

EXOSHIFT

Playtest Sheet

Version 0.60.1 – 12/8/2014

These rules assume some familiarity with miniature wargaming.

Rolling the Dice

Exoshift uses ten sided dice, otherwise known as a d10, to determine the outcomes of various attacks, events, and abilities used during the game. When asked, roll a d10 and note the number that comes up top, in Exoshift, you will usually want to roll low, but there are some exceptions.

Tests

Sometimes the rules will tell you to make a test. A test is a d10 roll that is usually compared to a model stat. Usually written as "Test [Stat]." (e.g. Test Defense) When called to make a test, you must roll a d10, and have the result equal to or less than the tested stat to succeed. The effect of success or failure for a test is determined by the rule that called for the test.

Named Tests

Other types of tests do not reference a stat, and instead represent a specific function. For example, the Rout Test requires a model to test Morale. Any rules that affect the base stat affects all tests using that stat, unless otherwise specified, however rules that affect a named test do not affect other tests.

Other Rolls

There are some cases that will call for a D5, just roll a d10 as normal and halve the result, rounding up.

Round Up

Unless specified otherwise, any time a rule calls for a number to be halved, the resulting number is rounded up to the next whole number.

Model Profiles

Sol Line Infantry (Human)

Type: Sol, Line Infantry, Basic

MOV 6/4 Infantry

COM 6

DEF 2

QLT 6

MRL 6

HEA 1

SIZ M 30mm

Traits:

Weapons: IGI-87 Impulse Rifle

Options:

Name - A model profile starts with its name, although important, a model's name is not used by the rules unless specifically referring to the model by its complete name. Most of the time rules will refer to a model's type.

Type - A model's type defines what faction the model belongs to, and other keywords, sometimes separated by commas, that are referenced by various rules.

Movement (MOV) - This represents how far a model can move on the tabletop, in inches, when it takes a move action. There are two values separated by a backslash, the first value is known as the Primary Move, and the second value is known as the Secondary Move. The Primary move is used when taking Primary Actions, and the Secondary Move is used most often when making Secondary Actions or moving through Difficult Terrain. Also listed is the mobility type, which determines how it interacts with terrain while moving.

Combat (COM) - One of the most used stats in the game. The combat stat is used when attacking enemy units, usually by shooting, but also in assaults.

Defense (DEF) - This is a representation of a model's survivability in battle, a combination of extraordinary physical toughness, training, armor, and other protective gear it carries.

Quality (QLT) - Even among soldiers of the same faction, type and name, soldiers of two units still aren't the same. This stat represents how well trained, experienced, and equipped a model is. Well trained troops tend to complete other non-combat related tasks more efficiently than others, and have access to abilities that might make them more survivable.

Morale (MRL) - Training troops is one thing, but getting them to fight and keeping them in it is another. Morale represents a model's willingness to fight and push forward in the face of daunting opposition. It is used to avoid certain status effects and avoid fleeing.

Health (HEA) - Number of damage points this model can take before being destroyed, usually 1.

Size (SIZ) - The model's size. Rated as very small, small, medium, large, and extra large. The average human is considered Medium sized. Also listed is the base size for the model.

Traits - Many troops will have various special abilities or passive effects that change how they play, essentially allowing them to do more, or just break certain core rules. Many of these will be common abilities shared by units from across Exoshift's many armies. They are collected and defined in the main rulebook for ease of reference, and are referred to here by just their names. However, some units will have abilities unique to them, and are also defined in this section with its rules written out fully.

Weapons - Listed here are the weapons that this model is equipped with by default.

Points - This is the base point cost of a model before any additional options are applied.

Options - This section lists any additions or changes to the model that can be purchased using points.

Example Weapon Profile

IGI-87 Impulse Gun

Description: The standard firearm of Sol forces, the IGI-87 Impulse Gun is a capable weapon that uses kinetic impulse generators to propel bullets at targets. With only a few moving parts, it is a reliable and modular weapon, able to be quickly reconfigured for use by any Sol species. Its standard ammunition is a 3mm solid tungsten slug, however a variety of other ammunition types and sizes are available. Like many weapons in use in the galaxy, it uses a series of kinetic field generators placed along a barrel to propel slugs at targets. Using an on board computer and a holographic sight, the final stage of kinetic acceleration can also correct for aim and range.

Type: Basic

Range: 12 / 18 (+1) / 24 (-2)
RoF: 2
Power: 8
Damage: 1
Traits:

Weapon Name - The weapon's name.

Description - A write up of the weapon often describing its history, usage, and function.

Type - A weapon's type interacts with various rules, mainly determining when it can fire.

Rate of Fire (RoF) - By default, most weapons will fire once per action. However, during a primary action a model may use Focus Bonuses to purchase additional attacks up to the weapon's RoF stat.

Range - Ranges are listed in 3 range numbers separated by slashes. Short, medium, and long range respectively and correspond to the number of inches out that range band extends. The number in parenthesis after some ranges indicates the range modifier.

Power (PWR) - This value subtracts from the target model's Defense if it is hit and forced to make a Defense test.

