EXOSHIFT TACTICS

Exoshift: Tactics
Science Fiction Miniature Battles
Version 0.53.0 - DEV - 7/31/14

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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 Tactics faction 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.

CHANGES IN VERSION 0.53:
- Focus Fire changed significantly.
- Added traits for various units

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What is Exoshift?

Exoshift is a tabletop miniature wargame set in a bright future science fiction setting. With star 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 modern day clashes 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 use 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: The 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 an extra-dimensional jump to a point in space in another solar system. The most fantastic feature of the exoshift is that is is so common. The exoshift has democratized space travel, ushering a new age of galactic interaction and exploration. The cost of buying and operating an exoshift capable ship is low enough so that a well off, or well funded, individual could purchase a ship and work their way across the galaxy.

However, exoshifting 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 primitive FTL exploration years, the refugees and their technology were eventually settled on Earth and its colonies. What followed were decades of turmoil and civil unrest before the combined populations could begin to integrate. 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 cosmopolitan civilization in a dangerous galaxy, and its people will fight to protect it.

The Remnant Order

The Remnants are the descendants of spacefaring species that inhabited The Old Order. Having recovered after the many thousand years of strife and chaos following its collapse, they retained the 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 Senate, segmented along species lines and the clients of those species. These species all participate in a senate, forming into political blocs with a common goal. 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.

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, 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, they have sent an expeditionary force to the Milky Way to prepare for a galactic collision 4.2 billion years in the future. 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 electromagnetic energy. This makes every Sine a living energy weapon, able to create and manipulate electromagnetic energy fields as naturally as other species breathe. They were thought to be the product of a long dead civilization, engineered to be the ultimate living weapon to fight their wars, but ended up outliving their makers. Now, they have been spotted in greater numbers across the galaxy, where once before they might have been seen only once in a generation.

Binari Protectorate

These sentient machines are well known throughout the galaxy and are seen as universally amicable despite their synthetic nature. 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 which they have claimed as their Protectorate, defending it with the kind of precision and dedication only machines could maintain. Within are worlds where they shepherd the species there, giving them a level of protection, resources, and support that most species could only dream of. However, this comes at the cost of some freedoms, for as much the laws imposed by the Binari protect, they are strict and carefully enforced, sometimes seeming arbitrary, making sense only to their logic. Where once the Binari were content to secure their protectorate's borders, current events have forced them, and their charges, to take a more active role in galactic politics.

Oorth Omnispora

The Oorth are an ancient species from a galaxy spanning civilization whose origins are lost to time, perhaps even predating The Old Order. A combination of an oxygen breathing cephalopod and a hydrogen breathing amoeba-like life form, they form a single symbiotic entity contained within a life supporting biomechanical shell. They are renown craftsmen, their large shells boasting a plethora of nano forges, along with a variety of biomechanical drones and supply pods. This allows them to construct an army's worth of drones and weaponry at a moment's notice. At home primarily in space, they were once a derelict 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. Now, massive fleets of incredible strength rove across the galaxy, intent on an unknown purpose, displacing anything in their way.

Combine Confederated Worlds

The Combine Confederation is a large stellar nation unlike any other. They are made up of drastically different cultures and small nations that span systems to individual planets. There are stable democracies sitting right next to little more than tribal warlords and dictatorships. Yet somehow the CCW remains stable, and only a little bloodshed is spilled between member states, with larger disputes being resolved at a scheduled congress. Many believe that it is the seldom seen, and enigmatic, small biped species nicknamed, "The Combine," that are pulling the strings behind the scenes, but how they maintain such control over an odd group is a point of contention. Technologically inferior to the rest of the galaxy, the CCW does have access to higher level technology, 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 to be used as 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.

Trisystems Security Corporation

The Kheewiri were involved in a star spanning civil war for generations. Resembling the large flightless 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 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, centuries later, they are one of the largest private military corporations in the galaxy, taking contracts not only for themselves, but also subcontracting out to other mercenary units across the galaxy. The TSC supply troops, weaponry, and even fleets to anyone who can pay their fees. At home, the TSC is the de facto government for the trisystems, responsible for its century spanning rebuilding.

Timeline

Exploration Era

The Sol Republic doesn't exist, instead a human dominated coalition government leftover from the old nations of Earth controls the small area around the solar system. After a period of primitive FTL travel based exploration, the alien refugee fleet is encountered. Through deals lost to time, the refugees are settled on Earth and its colonies.

