EXOSHIFT

SKIRMISH

Exoshift: Skirmish
Science Fiction Miniature Battles
Version 0.41 - DEV - 8/1/13

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For more information, fiction, and discussion of these rules, visit the website:
http://www.exoshift.org/

For army lists, see the separate Exoshift Army documents for your faction.

THIS DOCUMENT:
This is not a full rulebook. This is a PLAYTEST document. No rules are final. Notes will be shown in brackets [ ] and will often contain rules that currently need testing or ideation.

TO DO:
* More missions
* Change coherency to work with skirmish fireteams
* Indirect fire weapons
* Spotting for indirect fire
* AoE weapons
* Vehicles
* Detailed terrain and terrain definitions

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What is Exoshift?

Exoshift is a tabletop miniature wargame set in a bright future science fiction setting. With galaxy

spanning empires, countless worlds and civilizations, all waiting to be explored.

Set in the Milky Way galaxy over one hundred years in the future, and one hundred thousand years after the collapse of a galaxy spanning order, mankind has reached the stars and found it teeming with life. Exoshift is set against the backdrop of humanity encountering these interstellar civilizations rebuilding from a galactic dark age, and prospering into a new galactic renaissance.

While the Old Order, and its mysteries, still haunt this new galactic society, civilizations are finding the clash of cultures occupying their efforts as they compete for their place in the galaxy.

Galactic politics, intrigue, and warfare mix on a massive scale. Heroes and scoundrels ply their trade on a myriad of worlds. Colonists and refugees look for a better life on the fringes. These are the stories of Exoshift.

As a player, you collect and craft beautiful miniatures to use as your soldiers, fighting your way to victory on the tabletop for your chosen faction. This rulebook will give you all the information you'll need to play, and enjoy these battles.

To win, you'll need to make the best used of a variety of units, all working in combined arms, while also managing your command points that allow you to push your troops beyond their limits.

The Exoshift Universe

FTL Travel: What is an exoshift?

While there are multiple methods of FTL travel in the setting, by far the most economical and commonly used method is the setting's namesake, the Exoshift.

Exoshifting is a process that allows a ship, at various calculated points in a solar system, to perform a jump to another point in space.

However, this requires a very peculiar set of circumstances involving gravitational cancellation, electrodynamics, and more. The resulting mathematics needed to calculate an exoshift are incredibly complex, even the most advanced computers take time to compute a stable exoshift solution. Worse, some knowledge of the target location is needed, with more accurate information resulting in a more accurately predicted destination, or even to exoshift at all.

The closer a ship is to a source of gravity or magnetic disturbance, the more difficult it is to perform a safe exoshift. Most consumer grade exoshift engines require the ship to at least be in the outer portion of a solar system before shifting. This means that most ships will have a period of sub light travel as it moves to and from the exoshift point and its destination in system.

Because exoshifting is also reliant on the positions of gravitational and magnetic fields, there are times when certain exoshift points are unavailable, waiting for the right alignments of planets or other solar bodies. Combined with exoshifting's limited range, there are well established lanes of travel through space as ships jump to and from pre-calculated safe points.

Some civilizations have found ways to produce stations that artificially generate the right conditions to exoshift at all times. Others create networks of beacons that travel with or around exoshift points, providing directions to alternate routes, or pre-computed exoshifts through empty space.

The exoshift engine is also relatively small and efficient for something capable of interstellar travel. The parts, while complex and expensive, are essentially as common as the combustible engine today. Every civilization manufactures a version of the exoshift drive. The various parts of the engine can also be used in other aspects of travel, such a the inertial fields and gravity generators used in the engine also can be used to aid in sub-light travel, reducing the ship's inertia, or generating a ship's artificial gravity.

Exoshifting is also somewhat safe, as one cannot simply shift into a star or inside a planet by the nature of the technique. However, a ship can still appear too close to such bodies, or in other space hazards. The nature of the exoshift, if calculated correctly, allows the shift to equalize relative velocities from the origin to destination point. One of the most dreaded outcomes of a shift is simply ending up in empty space after a misjump. With no nearby gravity wells, and few points of reference, it can take a long time to plot another exoshift back to civilization, a ship without a backup FTL system can find itself stranded in the darkness between systems.

But, there are more dangers in space travel than just the mechanical.

Because exoshifting often requires a ship to head into the outer solar system, or travel inwards from the outer solar system, piracy can be common in some areas of space. These areas are often uninhabited, or less policed, where ships are intercepted as they travel through to their destinations.

Factions

The Milky way is a large galaxy, and there are many factions that vie for power within it. The major factions are listed below. See each specific faction document for more details, units, and

army lists.

Sol Republic

Humanity is no longer alone in its journey to find a place amongst the stars. Having stumbled upon a fleet of alien refugees early on in humanity's bootstrap FTL exploration years, the refugees and their technology were eventually settled on Earth colonies. Although settled, the new species were not integrated into society without incident. It would take a devastating invasion, and occupation, by one of the galaxy's most ruthless warlords to unite humanity, and its new alien comrades, into a new society. Now, having overcome and rebuilt from those dark times, Sol is ready to take on all that the galaxy has to offer. No longer limited by race or species, the Sol Republic is a beacon of hope, a shining metropolis in a dangerous galaxy, and its people will fight to protect it.

Member Species: Human, Criikt, Tpht-tpht, Nelphin (uplifted Dolphin).

The Remnant Order

The Remnants are the descendants of countless species that inhabited the core worlds of the Old Order. Having recovered after the many years of strife and chaos following its collapse, they retained shreds of history and distant memories of what the old order was, and they want it back. They are united by that shared history and have banded together in a form of government reminiscent of the Old Order, akin to a Roman republic, albeit segmented along species lines and the clients of those species. These species all participate in a senate, forming into political blocs that have much more sway. It's a system that is every bit as political and volatile as the old Roman republic was, but still united by their core beliefs and an understanding of what it means to not have this order in their lives.

Calling themselves The Order, most of the galaxy refers to them as The Remnants. Despite this, the Remnant Order dominates galactic politics, controlling the largest area of space, having the largest military, the highest population, and the largest diversity of species. They have access to the greatest amount of Old Order technology, including some ancient manufacturing plants and use that to great advantage.

Member Species: Krr'akar, Loritus, Phthalo

Andromedan Expeditionary Army

A nightmare empire seeking expansion, the Andromedans invaded the Milky Way galaxy through a once in a lifetime wormhole from the Andromedan Galaxy where they dominate end to end. Populated by a unique species that resemble a cross between a moray eel and a giant ground sloth, they are able to pass down some experiences through genetic memory. Using this, they've created a stagnant society made of incredibly long lived clones, passing memories and control of their castes across millions of years. With little respect, or need, for the lives of any other

species except as slaves. The Andromedan Expeditionary Army slammed into the unprepared armies of the Milky Way galaxy, bringing with them a fighting strength, unity, and technological level unseen since The Old Order at its height. This relatively small first wave managed to carve out a large foothold in the galaxy, all in preparation for a second wave that is long overdue.

