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IRON DOMINION

CODEX IMPERIALIS

"Knowledge is the supreme currency; ignorance is the only sin."

The Iron Dominion marches to the rhythm of pistons and steam. Founded on the belief that fragments can be tamed through engineering, this technocratic empire has replaced flesh with clockwork and faith with precision. Every soldier is enhanced, every war machine is a marvel of arcane engineering, and every fragment is a tool to be calibrated. Where others fear the unknown, we measure it, catalogue it, and build weapons from it.

Forge Council Technical Manual -- Clearance Level: Vanguard

SHARDBORNE UNIVERSE -- TABLETOP WARGAME
v2.0

TABLE OF CONTENTS

- I. Our History & Creed
- II. Political Structure & Hierarchy
- III. The Doctrine
- IV. Our Engine: Grid Cohesion & Fragment Charges
- V. Faction Abilities
- VI. The War Council -- Commanders
- VII. The Ranks -- Complete Unit Roster
- VIII. Sacred Artifacts -- Fragment Catalogue
- IX. Tactical Doctrine -- How We Win
- X. Appendix -- Quick Reference

This codex is classified. Its contents are for the eyes of sworn warriors only.

I. OUR HISTORY & CREED

Technocratic empire of clockwork soldiers, steam-powered war machines, and fragment engineering

"Knowledge is the supreme currency; ignorance is the only sin."

The Iron Dominion marches to the rhythm of pistons and steam. Founded on the belief that fragments can be tamed through engineering, this technocratic empire has replaced flesh with clockwork and faith with precision. Every soldier is enhanced, every war machine is a marvel of arcane engineering, and every fragment is a tool to be calibrated. Where others fear the unknown, we measure it, catalogue it, and build weapons from it.

Core Philosophy: Fragments are not magic -- they are science we haven't understood yet.

II. POLITICAL STRUCTURE & HIERARCHY

Government: Technocratic oligarchy -- Forge Council led by Arch-Fabricator Voltan Kress

Hierarchy: Arch-Fabricator -> Forge Council -> Lord/Lady Engineers -> War Machine Handlers -> Clockwork Infantry

Lore Leader: Arch-Fabricator Voltan Kress -- whose mechanical heart has beaten for 147 years

III. THE DOCTRINE

1. The Forge

Knowledge is the supreme currency; ignorance is the only sin. Every fragment, every anomaly, every phenomenon can be understood if sufficient resources are allocated to its study.

2. The Grid

Together we are stronger; isolated we are nothing. The Grid Cohesion system is not merely tactical doctrine -- it is the foundational truth of the Dominion. No cog turns alone.

3. The Spark

Fragments are not mystical. They are not divine. They are energy sources of extraordinary density, and with proper calibration they will power the future we build.

IV. OUR ENGINE: GRID COHESION & FRAGMENT CHARGES

The Grid is the beating heart of Iron Dominion tactical doctrine. Units within 4" of allied units form a mesh of overlapping fields, shared targeting data, and coordinated fire disciplines. An isolated Dominion soldier is merely adequate. A Grid-connected formation is devastatingly efficient. Fragment Charges accumulate near War Machines and Support units, providing the energy necessary to activate our engineered Fragment devices.

Level / Action	Effect
Isolated (0 allies within 4")	-1 ATK die. The Grid is silent. Fix this immediate
Connected (1 ally within 4")	No bonus, no penalty. Baseline acceptable.
Grid Active (2+ allies within 4")	+1 ATK die. The Grid sings.
Grid Fortified (3+ incl. Support)	+1 ATK die AND +1 DEF. Optimal state.
Fragment Charges	Generated 1/turn per unit near War Machines or Sup
Fragment Activation	Costs 1-4 Charges depending on tier; d6 instability
Instability (roll 1 on d6)	Fragment misfires -- 2 damage to nearest friendly unit

V. FACTION ABILITIES

- Mechanical units gain +1 durability -- reinforced alloy plating.
- War machines cost -1 point with a Knowledge-path commander.
- Fragment instability reduced by 10% -- superior containment systems.
- Engineers repair 1 HP per turn to adjacent mechanical units.

VI. THE WAR COUNCIL

13 Commanders of the Iron Dominion

The following personnel profiles have been compiled by the Forge Council's Department of Strategic Assessment. Each commander has been evaluated across 47 performance metrics. Deployment recommendations follow each profile.