With the injection of new technologies, mankind flourishes. Their technology is patchwork, but adequate enough to fight the small raiders and minor civilizations they come across. Meanwhile, other alien species are relegated to lower status in society, and only a few are allowed into military or higher service. Turmoil is brewing among the combined population.

The Warlord forces ravage worlds as they flee the advance of Remnant Order reunification fleets, heading towards their fateful encounter with Sol space. In a pitifully short war, Earth and most of its colonies are conquered and occupied through sheer numbers and technology of the Warlord fleet, and by exploiting the political instability generated by decades of unrest in the former refugee species. The Warlord begins extending his influence into nearby sectors.

The first documented sightings of Sine in many thousand years 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 those 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 military enlistment from its protected worlds as a temporary measure.

The Kheewiri species ends its thirty year long civil war after a complete breakdown of society. The Trisystem 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 civilization. However, resentment still runs deep in their society, and factional warfare breaks out often, threatening to drag their civilization back into another civil war.

The Oorth at this time are large bands of spaceborne nomads, often making their homes in systems along valuable trade routes without habitable planets. Setting up their own makeshift refueling and maintenance stations, they are welcomed in many less developed areas of space as the aid travelers and help secure lawless areas of space against pirates and raiders.

After a long occupation, a newly formed Sol Alliance launches an all out attack on The Warlord's forces, culminating in his death and the destruction or capture 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 will break out between this new Sol Republic and The Remnants Order's fringes, culminating in some bloody skirmishes that threaten to break out into all out war.

The Andromedan Expeditionary Army appears on the Rimward fringes of Remnant space. The Remnants are slow to respond to what seems like minor territory wars of client 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 quell the upstarts in 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 and surrounding Nimbus systems 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 deter or exploit the Sine, the results are bloody for those that do.

The Oorth begin to make their presence known, gathering in large numbers seemingly from nowhere. Numerous territory skirmishes occur across the known galaxy. No one is sure where this level of troops, resources, and technology is coming from.

The Trisystems 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 and other sectors of space as the only buffer between the two empires, with both sides appealing to its inhabitants.

Sol forces are engaged fighting Combine raiders and securing its Spinward borders. Also in the area are Krr'akar forces, the newest species to gain a seat on The Remnant Order Senate. As part of their admission into the senate, they were promised expansion rights into the territory made neutral by the Gateway Authority, or now claimed by Sol. They have since moved into the Nimbus Systems, putting them at odds with Combine interests and Sol fleets scouring those worlds for resources and artifacts of The Old Order.

The Krr'akar were not the only ones left to dry in the Gateway accords, as many distant, but promising Sol colonies, including ones that were at the forefront of previous Sol-Remnant skirmishes, were left to fend for themselves.

The Remnants are embroiled in a bitter war of annihilation 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 most 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. Meanwhile, the Andromedans break from their previous stances, and begin establishing an empire instead of just a war front. Some members of the menial caste, as well as slave species desert to wander the galaxy. Talk of an armistice trickles down from high command.

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. While this helps confederate members to better protect their borders, it 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 gains dominance of the PMC market through its deals with all species across the galaxy. They have contracts in place to police Remnant Order space, unheard of before the Andromedan invasion, as well as weapons and training deals with civilizations and colonies being ravaged by raiders and pirates.

The Binari Protectorate is in the beginnings of a 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 Oorth 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), 3 should suffice. A few dice of different colors 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 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 2' x 3', and larger tables like 5' x 8' and more.

Terrain

From rocks and boxes, to detailed miniature buildings. You will need a number of pieces of terrain to help break up line of sight and partition the battlefield into more manageable spaces. Part of the fun of any miniature game is creating a interesting looking tablescape to move your miniatures around.

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 unit 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 unit 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.

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's main hull or body, 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 an individual. For Exoshift Tactics, most units will be individuals.

Model and Unit Profiles

Every 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 model'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 Model Profile:

Sol Line Infantry (Human)
Type: Sol, Line Infantry, Basic
MOV 6/4
COM 6
DEF 5
QLT 6
MRL 6
HEA 1
SIZ M 30mm
Traits:
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 extraordinary physical toughness, training, armor, and other protective gear it carries.

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.

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 unit before any additional options are applied.

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

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 within them, representing the fighting forces that faction might field. Some armies represent specific forces in a time, place, or species, while other armies represent the general doctrine of that faction. Either way, each army has a particular play style.

Armies have list 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, modifying their point costs appropriately. Many armies will also have their own unique versions of units, and other armies will have army-wide special rules that change how they play.

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.

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 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 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 leeway 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 a number of required 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.

However, if the players agree, a mission can be chosen ahead of time and the players assemble their army lists with a specific mission in mind.