The Sine

The Sine are mysterious and ancient beings that dwell around the center of the galaxy. Their bodies are made up entirely of an extremely tough and dense crystal that is able to channel and contain vast amounts of energy. This makes every Sine a living energy weapon, able to manipulate energy fields as naturally as other species breathe. They were long thought to be the product of a long dead civilization, engineered to be the ultimate living weapons to fight their wars, but ended up outliving their makers.

Binari Protectorate

These sentient machines are well known throughout the galaxy and are seen as generally amicable despite the fact that they are machines. They travel around galaxy trading resources for a variety of things, but are especially interested in cultural exchange and biological samples. The Binari control a large territory of space called their Protectorate, which they defend with the kind of precision and dedication only machines could maintain. Within are worlds where they shepherd the organic species there, giving them a level of protection, resources, and support that some could only dream of. However, this comes at the cost of some freedom, as the arbitrary laws posed by the Binari might make sense only to their logic.

Member Species: Binari, Soka, Mimbri,

O'orth Diaspora

The O'orth are ancient exiles from a galaxy spanning civilization lost to time, perhaps even predating The Old Order. A combination of a terrestrial oxygen breathing life-form and a hydrogen breathing life form hailing from the atmospheres of gas giants, they form a single symbiotic entity contained within a life supporting biomechanical shell. They are renown crafters, their large shells boasting a plethora of nano forges, along with a variety of drones and supply pods. This allows them to construct an army's worth of drones at a moment's notice. At home primarily in space, they were once a peaceful people known for their nomadic ways. However, the last few decades have seen them gathering in numbers, spouting cryptic and religious phrases, while getting involved in territorial skirmishes across the galaxy.

Combine Confederated Worlds

The Combine Confederation is a nation that no one is quite sure how stays together. At first glance, they are made up of drastically different cultures and small nations. There are democracies sitting right next to little more than tribal warlords and dictatorships. Yet somehow

the CCW stays together, and only a little bloodshed is spilled between member states, eventually everything being sorted out at scheduled congress. Many believe that it is the seldom seen, and enigmatic, small biped species that call themselves, The Combine, that are pulling the strings behind the scenes, but how they maintain such control an odd group is a point of contention. Technologically inferior to the rest of the galaxy, the CCW does have access to higher tech, but often lack the infrastructure or resources to make full use of them. Instead, they rely on a steady supply of cheap bioengineered troops, deadly creatures, or cannon fodder to make up the difference. This has become a nightmare for some worlds bordering Combine space, as along the outer rim of of the Confederacy, many of the states there are wild areas filled with warlords fighting for control, with their raiding parties ranging far into space for spoils to fund their private wars.

Tri-Systems Security Corporation

The Kheewiri were involved in a star spanning civil war for generations. Resembling large the flightless Terror Birds of Earth's distant past, they fought with such ferocity across their 3 settled systems that one world, caught in the middle, was rendered nearly uninhabitable. The other two Kheewiri inhabited worlds faring not much better. In the wake of a fragile peace, they were left with with little infrastructure or industry that wasn't dedicated to warfare, and a large population of experienced fighting troops. In an effort to fund their rebuilding, they began to sell their weapons and troops to the highest bidder. Today, they are one of the largest private military companies in the galaxy, taking contracts not only for themselves, but also subcontracting out to other mercenary units across the galaxy. Supply troops, weaponry, and even fleets to anyone who can pay their fees.

Eras

Exoshift is not limited to one place in time and space. The stories and battles of Exoshift take place along a grand timeline of events starting with humanity's first exploration of the stars. For the the purpose of the miniatures game, Exoshift is broken down into several Eras, where different units and technology are available. While there will be a lot of overlap in models used, players will experience new and interesting configurations of units in each era.

Exploration Era

The Sol Republic doesn't exist, instead a human dominated government leftover from the old nations of Earth controls the small area of Sol space, only a few of the refugee species are drafted into the military. Their technology is patchwork, but adequate enough to fight the small

raiders and minor civilizations they come across.

The Warlord forces ravage worlds as they flee the advance of Remnant Order reunification fleets from the galactic core, heading towards their fateful encounter with Sol space. Eventually, in a pitifully short war, Earth and most of its colonies are conquered and occupied. The Warlord begins extending his influence into nearby sectors.

The first sightings of Sine appear from the galactic core, not yet appearing in numbers.

The Remnants are rocked by some internal struggles as they divvy up the newly acquired territory from The Warlord.

The Binari Protectorate are embroiled in a border war with some overeager Remnant factions, as well as minor warlords broken off of The Warlord's fleet. They are also in the process of annexing some civilizations deemed too dangerous to themselves, preventing all out nuclear and biological war, but oppressing the cultures all the same. This political pressure and loss of life puts a damper on Binari trade and cultural exchange efforts. The Binari are forced to start enlistment from its protected worlds.

The Kheewiri species ends its thirty year long civil war after a complete breakdown of society. The Tri-System Security Corporation is established and begins selling the leftover weapons, supplies, and soldiers to any who pay their price in order to fund the rebuilding of their society. This includes contracts with former colonies of Sol, and their allied nations. However, resentment still runs deep in their society, and factional warfare breaks out often, threatening to drag their civilization back into another civil war.

After a long occupation, a newly formed Sol Alliance launch an all out attack on The Warlord's forces, culminating in his death and the destruction of most of the occupation forces. Sol is liberated, as well as many slave species brought by The Warlord.

Unification Era

After a period of rebuilding and reconciliation between the many species and cultures thrown together to defeat The Warlord. The Sol Charter is written and the Sol Republic is formed. Eventually, hostilities break out between Sol and the Remnants, culminating in some bloody border skirmishes that threaten to break out into all out war.

The Andromedan Expeditionary Army appears on the northern fringes of Remnant space. The Remnants are slow to respond to what seems like minor territory wars of member species. Only after some time is a significant force sent to respond, resulting in most devastating defeats to the Remnant Order since its establishment. Fleets elsewhere in the Remnant Order are recalled, including some meant to investigate Sol space.

This leads to the establishment of the Gateway Cluster Authority, a mutually recognized buffer state between Sol and Remnant space. The Gateway Cluster being a very large expanse of space, right between Sol and The Remnants, with many high traffic exoshift lanes through, and between the two nations.