1. Lord Calculon

The Gear-Hearted

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	7	8	9	21

Base Stats: Command: 8 | Knowledge: 10 | Leadership: 7 | Agility: 5 | Health: 300

Once a man of flesh, now a being of perfect logic and cold steel. His heart ticks with the precision of a thousand gears, and his mind calculates victory before the battle begins.

Knowledge -> Master Strategist: Precise command, stable fragment boosts. All units gain +1 to hit, war machines activate with 100% r

Chaos -> Fragment Conduit: Risky fragment effects, battlefield warping. High variance but devastating potential.

Hybrid -> Hybrid Architect: Balanced command and fragment manipulation. Moderate power with occasional surprises.

2. Lady Cogsworth

The Swiftblade

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	11	5	10	21

Base Stats: Command: 7 | Knowledge: 6 | Leadership: 8 | Agility: 9 | Health: 270

Speed is her doctrine, surprise her sacrament. Where others see a battlefield, she sees a chessboard--and she's already three moves ahead.

Knowledge -> Precision Tactician: Predictive strikes, stable boosts. Always knows where to be.

Chaos -> Unstable Skirmisher: High-speed, random AoE effects. Unpredictable but devastating charges.

Hybrid -> Adaptive Commander: Moderate mobility + fragment effects. Good overall flexibility.

3. Archmagister Gearbane

The Fragment Whisperer

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	27	8	8	9	17

Base Stats: Command: 5 | Knowledge: 10 | Leadership: 6 | Agility: 6 | Health: 255

They call him mad. He prefers 'enlightened.' The fragments speak to him in languages the sane cannot comprehend.

Knowledge -> Controlled Technomancer: Maximum fragment power with zero instability. The scientist's dream.

Chaos -> Fragment Overlord: Embraces instability for devastating power. The battlefield becomes his laboratory.

Hybrid -> Chaotic Engineer: Balances experimentation with reliability. Takes calculated risks.

4. Commander Ironweld

The Colossus Handler

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	5	33	6	5	10	24

Base Stats: Command: 9 | Knowledge: 5 | Leadership: 8 | Agility: 4 | Health: 330

Where Ironweld walks, titans follow. His war machines are not mere tools--they are extensions of his iron will.

Knowledge -> Mechanized Strategist: Stable war machines with perfect reliability. Maximum efficiency.

Chaos -> Overclocked Destroyer: High-risk AoE devastation. War machines become unstable death dealers.

Hybrid -> Iron Juggernaut: Balanced power and reliability. The safest heavy approach.

5. Lady Brassveil

The Shadow Mechanic

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	24	10	8	9	19

Base Stats: Command: 6 | Knowledge: 8 | Leadership: 7 | Agility: 8 | Health: 240

In the fog of war, she is the fog. Her enemies see nothing until it's far too late.

Knowledge -> Master Saboteur: Precise disruption at the perfect moment. Nothing is left to chance.

Chaos -> Fragment Trickster: Unpredictable sabotage that even she can't fully control.

Hybrid -> Covert Architect: Mixed effects with reliable core sabotage.

6. High Engineer Vortan

The Fortifier

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	7	8	9	21

Base Stats: Command: 7 | Knowledge: 8 | Leadership: 7 | Agility: 5 | Health: 285

Give him time, and he will build a fortress from scrap. Give him more time, and that fortress will have cannons.

Knowledge -> Fortress Architect: Creates impenetrable defenses. Enemies break against his walls.

Chaos -> Unstable Builder: Creates powerful but unpredictable structures. May explode spectacularly.

Hybrid -> Tactical Innovator: Balanced construction with moderate enhancements.

7. General Steamjaw

The Brass Fist

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	5	36	8	1	10	25

Base Stats: Command: 9 | Knowledge: 4 | Leadership: 9 | Agility: 6 | Health: 360

Subtlety is for cowards. Steamjaw believes the shortest path to victory is through the enemy's front line.

Knowledge -> Efficient Warlord: Controlled aggression with maximum efficiency. Every blow counts.

Chaos -> Rampaging Conduit: Uncontrollable destruction. Allies and enemies alike should fear.

Hybrid -> Balanced Enforcer: Aggressive but controlled. A fist in an iron glove.

8. Lady Aetheris

The Fragment Sage

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	27	9	8	9	19

Base Stats: Command: 6 | Knowledge: 9 | Leadership: 7 | Agility: 7 | Health: 255

She walks between worlds, one foot in reality and one in the aether. The fragments are not tools to her--they are friends.

Knowledge -> Aether Strategist: Perfect control over fragment energy. Stability and efficiency personified.