Scenarios

Scenarios are similar to missions, but are often more in depth, with more detailed rules for army lists, deployment, and different objectives for all involved. If choosing to play a scenario, all players should assemble their army lists after choosing a scenario, as well as after setting up the table the terrain which they will play. This is to represent an army doing a reasonable amount of preparation before undertaking an operation.

Playing the Game

Round and Turn Sequence

Start of Round
1. Refresh Exhausted Units
2. Routed units act
3. Refresh CP
4. Determine Initiative
5. Players take their turns

Player Turn
1. Choose a unit to act or pay CP cost to pass.
2. Choose Primary or Secondary Action.
3. Pay Action CP cost, if any
4. Perform Action
5. Choose another unit to act or pass turn to next player in turn order.

End of Round
1. If all players have 0 CP and all units are Exhausted, the round ends. Otherwise, players continue take player turns until round end conditions are met.
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.

Game Round 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. Actions allows units to move about the table and attack enemy units, take objectives, and more.

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 number of command points received at the beginning of every round. This CP will either be available for use by all units in a global CP pool, or attached to units with limits on where and how they can be used.

The Army Leader will usually have the Strategist X trait, where X is the number of CP that it contributes to the global CP pool, provided the model is still alive to contribute. If such models/units are destroyed, those CP are lost when CP is recalculated at the beginning of the round.

Other Leader type models will also have the Strategist trait, but many others will have the Tactician X trait. CP generated from the Tactician trait are attached to the unit that generate them, and are usable only by the unit itself, or if the unit is also a Leader, then units within its command range.

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

Start of Game Round

Refresh Exhausted Units
Any units that are Exhausted are now Unexhausted. Remove any tokens used to mark the Exhausted status.

Refresh CP
All players calculate the CP received this turn, then receive a number of CP equal to that amount. Players should track this with a token of some sort.

Determine initiative
All players secretly bid a number of global CP, then roll a D10, add the Quality rating of their Army Leader, and the number of CP bid. If the Army Leader is destroyed, use the next leader with the highest Quality in the army. The total of these rolls must be announced.

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 that is first in turn order now takes a turn.

Player Turns
The player is taking a turn is known as the Active Player.

Players in Exoshift alternate 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, except when taking the first Primary Action that turn, described below.

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 an action.

One Primary Action Required

Unless the Active Player passes, they must take at least one Primary Action per turn, if possible. If all of a player's units are Exhausted at the start of the turn, that player is no longer required to do so, and at that point 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. This only matters for fireteams.

End of Turn

Once the active player finishes activating units, he passes his turn to the next player in turn order. 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 and do not require an action, 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 before doing anything else.

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.

Primary Actions List

Focus Fire - Shoot at target enemies with a Focus Bonus. See Shooting (page ???).

Advance - Unit may move up to its Primary Movement value, then Shoot. All models in a unit must move first, then shoot. Focus Bonus is halved.

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

Recover - Unit can not move or shoot. Remove d5 worth of disruption. Remove additional 1 CP if no enemy units are in LoS. This is in addition to removing 1 Disruption for taking a Primary Action.

Assault - See assault rules (page ???). The unit moves towards a nearby enemy unit, tries to force them out of a position, while causing as much damage in brutal close combat.

Hunker Down - Models in the unit may either move 2" or Snap Fire. Then, mark the unit with a Hunker Down token. When models in this unit are the target of shooting, if they would receive bonuses from cover, models in the unit gain an additional +1 Defense and the attacking units receive an additional -1 Combat penalty to shoot at this unit. This effect lasts until the unit moves in any way other than rotating.

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.

Any time a unit takes a secondary action, increase its Disruption by 1.

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.

Secondary Actions List

Snap Fire - Shoot with the Snap Fire Penalty. (Snap Fire penalty: Only Basic type weapons may fire at RoF 1, do not gain any Focus 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 Morale, if successful, remove 1 Disruption from the unit. This test automatically succeeds if there are no enemy units in LoS. The unit tests on Morale +1 if every model in the unit is in cover against any enemy units in LoS.

Special Actions

Interact - Certain missions or abilities will require units to take an Interact action. Interact actions can be taken as a Primary or Secondary action. Interact actions are most often taken when bring downed models back up, or for various mission objectives.

A unit taking Interact as a primary action may move its primary move value, then interact. If the unit does not move, it may Interact twice.

If taken as a secondary action, the unit simply interacts.

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 or moving through terrain.

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.

Mobility Types

Infantry mobility follows all normal rules. Infantry ignore low walls. While moving they may face in any direction and when ending movement may face in any direction.

