

YOU & WHAT ARMY?!?

Updated Rules Outline

1. Introduction

- Theme and story premise
- King Zias has died without a direct heir
- Sir Dante has seized the throne with the Royal Army
- Each player is a royal Claimant trying to build an army and take the crown
- Core game identity:
 - Role-playing
 - Dice building
 - Army building
 - Tactical battlefield combat

2. Object of the Game

To win, a player must:

1. Recruit allies while traveling through the Badlands
2. Build the strongest possible army
3. Survive the Battle Royale against the other Claimants
4. Defeat Sir Dante and the Royal Army in the Final Battle

If the final Claimant loses to Sir Dante, **Sir Dante retains the throne and no player wins.**

3. Game Structure

The game consists of **three stages**.

Stage 1 — Scour the Badlands

Players travel through six progressively more dangerous regions:

- Area A
- Area B
- Area C

- Area D
- Area E
- Area F

Each player has a unique encounter in each region.

Stage 2 — Battle Royale

All surviving Claimants return to the castle and fight one another.

Sir Dante and the Royal Army **do not participate** in this stage.

Stage 3 — Final Battle for the Throne

The surviving Claimant fights Sir Dante and the Royal Army.

4. Components

Include:

- Castle battlefield
- Badlands map
- Claimant/player pieces
- Starting Party dice
- d6 Infantry dice
- Recruit dice:
 - d4
 - d6
 - d8
 - d10
 - d12
 - d20
 - d100
- Recruit Cards
- Encounter Book
- Encounter tokens
- Battle Bags
- Gold
- Damage markers
- Healing Potions / Items
- Range Cone

- Spell Template
 - Dragon Breath Cone
 - Dragon Tail Cone
 - Dragon Claw templates
 - Turn-order reference
 - Morale reference
 - Battle Reference Sheet
-

5. Player Setup

Each player begins with a starting Party:

- **d4 Mage**
- **d6 Claimant**
- **d8 Bodyguard**
- **d10 Ranger**
- **d12 Fighter**
- **d20 Beast**

The Claimant also serves as the player's Treasurer.

Each player also begins with:

40 d6 Infantry

The Infantry remain camped near the castle during Stage 1.

Still To Finalize

- Starting Gold amount
-

6. Party vs. Army

Party

Characters who physically travel through the Badlands.

Army

All units available during the Battle Royale, including:

- surviving Infantry
 - starting Party members
 - recruited characters
-

7. Stage 1 — Traveling the Badlands

Players begin in Area A and progress outward through Area F.

Each area contains four unique encounter zones for a 4-player game.

Each player resolves one encounter in the current area.

All players must complete the current area before anyone advances to the next.

The six areas also determine Morale difficulty.

8. Encounter Structure

Every encounter follows the same basic sequence.

Step 1 — GM Introduces Encounter

The player to the active player's right acts as GM.

The GM reads:

- encounter setup
- character description
- first prompt

Step 2 — Player Response #1

The player responds however they wish.

The Encounter Guide categorizes the response as:

- Strong Positive

- Positive
- Neutral
- Negative
- Strong Negative

This modifies the NPC's Persuade Target.

Step 3 — Second Prompt

The NPC responds and asks a second question.

Step 4 — Player Response #2

The response again modifies the Persuade Target.

Step 5 — Choose Recruitment Method

The player must now choose:

- Persuade
- Bribe
- Charm
- Force

If the player refuses to choose and allows the NPC to leave, **Force becomes the only remaining option.**

9. Persuade

Each NPC has a Base Persuade Target.

Apply modifiers from both role-play exchanges.

Roll:

1d20 + Leadership Bonus

Success if the result equals or exceeds the adjusted Persuade Target.

Leadership

All players begin at:

Leadership Rank 10

Leadership Bonus:

Leadership Rank – 10

Examples:

- Rank 10 = +0
- Rank 11 = +1
- Rank 14 = +4

Each successful recruitment increases Leadership by **+1**.

10. Bribe

Each NPC may have:

- Bribe Target
- Minimum Offer
- special bonus opportunities
- or Bribe: Impossible

General structure:

1d20 + Bribe Bonus

Example offer tiers:

- Minimum offer = +0
- Medium offer = +2
- Large offer = +4

Encounter-specific thematic offers may provide an additional bonus.

Gold offered is spent whether the attempt succeeds or fails.

11. Charm

Charm is normally attempted by the Mage.

Each NPC has a Charm Target.

Roll:

1d20

Meet or exceed the target to succeed.