What Warlord forces survive flee to Combine space with their spoils, wrestling control of minor nations there and establishing small fiefdoms. The Combine struggle to regain control of these new interlopers, unleashing their biological experiments to maintain order, while also interested in the new biological specimens they receive.

Sine begin to appear regularly, and in numbers at major galactic nexuses, mingling with various species, meanwhile their fleets seem to be ranging far and wide, heedless of any borders or warnings. Fights inevitably break out as some civilizations seek to exploit the Sine, the results are bloody for those that do.

The O'orth, begin to make their presence known, gathering in large numbers seemingly from nowhere. Numerous territory skirmishes occur across the known galaxy.

The Tri-Systems Security Corporation begins recruiting, and subcontracting out to other PMCs in an effort to respond to all the fighting breaking out across the galaxy. After losing a great deal of soldiers and resources in the initial Andromedan attacks, the TSC refuse any more contracts that involve direct combat with Andromedan forces, instead taking over security and police duties in areas surrounding the conflict, and elsewhere in the Remnant space as forces are moved to fight the invasion.

Modern Era

Sol Republic is in a cold war with The Remnant Order, with the Gateway Cluster as the only buffer between the two empires and both sides currying favor to its inhabitants.

Sol forces are engaged fighting Combine raiders and securing its borders. Also in the area are Krr'akar forces, the newest species to gain a seat on The Remnant Order Senate. They were promised expansion rights into the territory now made neutral, or claimed by Sol.

The Krr'akar were not the only ones left to dry in the Gateway accords, as many promising Sol colonies, including ones that were at the forefront of previous skirmishes, were left without any sort of Sol support for quite a few years.

The Remnants are embroiled in a bitter war with the Andromedans, having fought them to a standstill only after a large Sine fleet arrived in response to the atrocities committed by the Andromedans, but even then the cost is high for all involved.

The Andromedans have their first taste of fear since arriving in the Milky Way galaxy. Having

expended the bulk of their fighting strength and resources in the initial attacks, their expected reinforcements, and the bulk of their supplies, leadership, and technology fail to arrive through the wormhole. Their assault stalls, giving the beleaguered Remnant and Sine forces a reprieve.

The Combine have engaged in a lucrative trade of selling their biological rejects as cheap cannon fodder for the various member nations of the Confederacy. This in turn is making trouble for any cultures around the Combine, especially Sol, as the raids and attacks increase in frequency and ferocity. The availability of these new, cheap soldiers are used to counteract the technological superiority of other civilizations.

The TSC's gains dominance of the PMC market through its deals with all species across the galaxy. They have contracts in place to police Remnant space, unheard of before the Andromedan invasion, as well as weapons and training deals with civilizations and colonies being ravaged by Combine raiders.

The Binari Protectorate is in a bit of cultural revolution as the people of their protected worlds, drafted into service abroad, get a taste of the larger galactic culture. Species once kept in seclusion for their own safety now demand the right to fight and to defend their Protectorate, meanwhile others seek freedom from the strict machine order imposed on their daily lives. Meanwhile, the Binari struggle to replace their numbers, becoming desperate in the face of current events, and the arrival of a large O'orth fleet on their borders, demanding access to the once secluded Protectorate space.

Playing the Game

Before playing a game of Exoshift, you will need to do some preparation.

First, each game is defined by its battle size, putting a limit on the size of a player's army and forcing a player to choose between their available units to find the best combination that works for them. Once this is decided, players will then create an army list from those available to them, choosing which units they will bring to the tabletop.

Required Materials

On top of miniatures for your army, you'll need some other equipment to play Exoshift, listed below.
- A surface to play on,
- A number of ten sided dice (d10s), 5-10 should suffice. A few dice of a different color can speed up gameplay.
- A tape measure with inch measurements.
- A set of tokens to mark command points, and any other effects that might be on your

troops.

Miniatures

Exoshift will have a full line of 30mm scale miniatures ranging from infantry of many species, to fighting vehicles of all shapes and sizes.

The Tabletop

Exoshift plays best on a table surface of 4 feet by 6 feet (4' x 6'), but games can be played on tables as small as 4' x 4', and larger tables like 5' x 8' and more.

Rolling the Dice

Exoshift uses ten sided dice, otherwise known as a d10, to generate 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 unit stat. When called to make a test, usually written "Test [Stat]", (e.g. "Test Defense") you must roll a d10, then get equal to or below the tested stat to succeed. The results of success or failure is determined by the rule that called for the test.

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.

Distances and Measurements

Exoshift uses Inches as its standard unit of measurement. Players will want to have a tape measure or some form of measuring stick marked in inches to play.

When measuring distances between bases, measure from the closest point to closest point on the base. For vehicles or other units without a base, measure from the closest point on the

model to the closest point of the other, however ignore superfluous elements and protrusions such as antennae, gun barrels, fins, etc.

Pre-Measuring
You can measure any distance at any time during the game. All measurements are open knowledge and must be shared if asked.

Declarations
Tabletop gaming can be messy, terrain and models get shifted around in the play area all the time, and the terrain players use might not be best suited to gaming. To get around this, Exoshift uses declarations to help keep the game flowing without forcing a player to check every possible angle and line of sight each time he moves.

When a player moves, he can declare he wants to position his units in order to achieve a certain effect, whether that's making sure all his units are out of line of sight from an enemy unit, or that he's taking cover behind the crest of a hill, instead of being exposed on top of it.

This is not an excuse to cheat, there should be enough room to accomplish the declared maneuver, and players should always take note of actions can be taken from the declared position.

Units, Models, and Stats
A unit is the basic fighting force in Exoshift, represented by a number of models, usually 1-6 on individual bases. These represent the kind of soldiers the unit is made of, and its approximate fighting strength. Most importantly, the models in the unit represent its weaponry and equipment to let players quickly determine what it can do.

A Unit can be a group of models, or a single model. A unit of one is referred as a Solo, meanwhile a unit made of multiple models is considered a fireteam. The term "unit" can refer to an individual or a fireteam, but the reverse is not true.

Model and Unit Profiles
Every unit and model in the game has a set of common values that determine how well it can fight or act on the tabletop. This is called a unit's profile. Within the profile, you will find various numerical or text statistics (stats) labeled with names. These stats will be used during play to determine the outcome of various actions.

Example Unit Profile:

Sol Line Infantry Fireteam
Type: Sol Basic Line Infantry Fireteam

MOV	COM	DEF	QLT	MRL	HEA
6/4	6	5	6	6	1

Composition: 4 Line Infantry
Traits: Species Integration, Ablative Armor
Weapons: IGI-87 Impulse Rifle
Options:

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

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

Movement (MOV) - This represents how far a unit 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 unit's survivability in battle, a combination of physical toughness, training, armor, and other protective gear it is wearing.