Damage (DAM) - Damage is applied to models that fail their saves. Some weapons are so powerful they cause extra damage, enough to down incredibly tough foes in one shot.

Traits - Any additional special rules the weapon might have.

Round and Turn Sequence

Start of Round

1. Refresh Exhausted Units and all units receive their reactions back.
2. Receive command points
3. Receive delay counters
4. Determine initiative

Player Turn

1. Choose to pass your turn early by spending CP, or choose an unexhausted model to activate.
2. Take 2 actions with the activated model
3. Choose to spend the model's reaction for a third action
4. Choose to pass your turn, or activate additional models by spending CP.

End of Round

1. If all players' models are Exhausted, the round ends.
2. Resolve any end of round effects or events.
3. Check and resolve any objectives or victory conditions.
4. Proceed to the start of a new round.

Command Points (CP)

You receive a number of command points at the beginning of every round. This number will vary depending on battle size, number of CP generating units, and more. For this playtest, assume that for a full sized game with around 10 models on each side, you will have 7 command points.

In general, CP will be spent to do things related to command and control, logistics, and support.

With CP you can:

- Pass your turn
- Activate additional models on your turn
- Can be burned permanently for very powerful abilities
- Some abilities related to command, control, and logistics require command points to be spent.
- Speed up or alter the arrival of reserves.
- [In testing: Take extra actions]

Determine Initiative

Both players roll a d10. The lowest roll wins. Ties are resolved by Quality of army leader.

Passing Your Turn

To pass your turn without activating a model, spend 1 CP. This cost increases by 1 for every turn a player passes consecutively. The cost resets back to 1 once a player activates a model.

Players may not pass the first turn of the round.

Delay Counters

Instead of spending CP to pass, a player may spend a delay counter to pass their turn. This is regardless of the current CP cost, and does not increase the CP cost to pass again next turn.

At the beginning of a round, a player receives 1 delay counter if their opponent has at least 2 more models than in their own army. Additional delay counters are given for every 2 additional models beyond that.

Action List

Move – Move a number of inches as determined by the model's move values. The first Move action taken in a turn uses the first move value, any further Move actions use the second value, and so on. Only the number of Move actions matters, so if a model takes a different action first, as soon as it takes its first move action, it still uses the first move value. Models always use the third value for movement during reactions.

[ALTERNATE RULE: A model uses the move value corresponding to the number of actions it has taken. For example, if a model had used Shoot as its first action, then Move as its second action, it would use the second move value.]

Attack -

- **Shoot** – Attack an enemy model at range with one of your ranged weapons. See shooting section.
- **Snap Fire** – Move $\frac{1}{2}$, then shoot with the snap fire penalty.
- **Suppression Fire** – Move $\frac{1}{2}$, then shoot ignoring cover, and +1 RoF for each level of the Suppressive trait on the model's weapon. However, hits only apply a Disruption Token unless the shot rolls a 1.

Focus – Give the model a focus token.

OpFire – Requires a focus token. Give the model a Reaction token.

Recover – Remove negative effects. Reactivate defenses, and more.

Interact – Interact with objects in the play area, objectives, and other units.

Entrench – Gain an Entrench token.

Assault – Move towards an enemy model and attack in deadly close quarters combat. See Assaults.

Disruption

On a model's activation, test Morale for each Disruption marker. Model loses 1 action for each failed test. All disruption tokens are removed after making these tests, regardless of the result.

You may spend a command point to automatically succeed at a test to remove disruption.

Reactions

If an enemy model ends an action within line of sight of one of your models with a Reaction token, you may declare that model is taking a reaction if it still has one.

The reacting model may take any action as a reaction, after which it loses its reaction.

If a model's reaction requires an enemy target, then that target must be the active model.

Models may never react to a reaction.

If a reacting model has disruption tokens on it, it must succeed at a quality test or waste its reaction. The reacting model receives a -1 penalty to Quality for each disruption token after the first. If the test is failed, remove 1 disruption.

If a model with a reaction token takes a normal activation, it loses its reaction token before the activation begins.

Exhausted Units

After a unit finishes its activation it is affected by the Exhausted status. This status mainly determines who has activated or not. If a model took an OpFire action

Focus Tokens

Focus Tokens are used to grant special bonuses for actions, and trigger abilities and bonuses. They must be used by the next action the model takes. Once used, they are removed.

Entrench Tokens

Entrench tokens give -1 COM to shoot at this model, and +1 DEF, while this model is in cover against the attacking model.

Shooting

Check Line of Sight

Measure Range and apply range modifier to Combat stat if the range falls within one of the weapon's range bands.

Determine number of Shots in the attack. Number of shots is equal to the RoF of the weapon, modified by the type of attack action you are performing.

If the model has a focus token, it expends the token for +2 to its combat stat.

Test Combat, including modifiers for range and cover, for every Shot the attack has, any successes are hits.

For every hit, make a Damage Test. The TN for a damage test is the weapon's power minus the target's defense.

If the roll is a success, apply the weapon's damage value to the target. If the roll is a failure, apply the weapon's damage value in disruption tokens to the target.

Snap Fire Penalty

All weapons fire at RoF 1. Weapons of the types Heavy and Setup, may not fire.