NPCs may have:

- resistance
- immunity
- failure consequences
- unusually low resistance

Charm is a single decisive attempt.

12. Force

Force is a one-roll physical confrontation.

The player may choose up to **two eligible Party members**.

Eligible starting characters:

- d8 Bodyguard
- d10 Ranger
- d12 Fighter
- d20 Beast

Mage and Claimant normally cannot participate unless an ability allows it.

Roll and combine the chosen Party dice.

The NPC rolls its Force die and modifier.

The player must **exceed** the NPC.

Ties favor the NPC.

Dragons use their full d100 Force value.

13. Successful Recruitment

On success:

1. Take the Recruit Card
2. Take the corresponding die
3. Add the recruit to the Party
4. Increase Leadership Rank by +1

The recruit becomes part of the player's Army during Stage 2.

14. Failed Recruitment & Morale

A Morale Check occurs only after a failed recruitment unless an encounter specifically says otherwise.

Morale Targets

Area	Target
------	--------

A	8+
---	----

B	9+
---	----

C	10+
---	-----

D	11+
---	-----

E	12+
---	-----

F	13+
---	-----

On success:

- nothing happens

On failure:

- roll **1d4**
- that many d6 Infantry desert

- those Infantry are added to Sir Dante's Royal Army reserve

A player with no remaining Infantry may still continue recruiting.

15. Recruit Cards

Each recruit card may show:

- Name
- Role/Class
- Die type
- Hit Points
- Dodge value
- Attack type
- Persuade Target
- Bribe Target
- Charm Target
- Force value
- Special Ability
- Keywords

Possible attack types:

- Melee
 - Ranged
 - Spell
 - Dragon
 - Support
 - Command
 - Assassin
 - Control
-

16. Stage 2 — Battle Royale Setup

After Area F, players return to the castle.

Each player places all available Army dice into their Battle Bag.

This includes:

- surviving d6 Infantry
- starting Party
- recruits

All players simultaneously throw/drop their dice into the battlefield.

The position and displayed result of each die matter.

17. Battle Zones

Battle zones expand each round.

Round 1

16 small zones

Round 2

8 zones

Round 3

4 zones

Round 4

2 half-field zones

Round 5+

Entire battlefield

Surviving dice return to their Battle Bags and are redeployed at the beginning of the next round.

18. Retreat

Current rule under review:

During early rounds, dice that land outside the active battlefield space may retreat and return to the Battle Bag.

Beginning in Round 4, all dice would remain in play.

This should be formally confirmed before final rulebook production.

19. Determine Battle-Zone Turn Order

Turn Order is determined **before any attacks**.

Only d6 Infantry determine Turn Order.

Each army adds the face values of all its d6 Infantry in the zone.

Highest total acts first.

Tiebreakers

1. Most d6 Infantry in the zone
2. d6 roll-off

Once determined, Turn Order remains fixed until the battle in that zone ends.

Casualties do not change the order.

20. Battle Attack Sequence

Each battle zone resolves in this order:

1. Dragons

All Dragon actions resolve first according to Army Turn Order.

2. Spell & Ranged Attacks

Mages and ranged recruits resolve next according to Army Turn Order.

Special initiative abilities may alter when an individual recruit acts.

3. Melee

Normal melee follows.

21. One-Roll Battle System

The result already showing on a unit's die is its combat result.

Players normally do **not reroll for damage**.

The displayed value determines:

- melee strength
 - ranged damage tier
 - spell damage tier
 - Dragon Breath damage
 - some special abilities
-

22. Normal Melee

To successfully hit a defender:

Attack Total must exceed Defender's displayed result by at least 1.

Example:

Defender = 4

Required attack = 5+

A successful normal melee attack deals:

1 Hit

unless an ability says otherwise.

23. Combining Infantry

A player may combine any number of unused d6 Infantry in the same battle zone.

Add their displayed values.

The group may target only **one defender**.

Once used:

- those Infantry cannot attack again that combat cycle
 - they remain separate units for defense
-

24. Recruits in Melee

A recruit may:

- attack alone
- combine its displayed value with Infantry

However:

If a recruit uses an offensive special attack, it cannot also participate in normal melee that combat cycle.

Passive or support abilities may still allow melee unless the card says otherwise.

25. Hit Points & Damage

Infantry

d6 Infantry have effectively **1 HP**.

One successful hit removes them.

Recruits

Recruit HP is printed on the Character Card.

Damage markers track accumulated damage.

