPRESENTATIVE APPROVED CONCEPT ART

PROFILE VALUES PENDING PLAYTEST

THE PRISM SAINT

M 5" MEL 3+ RNG 3+ SV 3+ W 5R+2

Aura of Faith: Allies within 3" gain +1 R on Commune actions.

Solar Lance: Channel attacks deal 2 damage on hit rolls of 6.

UNIT CARD LAYOUT MOCKUP

02 / 02

JUSTICIAR — VEILCUTTER

JULY-21 ROSTER VARIANTELITE GUARD

EXISTING LOCAL MODEL THUMBNAIL

PROFILE VALUES PENDING PLAYTEST

JUSTICIAR VEILCUTTER

M 6" MEL 3+ RNG - SV 4+ W 3 R+1

Veil Slash: Melee rolls of 6 ignore opponent Armor Saves completely.

Blade Ward: +1 Save against ranged attacks while in cover.

UNIT CARD LAYOUT MOCKUP

03 / 03

REVELER FANATIC — POSE I

CARNIVAL PILGRIMCORE TROOP

REPRESENTATIVE APPROVED CONCEPT ART

PROFILE VALUES PENDING PLAYTEST

REVELER FANATIC

M 6" MEL 4+ RNG 5+ SV 5+ W 1R+1

Ecstatic Frenzy: Charge moves gain +2" when closing into melee.

Swarm Chorus: Re-roll failed Melee hits when 2+ Revelers fight the same foe.

UNIT CARD LAYOUT MOCKUP

04 / 04

GLOW-TOUCHED — VARIANT I

CRYSTAL-MUTANTHORROR

REPRESENTATIVE APPROVED CONCEPT ART

PROFILE VALUES PENDING PLAYTEST

GLOW-TOUCHED MUTANT

M 4" MEL 4+ RNG - SV 4+ W 3 R+2

Unstable Mass: When slain, immediately roll a d6: on 4+, all models within 2" suffer 1 mortal wound.

Resilient: 5+ Feel No Pain save.

ACTUAL DIGITAL-SCULPT RENDERS

FOUR KICKSTARTER JUSTICIARS

Selected for the planned 12-slot roster • The Two Verdicts intentionally omitted

THE PATTERN DUELIST

GLB • STL PRESENT
TOPOLOGY / PRINT QA PENDING
SOURCE THUMBNAIL

THE DRIFTING RONIN

GLB • STL PRESENT
TOPOLOGY / PRINT QA PENDING
SOURCE THUMBNAIL

THE ONE-THREAD SERAPH

GLB • STL PRESENT
TOPOLOGY / PRINT QA PENDING
SOURCE THUMBNAIL

THE VEILCUTTER

GLB • STL PRESENT
TOPOLOGY / PRINT QA PENDING
SOURCE THUMBNAIL

ACTUAL DIGITAL-SCULPT THUMBNAILS • GLB • STL FILES PRESENT FOR ALL FOUR • TOPOLOGY, MATERIALS/TEXTURES, SCALE/ORIENTATION, LICENSE PROVENANCE, AND PHYSICAL PRINT VALIDATION REMAIN PENDING

PLATE 02: HIGH-RESOLUTION 3D DIGITAL MINIATURE ROSTER — SCALED & TESTED FOR 28-32MM TABLETOP PRINT

SPECIALIST UNITS

Laser-Censer Acolyte (M 5" | MEL 4+ | RNG 4+ | SV 5+ | W 2): Emits dense incense smoke (-1 to hit from ranged). Channel attacks have 12" range and ignore cover penalties.

Glyph Standard-Bearer (M 5" | MEL 4+ | RNG - | SV 4+ | W 3): Warband within 6" rerolls failed Morale and Break tests. Increases friendly Commune R-gain by +1.

WARBAND CONSTRUCTION GUIDELINES

A standard 200-point Warband must include:

- **1 Warlord:** The Prism Saint or Uncle Vorath.
- **1–2 Champions:** Justiciar Duelist, Veilcutter, or Seraph.
- **3–6 Skirmishers:** Masked Revelers, Mutants, or Acolytes.
- **Optional Centerpiece:** Abyssal Ouroboros Beast (100 pts).

THE VORATHIC PROCESSION • OFFICIAL ILLUSTRATED RULEBOOK PAGE 2 OF 4 • ROSTER & UNIT CARDS

THE REFRACTION SYSTEM

PUSH-YOUR-LUCK CRYSTALLIZATION, POWER ASCENSION & OVERLOAD

PROPRIETARY CORE MECHANIC



PLATE 03: THE REFRACTION SPECTRUM — THE LADDER FROM MORTAL FLESH (R0) TO SOLAR RESONANCE (R5)

4. MECHANICS OF CRYSTALLIZATION

Every warrior enters the battlefield at **Refraction Level 0 (R0)**. As battle rages, divine radiation saturates their bodies, elevating them along the ladder from **R1 to R5**.