Quality (QLT) - Even amongst soldiers of the same faction, same type and name, soldiers of two units still aren't the same. This stat represents how well trained, experienced, and equipped a unit is. Well trained troops tend to be more survivable, and complete other non-combat related tasks more efficiently than others.

Morale (MRL) - Training troops is one thing, but getting them to fight and keeping them in it is another. Morale represents a unit'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.

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.

While a unit, and the models within, will use one profile, quite often a unit will be made of different types of models that use different profiles, whenever this is the case, those other profiles will be listed with the unit.

Example Model Profile:
Rottweiler Combat Drone
Type: Sol Line Infantry Fireteam Combat Drone

MOV	COM	DEF	QLT	MRL	HEA
6/4 Inf	6	5	-	-	1

Composition: 4 Line Infantry
Traits: Alternate Mobility (8/4 Wheeled)
Weapons: IG-90 Heavy Machinegun

Building an Army

Choose a Faction

Exoshift has many factions to choose from, the first step is to find one that appeals to you as a player. Each faction has its own history, goals, armies, and units.

Choose an Army

Each faction has has a number of armies in them, each with a particular play style. An Army is a collection of available units, often shared with other Armies in a faction, although many will have unique equipment and configurations of those units to compliment that army's play style.

Choosing an Army doesn't just determine what units you can take, it also determines the Quality and Morale values of those units, and their point costs.

Battle size

The maximum point value of a battle is its battle size. Players will decide the battle size ahead of time for any game, allowing them to pre-make army lists to bring to a battle.

The battle size determines the base CP per round.

At the start of a round, players get 1 CP for every full 250 points. Players should take this into account when designing their list to make sure they have enough CP to accomplish their objectives.

Battle Size Example

500 Points
CP per round: 2

750 Points
CP per round: 3

1000 Points
CP per round: 4

Assemble Army List

Once you have chosen a Faction and Army, it's time to assemble your army list for the upcoming battle.To do so, consult your army's force organization chart, choosing units and their options from those available to your army. Each unit and option will have an associated point cost, add together the point cost for any units and options as you go. You may not exceed the maximum point value of the battle.

Each army's Force Organization Chart will list a number of unit slots with possible units to fill them. Choosing one unit from a slot means you may not take another unit from the same slot. However, units will often repeat across multiple slots giving you options on what to take.

When choosing units for your army, you must obey your army's requirements. In most cases, an army will require you to take an HQ choice, as well as 2 Core units.

Missions

Exoshift is built around playing missions to give the fight a purpose beyond lining up armies and shooting at each other. A set of standard missions will be provided to choose from, or picked randomly, before each battle. Players should create their army lists with different missions in mind to avoid being ill equipped to handle one.

Deployment

[Waiting on Playtesting]

When it comes time to play, one of the first things done is to deploy your units on to the table. This is one of the first strategic decisions you will make on the tabletop, and will define the flow of the game. Refer to your specific mission to determine how to deploy your armies.

Game Round, Command System, Actions

Overview

The game is broken down into Rounds. Within each Round, players alternate taking multiple turns as the Active Player, where he takes actions with his units. This allows his units to move about the table and attack enemy units.

In addition, every player has a number of Command Points (CP) that is replenished at the start of a round. These CPs are used to have units take additional Actions beyond the Free Primary Action, or use powerful abilities.

Some units also have CP integral to them, either for use on themselves or on units within command range.

Once a player has finished their turn, the next player in turn order takes their turn.

Players continue taking turns this way until all units are Exhausted and all players have no CP left. When this happens, the round ends, and a new round begins with all units refreshing their CP, and Unexhausting all units.

Command Points

Command Points (CP) are an abstract representation of an army's leadership, as well as its overall supply, ability to work together and push on above and beyond the call.

Each player has a Command Pool (referred to from now on as Pool). This number is a global amount of CP available to all units in an army to use.

At the beginning of each round, a player's Pool is recalculated, then refilled with CP up to its max.

The Army Commander, or sub-commanders, can add CP to the Pool while they are alive and in

the play area. If such models/units are destroyed, those CP can be lost.

Some units, or leaders, will generate their own CP that usable only on itself, or units within command of the leader.

CP is mainly spent to take Actions, which allow units and models to move around the table, shoot, and generally do things.

However, CP may be used for other purposes, listed below, and it's up to the player to balance using their CP in the most effective way possible.

Other uses for CP:

Help to secure initiative.
Having more than one unit act in a turn.
Using powerful unit abilities and special actions.
Speed up the arrival of reinforcements
Remove Disruption
Passing your turn

NOTE: In the standard size 1000 point game, the average amount of CP available to an army (in Pool or in units) is around 10 CP.

Start of Game Round

Refresh CP
All players fill their Command Pool up to full. Any units with CP are also refreshed.

Refresh Exhausted Units
Any units that are Exhausted are now Unexhausted.

Determine initiative
All players roll a D10, and add the Quality rating of their Army Commander. If the Army Commander is destroyed, use the next highest Quality Rating in the army. The total of these rolls must be announced.

All players secretly bid a number of CP. The final bids of every player is added to their total roll. The player with the highest total wins the initiative and chooses his place in turn order. The player with the second most bid chooses his position, and so on.

Any ties between are resolved by Commander's Quality rating, followed by the amount of CP bid.

Any CP bid are expended for the round.

The player in the first position now takes his turn.

Player Turns

While a player is taking a turn, he is known as the Active Player.

Players in Exoshift alternate taking turns, taking actions with one or more units, then passing the turn to their opponent, who does the same, much like chess or checkers.

During a round, players will often take multiple turns, passing back and forth until the round is over.

Units Take Actions

The active player chooses a unit they control and announces what action it is taking. Pay the CP cost for the action, then follow the rules for its action to determine what that unit does.

After an action is finished, that player may choose the same unit to take another action, or choose any other unit to take an action, including units that have already taken an Action that turn.

There are many possible actions to take, but they are categorized into three types, Primary, Secondary, and Special Actions, described later.

Action CP Cost

The cost to take the first action in a turn is 1 CP.

The cost increases by 1 CP for every additional action that turn, regardless of what unit is taking the action. So the second action taken costs 2 CP, the third action costs 3 CP, and so on.

Once the Active Player's turn has ended, the CP cost for actions resets back to 1 for his next turn.

There is one key exception to these costs with the Free Primary Action, explained later.