When accumulated damage equals or exceeds HP:

- recruit is defeated
 - remove its die
-

26. Persistent Damage

Damage persists between Battle Rounds.

Returning to the Battle Bag does not heal a recruit.

Damage is removed only through:

- healing abilities
- healing spells
- potions
- other specific effects

Healing cannot exceed printed maximum HP.

27. Dodge

Only recruits with a printed Dodge value may Dodge.

Dodge applies to:

- ranged attacks
- spell attacks
- Dragon attacks

Normally not melee.

Roll:

1d20

Meet or exceed the Dodge value.

On success:

- reduce damage by half
 - round up
-

28. Ranged Attacks

Ranged recruits use the long, narrow **Range Cone**.

For each available ranged attack:

- choose one legal target inside the cone

If several targets are available, the attacker chooses.

Damage is based on the attacker's displayed die result.

Universal Ranged Damage Tiers

- Bottom 25% = 1 damage
- 26–50% = 2
- 51–75% = 3
- Top 25% = 4

Character Cards may override this.

29. Spell Attacks

Spellcasters use the **Spell Template**.

All enemy dice inside the template are affected.

Friendly dice are unaffected.

Spell damage uses the same universal 1–4 damage tier system.

Eligible defenders may Dodge.

30. Dragon Attack System

Every Dragon uses:

- Breath Cone
- Tail Cone
- Left Claw
- Right Claw

The controlling player chooses the Breath direction.

The Tail is placed directly opposite.

Claws affect adjacent dice on the Dragon's left and right.

All Dragon attacks resolve **simultaneously as one action**.

31. Dragon Breath Damage

The Dragon's displayed d100 result determines Breath damage.

d100 Result	Damag e
1–20	5
21–40	8
41–60	12
61–80	15
81–100	20

Every die caught in the Breath Cone is affected.

Breath may hit friendly dice.

Eligible recruits may Dodge.

32. Dragon Tail & Claws

Tail

4 damage to every affected die.

Each Claw

2 damage to the adjacent target.

Eligible recruits may Dodge.

33. Special Abilities

Special abilities may:

- increase damage
- alter attack timing
- heal
- redirect attacks
- grant additional actions
- modify displayed values
- protect nearby allies
- apply conditions

Card text overrides general rules.

34. Conditions / Keywords

We should create a small glossary for:

- Stunned
- Frozen
- Fortified
- Sneak
- Stealth
- Ambush

- Knockback
- Summoned
- Creature
- Beast

These should have consistent definitions throughout all Recruit Cards.

35. End of a Battle Zone

Combat continues until no further attacks remain or only one army remains active in that zone.

Defeated dice are removed.

Survivors eventually return to Battle Bags for the next Battle Round.

36. Winning the Battle Royale

Battle Rounds continue until only one Claimant remains.

That player advances to Stage 3.

37. Stage 3 — Final Battle

The surviving Claimant faces:

Sir Dante + Royal Army

The Royal Army includes:

- Dante's starting Royal forces
- all d6 Infantry that deserted players during Stage 1

The Final Battle uses the same expanding battle-zone system.

38. Stage 3 Items Still To Finalize

Before writing the complete rulebook, we still need to lock:

- Sir Dante's exact stats
 - Royal Army starting composition
 - whether the final Claimant restores any Infantry
 - whether original/recruited characters heal before Stage 3
 - whether the old "restore 30 d6 Infantry" rule remains
 - whether Dante has automatic initiative
 - mythical creatures
 - surrender conditions
 - whether defeated recruits ever return for Stage 3
-

39. Winning the Game

If the Claimant defeats Sir Dante:

That player claims the throne and wins You & What Army?!?

If Sir Dante defeats the Claimant:

Sir Dante remains King. No player wins.

40. Separate Encounter Book

The Encounter Book should contain:

Area A

4 encounters — introductory recruit tier

Area B

4 encounters — d8 tier

Area C

4 encounters — d10 tier

Area D

4 encounters — d12 tier

Area E

4 encounters — d20 tier

Area F

4 encounters — d100 Dragons

Each encounter includes:

- introduction
- Prompt 1
- response modifiers
- Prompt 2
- response modifiers
- Persuade
- Bribe
- Charm
- Force
- failure/Morale
- recruited stat block
- special ability

41. Battle Reference Sheet

I'd make this a separate one-page or two-page aid showing:

- Turn Order
- Attack sequence
- Melee formula
- Ranged damage table
- Spell damage table
- Dodge
- Dragon Breath table
- Tail / Claw damage
- Morale chart

- Condition definitions