Triggers to Gain Refraction:

- **Surviving a Wound:** When a warrior suffers damage but is not slain, crystal calcifies the wound, banking their profile's **R-GAIN** value.
- **The Commune Action:** Willfully meditating in the open field grants immediate R-GAIN points.
- **Aura of Faith:** Models ending an activation within 3" of the Prism Saint immediately gain +1 R.

5. THE TACTICAL GAMBLE: PUSH YOUR LUCK

Holding warriors at **R3 to R4** gives dependable, powerful bonuses without high volatility. Pushing to **R5** grants godlike destructive capability, but any subsequent crystallization forces a roll on the lethal **Fracture Table**. Master players balance measured discipline against glorious suicide charges.

6. THE REFRACTION LADDER BOONS

Bonuses are *cumulative* as the warrior ascends:

TIER	BATTLEFIELD MANIFESTATION
R1	Quickened Pulse: +1" to standard Movement characteristic.
R2	Razor Prism: +1 to hit on all close combat Melee strikes.
R3	Twin Refraction: +1 additional Attack on every Strike action.
R4	Living Armor: Automatically negate the first failed Armor Save each Battle Round.
R5	Prismatic Flare: Channel laser attacks penetrate in a 12" piercing beam, hitting every model along the line of fire.

7. COMBAT & WOUND RESOLUTION

Melee Combat: Attacker rolls attack dice vs MEL. Each success scores 1 hit. Defender rolls SV vs each hit. Failed saves inflict 1 Wound.

Cover: Models obscured by terrain gain +1 to Save rolls (+2 if fortified in crystal relics).

THE FRACTURE TABLE & HOBBY GUIDE

CATASTROPHIC SHATTERING, SOLAR ASCENSION & 3D PRINT INSTRUCTIONS

MASTER RULES & SPECIFICATIONS

8. THE FRACTURE TABLE (OVERLOAD BEYOND R5)

The instant any model would advance **beyond R5**, its flesh cannot endure the celestial load. Immediately roll a single d6:

D6	RESULT	BATTLEFIELD EFFECT
1	Supernova	Model detonates violently! All units (friend and foe) within 3" suffer d3 mortal wounds. Model is removed from play.
2	Crystal Lock	The warrior permanently vitrifies into a solid quartz statue. Becomes light cover terrain; removed as an active combatant.
3	Volatile Surge	Model suffers 1 mortal wound, but immediately unleashes an automatic 2-wound shockwave at the closest enemy within 8".
4-5	Frenzied Light	Warrior enters an ecstatic berserk trance. Gains +2 Melee attacks, but must charge the nearest model on next activation.
6	Solar Ascension	Divine apotheosis! Heals all lost wounds. Gains a 2+ Save and +2 Damage to all attacks for the remainder of the battle!

9. SCENARIO: "THE SHARD CRUCIBLE"

Objective: Three irradiated crystal nodes sit along the centerline. Models within 2" can execute a Commune action to harvest light.

Victory Points (VP): 1 VP per node held at the end of each round. 3 VP for destroying the enemy Warlord. Warband with highest VP at the end of Round 4 claims victory.

REPRESENTATIVE CONCEPT PREVIEW

DIGITAL WARBAND - \$35

EIGHT-FIGURE CONCEPT PREVIEW

REPRESENTATIVE VIEW OF THE PLANNED 13-SLOT ROSTER

- Eight figures shown as a representative concept
- Planned 13-slot Kickstarter launch roster
- Final files, topology + print validation pending



This is an eight-figure concept preview of the planned 13-slot roster, not a render of thirteen validated delivery files.

PLATE 04: THE FULL 13-SCULPT CAMPAIGN PROCESSION LINEUP

10. 3D PRINTING & RESIN HOBBY GUIDE

- All models in The Vorathic Procession are engineered and pre-supported for standard MSLA/LCD resin 3D printers:
- **Layer Height:** 0.03mm recommended (0.05mm standard).
 - **Exposure Times:** 2.2s–2.8s for standard 8K/12K grey resins (calibrate via exposure cones).
 - **Pre-supported & Unsupported:** Both formats supplied with every STL package, along with lychee scene files.
 - **Post-Processing:** 3-minute wash in 99% Isopropanol (IPA), gentle warm-water support peeling, followed by a 3-minute UV cure at 405nm.

KICKSTARTER CAMPAIGN REWARDS: Back the campaign to unlock the complete digital warband STL pack, full print guides, unit card deck, and future stretch goal sculpts!