Passing Without Taking Actions

Before the active player takes an action, they may pay 1 CP to pass their turn, without taking any actions. If done two turns in a row, the cost increases by an additional 1 CP from the last time. So passing a 2nd turn in a row costs 2 CP, and passing a third turn in a row costs 3 CP, and so on. This cost resets if the player takes a normal activation in his turn.

One Primary Action Required

Unless the Active Player passes, they must take at least one Primary Action per turn, if possible. If all his units are Exhausted at the start of his turn, he is no longer required to do so, and at that point he may still purchase Secondary Actions or Special Actions using CP, as normal.

NOTE: For a unit to take a Primary Action, it must not be Exhausted. Unexhausted and Exhausted units are described later.

The Free Primary Action

The first Primary Action taken in a turn is free, costing 0 CP regardless of when it is taken. Players only get one Free Primary Action per turn. The Free Primary Action, for the purpose of CP cost, does not count toward the amount of actions taken that turn.

EXAMPLE "Actions"
At the start of a player's turn, he orders unit Alpha to take a March (secondary action), spending 1 CP to do so.

He then has unit Bravo take an Advance (primary action), since this is the first Primary Action for his turn, it costs 0 CP. Unit Bravo is now Exhausted.

He then has unit Alpha take a Focused Fire (Primary Action), costing 2 CP. Unit Alpha is now Exhausted.

Finally, he has unit Bravo to Snap Fire (secondary action), costing 3 CP. The total CP spent this turn is 6.

Performing Different Actions

Unless specifically stated, all models in a unit must take the same action as the rest of the unit.

End of Turn

Once the active player finishes activating units, he passes his turn. There is no cost to pass your turn after taking at least one action.

If a player has no CP left and all their units are Exhausted, they still have a turn, resolving any effects that occur during their turn, but otherwise unable to take actions. They may still use

actions or abilities that cost 0 CP, however.

End of Round

When a player finishes his turn, the round ends if all these conditions are met:
* All players have no CP left
* All units are Exhausted

When the round ends, follow these steps:
1. Resolve any end of round effects
2. Check and resolve any objectives or victory conditions
3. Proceed to the start of a new round

Actions

When a unit takes an Action, all models in the unit perform the action, following the instructions listed with the action.

Primary Actions

Primary Actions are the mainstay of the game. They allow a unit to affect the battlefield the most in one turn, for the least cost.

A unit must be Unexhausted to take a Primary Action, otherwise it may only take Secondary, or Special Actions. After finishing a Primary Action, the unit is Exhausted. This effectively limits units to taking only 1 Primary Action per round.

When a unit takes its primary action, it also removes 1 Disruption from itself.

Exhausted Units

When a unit is Exhausted, mark the unit.

This status mainly determines what units may take a Primary Action. Units that are not Exhausted, are considered Unexhausted.

Some powerful abilities can Exhaust or Unexhaust units.

Primary Actions List

Focused Fire - Shoot at target enemies with a number of bonuses. A Focused Fire action is required to indirect fire at enemies.

See Shooting (page XXX).

Choose a number of bonuses equal to attacking unit's Quality, you may choose a bonus more than once:
- Range In: +/- 1" to unit weapon's range bands. Applied unit wide to one type of weapon.
- Suppression Fire: Target unit tests Quality, if failed, target unit suffers 1 disruption.
- Full Auto: 1 model in the unit may fire at full RoF.

Advance - Unit may move up to its Primary Movement value, then Shoot. All models in a fireteam must move first, then shoot. Use the bonuses from focused fire, but at one half the unit's Quality.

Run - Move up to double the unit's Primary Movement value, but cannot shoot.

Recover - Unit can not move or shoot. Remove 1d5 worth of disruption, on top of the 1 for taking a Primary Action.

Assault - See assault rules. The unit moves towards a nearby enemy unit, tries to force them out of of a position, while causing as much damage and leaving them exposed to follow up attacks.

Hunker Down - Models in the unit may move 2". Mark the unit with a Hunker Down token. If in cover, models in the unit gain +1 Defense and enemy units receive a -1 Combat penalty to shoot at this unit. Friendly units may fire over any basic infantry models in this unit. This effect lasts until the unit moves. The unit can fire without losing this bonus.

Secondary Actions

Secondary actions allow a player to make smaller, riskier progress on the battlefield. This allows a player to capitalize on opportunities, or get units into a better position, without Exhausting units.

If a unit's Disruption is equal to or greater than its Quality, it may only take Rest Secondary Actions until it is equal or below.

Snap Fire - Shoot with the Snap Fire Penalty. (Snap Fire penalty: Basic weapons only fire at RoF 1 and do not gain any Quality bonuses. Heavy and Setup type weapons may not fire.)

March - Unit moves up to its secondary movement distance.

Rest - Models in the unit may move 1", but may not shoot. Test base Quality, if successful, remove 1 Disruption from the unit. This test automatically succeeds if there are no enemy units in LoS. The unit's quality gets +2 to the test if every model in the unit is in cover against any enemy units in LoS.

Movement

Units have two movement values, Primary and Secondary. The Primary Movement is listed first, followed by the Secondary, separated by a slash (e.g. 6/4)

The Secondary Movement is usually the smaller of the two values and mainly used for Secondary actions.

When taking an Advance action, a unit moves up to its Primary Move value in inches.

When using a Run action, the unit may move up to the double it's Primary Move value.

When Marching, a unit may move up to its Secondary Move value.

Moving Through Difficult Terrain
Moving through difficult terrain restricts a unit's its ability to take actions as troops must sling their weapons and pack up special weapons to cross this terrain.

Any models that Advance through difficult terrain shoot with the Snap Fire penalty and must move with their secondary movement value.

A unit may Run through difficult terrain, using double their Secondary Movement value, and receives 1 Disruption.

[PLAYTEST: Marching through difficult terrain gives the unit 1 Disruption.]

Moving and Coherency
When a models in a unit move they must obey coherency rules. However, these are only checked at the end of a unit's movement.

If a model does not end its movement in coherency, it does not benefit from any unit abilities, nor can it use any abilities or confer bonuses to its unit until it is within coherency.

Combat

Shooting

Overview
When a unit takes an action involving shooting, it must follow certain steps

To Shoot:
1. Declare Targets
2. Check Line of Sight
3. Check Range
4. Check for Cover, Obscured, and other modifiers
5. Roll to Hit

Declare Targets
Every model in a unit shoots separately, the Active Player must declare the target of every model in the unit before rolling dice and resolving any attacks.

Models within a fireteam may target different units and models, but all attacks from a single model must fire at the same target.

If the target model is killed before another model can shoot at it, the shot is wasted.