Chaos -> Fragment Catalyst: Amplifies fragment instability for devastating effects.

Hybrid -> Aether Architect: Balanced fragment manipulation with controlled enhancement.

9. Lord Piston

The Bombardier King

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	6	5	10	20

Base Stats: Command: 8 | Knowledge: 7 | Leadership: 8 | Agility: 4 | Health: 300

Every problem can be solved with sufficient explosive force. Lord Piston has plenty to spare.

Knowledge -> Siege Commander: Perfect artillery precision. Never misses, never wastes ammunition.

Chaos -> Cataclysmic Artificer: Unstable ammunition for maximum destruction.

Hybrid -> Tactical Bombardier: Balanced firepower with controlled enhancement.

10. Captain Ironclad

The Unbreakable Wall

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	5	39	7	5	10	25

Base Stats: Command: 8 | Knowledge: 6 | Leadership: 9 | Agility: 5 | Health: 390

He has never retreated. He has never broken. Some say he cannot be killed--only delayed.

Knowledge -> Master Defender: Perfect defensive capabilities. Nothing gets through.

Chaos -> Fragment Bulwark: Creates unpredictable defensive barriers.

Hybrid -> Balanced Sentinel: Solid defense with moderate enhancement.

11. Engineer Brassforge

The Rapid Prototype

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	9	8	9	21

Base Stats: Command: 6 | Knowledge: 8 | Leadership: 7 | Agility: 7 | Health: 270

His inventions are brilliant. His survival rate is concerning. Worth the risk? Usually.

Knowledge -> Stable Engineer: Reliable experimentation with consistent results.

Chaos -> Unstable Innovator: Brilliant but unpredictable creations.

Hybrid -> Tactical Constructor: Balanced innovation with controlled risk.

12. Lady Mechana

The War Machine Whisperer

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	8	5	10	21

Base Stats: Command: 7 | Knowledge: 7 | Leadership: 8 | Agility: 6 | Health: 300

She doesn't command war machines. She communes with them. And they respond with devastating loyalty.

Knowledge -> Mechanical Virtuoso: Perfect war machine efficiency and reliability.

Chaos -> Fragmented Behemoth: Unstable but devastating war machine power.

Hybrid -> Adaptive Mechana: Balanced war machine optimization.

13. Lord Gearheart

The Universal Cog

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	9	5	9	21

Base Stats: Command: 7 | Knowledge: 7 | Leadership: 7 | Agility: 7 | Health: 300

Jack of all trades, master of adaptation. Where others specialize, he synthesizes.

Knowledge -> Tactical Genius: Perfect strategic balance and adaptability.

Chaos -> Chaotic Conduit: Embraces randomness for unexpected advantages.

Hybrid -> Universal Architect: The ultimate balanced commander.

VII. THE RANKS

Complete Unit Roster -- 56 Units

Standardized unit specifications. All measurements calibrated. All performance metrics validated across minimum 200 field engagements.

Infantry (20 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Infantry Regiment	2	6	3	3	7	1	6	Grid Node
Gear Infused Infantry	2	6	4	6	7	1	7	Grid Node
Clockwork Infantry	3	6	4	6	7	1	10	Grid Node, Fearless (auto-pass Mora)
Aether Infused Soldier	3	9	3	6	8	1	7	Grid Node, Fragment Infused (+1 ATK)
Mechanized Infantry	3	9	4	6	7	1	7	Grid Node
Steam-Powered Sharpsho	3	6	3	3	7	20	6	Grid Node, Sharpshot (crits on 5+ i)
Steam Grenadiers	3	9	3	6	7	10	7	Grid Node, Blast (hits target + all)
Aether Marksmen	3	9	3	3	7	20	7	Grid Node, Sharpshot (crits on 5+)
Gear-Linked Infantry	3	6	3	6	7	1	7	Grid Node, Network (+1 ATK die when)
Clockwork Grenadiers	3	9	3	6	7	12	7	Grid Node, Blast (hits target + all)
Arcane Steam Marksmen	3	6	3	3	7	22	7	Grid Node, Sharpshot (crits on 5+),
Elite Vanguard	4	12	4	6	7	1	8	Grid Node, Precision Strike (reroll)
Siege Infantry	4	9	4	9	6	1	8	Grid Node, Siege (double damage vs)
Experimental Construct	4	12	3	9	7	1	10	Fearless, Unstable (at start of eac)
Gearstorm Infantry	4	12	3	6	8	1	7	Grid Node, Reckless (+1 ATK die but)
Steam Heavy Guards	4	6	5	9	6	1	8	Grid Node, Bodyguard (if adjacent f)
Fragment Swarm Units	4	15	2	6	8	5	10	Fearless, Swarm (cannot be targeted)
Steam Sentinels	4	6	5	9	5	1	8	Grid Node, Shield Wall (friendly un)
Steam Shock Infantry	4	12	3	6	8	1	7	Grid Node, Piston Charge (+1 ATK di)
Clockwork Vanguard	4	9	4	9	7	1	9	Grid Node, Inspiring (+1 MOR to fri)