Check Line of Sight (LoS)
Check to make sure that the shooting models have line of sight to their target models. Any models that do not have LoS may not fire.

Check LoS by drawing an imaginary line between any point in the active model's volume, to any point in the target model's volume. If no such line can be drawn, the target model is not in line of sight.

Model Volume
Models are assumed to occupy a volume that is a cylinder with the diameter of the model's base, and a height defined by the model's size stat. The model's actual physical shape does not matter.

Check Range

Check each shooting model's weapon range to see if it has range to its target model. To do so, find the closest Line of Sight line between the active model and the target model and measure that.

Weapons have multiple ranges listed, separated by slashes, representing Short, Medium, and Long range respectively.

After some ranges, there is a modifier number in parenthesis.

If the target model is within
- Zero to Short Range in inches, apply the weapon's short range modifier.
- Short to Medium range in inches, apply the medium range modifier.
- Medium to Long range in inches, apply the long range modifier.

Example
Range: 10 / 16 (+1) / 24 (-1)

If the target model is beyond Long Range, it may not be shot by this weapon.

Cover

Every soldier in exoshift carries with him some form of protection against the space age weaponry employed by all factions. The most common of which are small handheld or chest mounted KH field generators that automatically apply kinetic hardening fields to nearby objects that the soldier is taking cover behind, or nearby. This allows common materials to withstand space age weaponry, instead of being punched through like paper. While not as protective as energy shields, KH fields require relatively little power, have almost no EM signature, and are easily mass produced. When combined with modern infantry armor, or other protective measures, it allows infantry a fighting chance in an age of computer controlled weaponry.

A model is considered in cover when roughly half or more of its silhouette is covered by terrain from the viewpoint of the model attempting to shoot it.

Models in cover give a Combat penalty to models attempting to shoot them. There are 2 types of cover, Light Cover and Heavy Cover, distinguished by the type of materials the covering terrain is considered made of.

Light cover is defined as terrain made up of wood, housing drywall, random light debris.

Heavy cover is solid rock, concrete, kinetically hardened materials, prepared bunkers, thick metal plating, and similar materials.

If a model is in Light Cover, it gets +1 to its defense.

If a model is in Heavy Cover, it gets +2 to its defense.

Models in cover also count as being Obscured.

Obscured

Obscured is an effect that limits how easily troops are seen or detected, but do not otherwise stop bullets. This includes thin wood or thin metal fences, tall grass, foliage, and environmental effects like smoke.

Like cover, a model is Obscured when one half or more of its silhouette is covered by terrain.

Shooting at an Obscured model confers a -1 Combat penalty. This is limited to -1 regardless of how many times the unit is obscured.

[PLAYTEST: If the obscuring object is a solid object, and the target model is within 1" of the object, the Obscured penalty is increased to -2 Combat.]

Determine Other modifiers

Besides range and obscurement, there may be other bonuses and penalties for shooting based on traits, scenario rules, and more.

Roll to Hit

The shooting model tests Combat, applying any modifiers to their Combat rating before rolling. If successful, that model's weapon has hit the target model.

Once hits are scored, it's time to move on to Defense, Quality Saves, and Damage.

Defense Test

Models hit by weapons can attempt to avoid the damage caused. This is done through the Defense test.

After a model is hit, that model takes its Defense stat, and applies Cover and any other modifiers that apply. After finding its modified Defense value, it then subtracts the Power of the weapon that hit it.

If the model's Defense is reduced to 0 after all modifiers, it automatically suffers damage without

a Defense test.

If the model's Defense is 1 or greater, test Defense. If successful, the hit is canceled for no effect.

If the number rolled on the Defense test is exactly equal to the modified Defense, the hit is still canceled, but the unit suffers 1 Disruption.

Quality Save

A model hit has one last chance to avoid damage through the Quality Save. This represents the abstract combination of training, experience, and equipment that make an experienced soldier instinctively more survivable.

Test Quality for all damaging hits that get past Defense. If successful, all the damage from the hit is canceled, and the unit receives 1 Disruption for each point of damage avoided this way.

TACTICAL NOTE: Since Disruption reduces Quality, units with too much Disruption quickly lose out on the benefits of the Quality Save.

Damage

Most of the time, models suffer damage as the result of an attack when it fails both its Defense and Quality saves.

Every weapon has a Damage value, this is the amount of Damage applied to a model hit with it. If the amount of damage is equal to or greater than the Health of a model, that model is Destroyed.

Most models have a Health value of 1, meaning that a single point of damage will Destroy it.

Any damage in excess of the model's Health is ignored.

[PLAYTEST: Overkill - damage in excess of a model's health is turned into disruption.]

If a model hit has a Health value greater than 1, any damage on it that does not kill it in one hit must be marked.

When a model is considered Destroyed, remove it from the play area.

Casualties in Fireteams

Fireteams have a special rules that allow them to replace specific models that are destroyed, preserving special weapons or abilities within the fireteam despite losses, and preventing enemies from simply picking off the model with the special weapon.

See the Fireteams section for specific rules.

Disruption

Disruption is an abstract representation of minor damage or injuries, fatigue, depleted defensive systems, and otherwise a lack of fighting order that puts soldiers at risk. As fights drag out, batteries, and supplies, run low, and fatigue sets in, even the most experienced and trained soldiers can find themselves vulnerable.

Disruption affects entire units. When an attack against a model causes Disruption, it is added to the overall pool of Disruption that affects the unit.

When a unit receives Disruption, mark each point of Disruption, either with tokens, or with dice. Extra D6s work well for this since they cannot be confused for D10s and picked up to roll.

Every point of Disruption reduces Quality by 1 for all purposes.

The effects of newly received Disruption do not take effect until after the action that caused that Disruption ends. Thus all the Disruption from an entire unit's shooting is only applied after all the shooting is resolved.

Removing Disruption

At the start of a unit's Primary Action, remove 1 disruption from the unit.

If the unit takes a "Rest" secondary action, and succeeds at its test, remove 1 Disruption.

If a unit takes a Recover Primary Action, remove 1d5 Disruption in addition to the 1 for taking a Primary Action.

Leader units/stands have abilities that remove disruption, negate its effects, or temporarily confer a higher Quality rating.

Assaults

[Work in Progress. The purpose of assaults will be to quickly close with an enemy unit, apply a large amount of disruption and hits, and then force a unit out of an entrenched position, such as

a unit that is hunkered down, in heavy cover, and has deployed other defensive measures.]

Weapons

Each weapon has its own stats. Below is an example of a weapon's statline.