Cavalry (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Steam Lancers	3	9	3	6	11	1	7	Grid Node, Lance Charge (+2 ATK on)
Clockwork Cavalry	4	9	4	6	11	1	7	Grid Node, Piston Charge (+1 ATK di)
Gear-Rider Hussars	5	12	4	9	10	1	8	Grid Node, Mechanical Endurance (ig)
Aether Dragoons	6	12	3	9	11	14	8	Grid Node, Mounted Fire (may shoot)
Iron Stampede	7	15	5	12	9	1	9	Grid Anchor, Devastating Charge (+3)

Support (9 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Gearwright Engineers	2	3	3	6	7	1	7	Grid Node, Repair (restore 1 HP to)
Clockwork Pioneers	2	3	4	6	6	1	7	Grid Node, Construct Barricade (pla
Steam Miners	2	3	3	3	6	1	5	Grid Node, Salvage (generate 1 extr)
Steam Medic Corps	2	0	3	3	7	1	7	Grid Node, Heal (restore 1 HP to ad)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Overclocked Engineers	2	3	3	9	7	1	7	Grid Node, Rapid Repair (restore 2)
Clockwork Engineers	2	3	3	6	8	1	6	Grid Node, Repair (restore 1 HP to
Steam Reclaimers	2	3	3	3	7	1	6	Grid Node, Salvage (when adjacent to
Mechanical Sappers	3	6	3	6	7	1	7	Grid Node, Plant Charge (place explosive)
Aether Engineers	3	3	4	6	6	8	8	Grid Node, Trap Layer (place trap to

Scout (3 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Scouts / Recon	2	3	3	3	10	8	5	Gyro-Drone Recon (deploy 6" ahead; ignore terrain)
Mechanized Scouts	3	6	3	6	10	10	7	Scout (deploy 6" ahead), All-Terrain
Steam Recon Flyers	4	6	3	6	12	10	7	Fly (ignore terrain during movement)

Artillery (3 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Aether Blasters	3	9	3	6	6	18	7	Grid Node, Overcharge (spend 1 Frag)
Steam Artillery Crew	5	12	3	6	5	26	7	Grid Node, Blast (hits target + all)
Gearwright Artillery	5	15	3	9	5	26	7	Grid Node, Blast (hits target + all)

Specialist (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Arcane Tinkerers	3	3	4	6	6	1	8	Fragment Amplifier (friendly units)
Aether Infiltrators	3	6	3	6	9	1	7	Stealth (cannot be targeted by ranged attacks)
Arcane Tinker Battalio	3	3	4	9	6	1	8	Fragment Amplifier (+1 to fragment)
Specialist Hero	4	9	4	6	8	1	8	Commander Bond (+1 ATK when within 12")
Aether Hackers	4	3	3	6	7	14	7	Hack (target enemy War Machine with Grid Node)

War Machine (11 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Steam Colossus	80	18	5	24	5	26	10	Grid Anchor, Blast (hits target + all)
Gear-Beast Construct	80	21	4	24	8	1	10	Grid Anchor, Charge (+2 ATK dice when deployed)
Overclocked Automaton	80	18	4	21	9	1	10	Grid Anchor, Double Strike (may attack twice)
Mechanized Siege Engin	80	18	5	27	5	20	10	Grid Anchor, Siege (double damage vs War Machines)
Aether Cannon Walker	85	21	4	24	6	22	10	Grid Anchor, Blast (hits target + all)
Arcane Steam Golem	85	18	5	27	6	1	10	Grid Anchor, Fragment Aura (friendly units)
Clockwork Titan	90	21	5	30	6	1	10	Grid Anchor (counts as 2 units for movement)
Steam Gargoyle	90	18	4	24	12	10	10	Grid Anchor, Fly (ignore terrain), Stomp (melee hits all)
Chrono Walker	100	15	5	30	7	14	10	Grid Anchor, Time Warp (once per game)
Experimental Leviathan	110	24	5	36	6	5	10	Grid Anchor, Stomp (melee hits all)
Titan Engine Imperius	180	30	8	60	6	26	10	Grid Anchor, Twin Aether Cannons (melee hits all)

VIII. SACRED ARTIFACTS

Fragment Catalogue -- 15 Fragments

Catalogued fragments in containment-rated housings. Each has been calibrated for optimal energy throughput. Standard safety protocols: Level 3 containment minimum.

1. Core Fragment

Cost: 1

2. Aether Pulse

Cost: 2

3. Reality Shard

Cost: 3

4. Overclock Node

Cost: 2

5. Fragment Conduit

Cost: 3

6. Temporal Chip

Cost: 3

7. Arcane Spark

Cost: 2

8. Steam Core

Cost: 1

9. Infused Cog

Cost: 2

10. Fragment Swarm

Cost: 3

11. Reality Lens

Cost: 2

12. Flux Matrix

Cost: 3

13. Resonance Core

Cost: 2

14. Experimental Node

Cost: 4

15. Gear Infusion

Cost: 2

IX. TACTICAL DOCTRINE

How We Win

ATTENTION: This tactical brief is classified Forge Council Priority Alpha. The following doctrines have been stress-tested across 1,247 simulated engagements with a 94.3% favorable outcome rate when properly executed. Deviation from protocol results in Grid degradation and is strongly inadvisable. All commanders will acknowledge.

>> Maintain Grid Integrity

This is not a suggestion -- it is the Prime Directive. Keep units within 4" of at least 2 allies at ALL times. Grid Fortified (+1 ATK, +1 DEF) is the target state. Train your deployment to achieve this from Turn 1.

>> The Anvil and Hammer

Deploy Steam Heavy Guards and Clockwork Vanguard as the anvil -- Grid Fortified, shields locked, absorbing the charge. Then sweep the flanks with Steam Lancers and Gear-Rider Hussars. The enemy breaks on the anvil; the hammer finishes them.

>> War Machine Supremacy

Our War Machines are the finest in the Shardborne. The Clockwork Titan alone is worth 90 points of raw devastation. Always pair War Machines with Gearwright Engineers for sustained repair. A Titan at full HP is terrifying; a Titan that self-repairs is unbeatable.

>> Fragment Charge Economy

Overclocked Engineers generate Fragment Charges at 2x rate. Position them centrally, near your War Machine core. Build to 4 Charges before activating high-tier Fragments -- the efficiency curve rewards patience.

>> Artillery Doctrine

The Mechanized Siege Engine has 24" range. Combined with Aether Cannon Walker, you control the entire battlefield from Turn 1. Use Steam Recon Flyers to spot, then delete priority targets from maximum range.

>> Counter-Rushing Protocol

Against the Emberclaw and Nightfang, expect early aggression. Deploy in a tight Grid with Steam Heavy Guards forward. Their first charge will bounce off Grid Fortified DEF 6. Then counter-punch with your War Machines while they're overextended.

X. APPENDIX

Quick Reference & Combat Summary

Combat Resolution

Roll ATK dice. Each die \geq target's DEF = 1 Hit (1 damage). Natural 6 = Critical Hit (always hits, deals 2 damage, ignores DEF 7+). Subtract total damage from target's HP. Unit destroyed at 0 HP.

Combat Modifiers

Modifier	Effect
Flanking	+1 ATK die
Rear Attack	+2 ATK dice
Light Cover	+1 DEF vs ranged
Heavy Cover	+2 DEF vs ranged
Elevated	+1 ATK die (ranged)
Charging (5"+ straight)	+1 ATK die (melee)
Commander Aura (8")	+1 MOR

Morale Tests

When a unit is at half HP or below at the End Phase, roll 2d6. If the total is \leq the unit's MOR stat, they pass. If they fail, the unit flees and is removed from play. Commander Aura adds +1 MOR to all units within 8".

Army Building

Battle Size	Rules
Skirmish	50-100 pts 5-20 units 1 WM max 30x30"
Standard	200-300 pts 15-30 units 3 WM max 48x48"
Epic	500+ pts 30-60 units 6 WM max 60x72"

Victory Conditions

- Annihilation: Destroy the enemy Commander
- Objective Control: Control majority of 3 objectives after the final turn
- Attrition: Destroy the most enemy points over the full game
- King of the Hill: First to 5 VP from controlling the center objective

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END OF IRON DOMINION CODEX

For the glory of the Iron Dominion.

Shardborne Universe v2.0