Example Weapon Profile

IGI-87 Impulse Rifle
Description: The standard firearm of Sol forces, the IGI-87 Impulse Gun is a capable weapon that uses kinetic fields to propel slugs at targets. With only a few moving parts, it is a modular weapon, capable of being quickly reconfigured for use by any Sol species. Its standard ammunition is a 3mm solid tungsten slug, however other ammunition types can be used. 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 onboard computer and a holographic sight, the final stage of kinetic acceleration can also correct for aim and range.
Range: 10 / 16 (+1) / 22 (-1)

RoF	PWR	DAM
2	2	1

Traits: Basic

Weapon Name - The weapon's name.
Description - A write up of the weapon often describing its history, usage, and function.
Traits - Any special rules the weapon might have
Rate of Fire (RoF) -If shot using a Focused Fire action, it can be fired at full Rate of Fire, rolling that many attacks instead of just 1.
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 if a target is in that range.
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.

Weapon Traits

Indirect Fire

[Work in Progress]
Indirect Fire are attacks that are fired on a lobbed trajectory, up and over a target's defenses. These are common attacks, with smart grenades, smart artillery, digitally controlled fire systems being commonplace, and the armies of Exoshift have adapted to them.

Only weapons with the Indirect trait may fire indirectly. Some weapons may only fire indirectly.

Weapons may only be fired in Indirect mode during a Primary Action. Like normal attacks, they must target a model.

Indirect weapons have a minimum range, listed with the weapon.

All indirect attacks are affected by PDS ratings, but ignore obscurement.

Indirect attacks can be launched without LoS, so long as they have a spotter. If the firing model, or a model in the same unit has line of sight on the target model, it automatically spots for the firing model.

Thrown type indirect attacks do not require a spotter to target models outside LoS.

If an indirect attack hits, it is considered to originate from the model hit, thus ignoring cover between the firer and target.

AoE (Area of Effect) Weapons
[Work in Progress]
Weapons with the AoE (Area of Effect) trait follow different rules for shooting. AoE attacks still target a model, but when it hits it is considered to hit the unit.

On a successful hit does random number of hits to the target unit. Consult the weapons AoE stat and roll a D10, find the corresponding number of hits from the weapons AoE stat.

AoE Weapon Example:
Hand Grenade
Range: 8 / - / -
Power: 3
Traits: Indirect, AoE (2-: 3, 6-: 2, 10-: 1)

Point Defense Systems
[Work in Progress]
Almost every infantry unit in the modern Exoshift battlefield carry some form of Point Defense System (PDS), this is to counteract the plethora of accurate and deadly smart munitions deployed by armies across the galaxy.

Point Defense Systems incorporate a variety of methods to destroy, deflect, jam, or otherwise mitigate weapons like smart grenades, artillery shells, missiles and even long range sniper fire.

Using sophisticated high speed sensors linking to a unit's armor and sensor systems, PDS systems can even mitigate the damage caused by attacks it normally misses, triggering infantry armor to kinetically harden.

PDS units are mostly effective against weapons that fire from long ranges, have easily detectable projectiles, or attacks that come from a high lobbed trajectory. Direct fire weapons like bullets or their equivalent are all but impossible to actively defend against.

[POSSIBLE MECHANIC: Disruption reduces PDS rating. Alternatively, PDS rating adds to Quality saves against certain weapons.]

If a model carries a PDS, it will be listed in its equipment.

Each PDS is has a rating, and a range.

While a model is within range of a PDS, its rating is applied as a penalty to the Combat of a unit targeting it.

Spotting

[INSERT SPOTTING RULES]
Quality Check to Spot for a weapon
Cannot fire weapon if spotting
Can only spot after Advance or Focused Fire
Gains a spotting bonus if spotting using Focused Fire.

Morale

At the end of the turn after a solo unit loses half its starting health, or a fireteam loses half its starting models, it must make a test Morale. In later turns, if the unit takes additional damage or its Quality reaches 0 or less, it must test Morale again.

If successful, no effect, the unit acts normally in future turns.

If failed, the unit is Routed.

If the unit's Quality is at 0 or less when it fails a Morale Test, all models in the unit are Destroyed. The unit is considered to have fled or surrendered, succumbed to injuries, or was otherwise rendered combat ineffective.

Routed

When a unit is Routed, mark the unit with a Routed token. If they are Unexhausted, they take an immediate Free Primary Action to Run away from enemy units and towards the closest deployment edge.

Otherwise, it immediately makes a free March action away from enemy units and towards the closest deployment edge.

At the start of future rounds, any Routed units receive a Free Primary Action to Run away from enemy units and towards the closest deployment edge.

Routed units can perform no other actions, or use any abilities. They do not hold objectives.

Reinforcements

[PLAYTEST: Test rules for bringing depleted units up to fighting strength, or bringing in new units in reaction to tabletop situations.

Test the use of a built in sideboard for all army lists. May have to introduce another resource, such as "Supplies." This allows players, for a cost, to bring in backup unit types to counter bad match ups or situations. Players will not have enough Supply to bring in all their sideboard units, nor will they have the time to get them into position.

Cut if it slows down the game too much.]

Reserves

Certain missions or scenarios will have some, or all, of your units off the table and in the Reserve.

Units in Reserve are considered not in play until they arrive on the table.

When a unit goes into reserve, it will be assigned an arrival number, 1-10, this indicates how soon it will arrive on the table. It can be useful to set units in Reserve to the side with a die or token next to them.

Missions will often have you choose different arrival numbers for units forced into reserve at the start of the game.

At the beginning of every round after the first, the arrival number of every unit in Reserve is reduced by 1.

Players may spend 1 CP at any point during their turn to reduce the arrival number by 1.

If the arrival number is at 5 or less, the player may also roll a d5. If the roll is equal to or higher than the arrival number, the unit is allows to move into the table as though it had taken a March action along any deployment edges.

Command and Fireteams

Commanders

Models with the Command(X) trait are referred to as Commanders.

The unit types listed under X are the units it can command. If any model of a unit is within command range of a Commander, it is considered In Command.

Units In Command may use the Morale stat of the unit or model they are In Command of. Usually Command models will have other abilities or bonuses they can impart to units In Command of it.

Commanders, and their Escorts, may join any unit it can command.

[PLAYTEST: Find different rules for protecting Commanders from being targeted first, besides Escorts. Will be useful to use the same system to prevent special models in fireteams from being picked off. Consider a rule similar to "Look out Sir!" that's not dependant on LoS. This way Commanders that cannot join other units, or have no unit types it can join aren't constantly picked off.]

Command Range

Command Range is equal to the model's Quality in inches.

Escort Models

To protect themselves from harm, Commanders come with escort troops.

A Commander may not be targeted by attacks while its Escort models are alive.

Escort models are considered part of the Commander's unit, and act as a fireteam for most purposes.

Picking off Commanders

The only exception to this rule is if an attacking model spends its entire turn without LoS to any Escort models for that Commander.

Joining Fireteams

Commanders may join up with a fireteam unit In Command of it. To do so, you must announce this at any time during the Commander's Primary Action.

When a Commander joins a fireteam, it is considered a part of that fireteam for all purposes. That commander takes full control over the fireteam and acts as its Fireteam Leader. All models in that fireteam count the Commander's Escorts.

Fireteams

Every Fireteam has a Fireteam Leader model. However, this is just a representation the squad's focal point. When using any abilities or measuring its outgoing command range, use that model. If the Fireteam Leader model is killed, replace any other model in the unit with the Fireteam Leader model.

[PLAYTEST: May be simplified so that abilities can be used from any model, unless otherwise specified]

Command Fireteams

If the leader of a Fireteam is a Commander, that commander is integral to the unit and may not be leave the unit. That Fireteam is now considered a Command Fireteam. Unlike other standalone Commander models, it may not join with other squads and dies with its squad. However, other models within its Fireteam count as its escorts.

Fireteam Coherency

The maximum distance between any two models in a fireteam is equal to its leader's Quality. If models in a unit are within that distance, they are In Coherency. Coherency range is not affected by Disruption.

Shared Responsibility

When under fire, members of a fighting unit will often take up the duties and equipment of fallen comrades in order to keep the unit fighting at maximum strength.

If a model in a fireteam is destroyed, its controlling player may replace another basic model of the same type in the unit with the destroyed model, retaining its weapons and abilities. Then the unit tests Quality, if failed, the unit receives 1 Disruption.

Army Commander

Army Commanders are not always on the field, but when they are, they represent a significant resource.

An army may have only 1 Army Commander. Army Commanders may command any units in the army, regardless of type. Army Commanders usually come with powerful abilities that affect the army, or flow of battle.

Vehicles

[REWORK IN PROGRESS]

Transports

[WORK IN PROGRESS]

Vehicles in Assaults

[WORK IN PROGRESS]

Traits and Abilities

In Exoshift, armies, units, weapons, and more can have various special abilities that are shared by other units, these are called Traits. Some units might also have special abilities, which are unique to themselves.

Army Traits

Garrison - Always defends in Attack Missions

Command Traits

Command X - This model/unit is a Commander, and may command unit types that match X.

Strategist X - CP received at the start of a round is increased by X for as long as this model is on

the table.

Tactician X - This unit or model generates 1 CP at the start of every round. This CP is usable on itself, or any unit under its command, including for abilities. This CP, if not spent, is lost at the end of the round unless it can be stored.

Planning (X) - This command stand may store X number of CP on itself. A player stores CP on this model by activating it, or the unit it is attached to as normal and taking any primary action (spending the CP to do so). While taking the primary action, the player may then take CP from his Pool and store it on the Leader. This CP may be spent on later turns as normal CP, but only on units within command.

Unit Traits

Rapid Deployment - Unit may use a March action embark transports.

Rapid Entrenchment - Unit take Hunker Down as a secondary action instead of a Primary Action.

Familiar Terrain - +1 Defense bonus when in their deployment zone.

Loyalty Unto Death - As long as the army commander is on the table, unit gains +1 Morale.

Ablative Armor - If Quality drops to half or below its starting amount, this unit's defense is reduced by 1.

Teamwork - As part of a Primary Action, take a Quality test to allow another unit in command range of this unit to immediately take a Secondary Action with fixed 1 CP cost.

Resolute - This unit gains +1 Morale so long as its Quality is above half.

Species Integration - Sol specific bonus that represents the strengths of its units being a mix of different species.

Weapon Traits

AoE

Indirect

Beam - Roll each shot one at a time. If the target is killed, the remaining RoF may be used to attack a model within 2" of the original target, moving on to additional targets if RoF allows.

Suppression X - When fired, this weapon automatically inflicts X points of disruption.

Vehicle Traits

Transport - This vehicle can carry passengers. See transport rules.

Missions

[Work in Progress]

1. Strategic Victory

Players roll a die, the highest roll wins. In the case of a team game, one player on each team rolls. The winning player or team chooses whether they choose their deployment zones, or choose their place in turn order.

The player who chooses deployment now chooses one of the long table edges as their own, with the opposite long table edge going to their opponent.

Players now choose their place in turn order. If this is a team game, teams alternate having one player of their choosing take a turn, instead of each player having their own turn.

There will be a number of Objective markers equal to the number of players in the game +3.

Players alternate placing Objectives on the tabletop, represented by 1" diameter markers. Each marker must be more than 12" away from another marker and cannot be within 8" of the table edge.

Alternatively, players may find a neutral third party to arrange the table for play.

Strategic Objectives
Each Strategic Objective has 2 states: Captured and Neutral. If an Objective is Captured, it is under the control of a player, marked by a token. That player will receive Victory Points from the objective.

If a unit has a model within Quality inches, and LoS, of an objective at the start of its action, it may attempt to secure that objective. When a unit secures an objective, it is changed one state towards that player or team Capturing it.

For example, if an objective is Captured by an enemy player, securing it once will make the

objective Neutral. If it was Neutral, it will capture the objective for the player that secured it.

It does not matter which action the unit takes, just so long as one of its models begins an action within Quality inches of the objective.

If the action was a Primary Action, the unit automatically succeeds at securing the objective.

If the action was a Secondary Action, test Quality, if successful it is secured.

Once an objective is captured, it belongs to the player that captured it until it is turned Neutral.

Winning the Game
At the end of every round, each objective a player has captured generates 1 Victory Point for that player.

If a player or team has a total VPs equal or greater than the number of players X 10, the game ends and the player with the highest VP total wins.

Mission Common Rules
[Work in Progress]

Exoshift: Skirmish Example Army Lists

Sol Naval Marines
Marine Officer + Escort Naval Marines
Naval Fire Support Controller
Line Infantry Fireteam (4 models)
Line Infantry Fireteam (4 models + Mortar drone)
Line Infantry Fireteam (4 models)
Line Infantry Fireteam (4 models + Assault drone)
Drone Fireteam (1 Drone operator, 3 independent drones)
Tpht-Tpht Heavy exoskeleton fireteam (2 models)
HAP-D Infantry (3 Power armored infantry)
~1000 points

Sine Inquisition Force
Wave

Pulsar Fireteam (2 Models)
Pulsar Fireteam (2 Models)
Synapse Fireteam (2 Models)
Prism Fireteam (2 Models)
Prism Fireteam (2 Models)
Vessels (~3 models)
Incoherent
~1000 points