Wheeled mobility receives bonus movement while on Optimal terrain like roads. However, it cannot cross obstacles like low walls. Wheeled mobility is usually for vehicles, and moves in straight lines, they can make 3 90 degree turns. When ending movement it must face in the direction it traveled.

Hover ignores difficult terrain and obstacles around 1 inch high or less. While moving they may face in any direction.

Hover-Forward mobility has the same benefits as Hover mobility, however Hover-Forward moves in straight lines and faces along its direction of travel, they can make 3 90 degree turns in ether direction. When ending movement it must face in the direction it traveled.

Tracked movement moves in straight lines and faces along its direction of travel. While moving it may make 2 90 degree turns. When ending movement it must face in the direction it traveled.

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.

Units may advance through difficult terrain using their primary move if they do not shoot.

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.

Obstacles like low walls around 1" high or less, and around ½ inch thick, can be ignored for all movement by units with infantry mobility.

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 straight 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 and pose does not matter.

Declarations and Hiding

Sometimes it's obvious when a model could easily hide in its current position, such as the model itself being completely obscured by terrain from any enemy vantage point, but the model's volume would mean that it could be seen and shot at. This is a case where the player can declare that the model is hiding.

Choose Focus Bonuses

When a unit takes a Focused Fire action, it receives a number of focus bonuses equal to the unit's Quality rating minus the unit's current Disruption. If shooting as part of an Advance action, reduce the unit's Quality from Disruption first, then halve it.

You may choose a more than one type of bonus, and choose a bonus more than once, unless otherwise specified. You must choose your bonus before you roll to hit.

Focus Bonuses:
Aim: 1 Focus. +1 Combat rating. Can only be taken up to the weapon's Accuracy rating. If firing multiple shots from RoF, you must purchase the aim bonus for each shot separately.

Extra Shots: Purchase extra shots against the target based on the weapon's rate of fire (RoF). Every shot purchased this way costs 1 Focus, up to a maximum of the weapon's RoF.

Focus Effect: Some weapons list a focus effect. This effect can be purchased for its listed cost in focus.

Rate of Fire

If the model's weapon has a Rate of Fire (RoF) rating greater than 1, it may make extra shots during a shooting action. Resolve each shot separately. Unless otherwise specified, all shots from a weapon must go to the same target.

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 attacking model and the target model and measure that. Compare it to the weapon's range values.

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, this modifier is applied to attacks made by that weapon from within that range.

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

Point Blank Range
If a model is within 2", ignore the range penalties and apply a +2 Combat bonus for shooting.

Short Range
Over 2", but within the first range value, apply the weapon's short range modifier.

Medium Range
Over the first, but within the second range value, apply the medium range modifier.

Long Range
Over the second, but within the third range value, apply the long range modifier.

Out of Range
If the target model is farther than the long range value, it may not be targeted by an attack.

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 kinetic field or k-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, k-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 a time of computer controlled space age 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, and the model is within 1" of the terrain feature providing cover.

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, or other effects.

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

Zone Terrain

Some terrain elements are defined as being a zone, with clearly defined boundaries. Any models within the zone are affected by that zone. Things such as an area of brush or other alien plant life, smoke, dense foliage, woods/forests. In all cases, a model must have at least half its base in the zone terrain to gain any benefit from it.

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 affect the shot. After finding its modified Defense value, it then subtracts the Power of the weapon that hit it.

[PLAYTEST: If the model's Defense is reduced to 0 after all modifiers, it automatically suffers damage without a Defense test.]

Test Defense. If successful, the hit is canceled for no effect.

However, if the total of the Defense Test die roll plus the power of the attacker's weapon is greater than or equal to the model's Defense, the unit receives 1 disruption for every point of damage the weapon would have caused.

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 a Casualty. The attacker rolls on the Casualty Table.

Most models have a Health value of 1, meaning that a single point of damage will send it to the Casualty Table.

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.

Combine Extra Shots from Rate of Fire

Extra shots from RoF against the same target with the same weapon type are rolled and resolved separately, but are considered simultaneous. Any damage or disruption gained from multiple hits are applied as though from a single attack before going to the Casualty Table.

Casualties

When a model's health is reduced to 0, roll a die and add the target model's Disruption, plus attacker's weapon Power, and subtract the defender's Quality, the result can be a negative number.

d10 + (Disruption + Power - Quality)

Casualty Table

D10 + Disruption + Power - Quality	
<= 2	Unhurt
3 – 4	Stunned
5 – 6	Downed
7 – 8	Wounded
9 – 10	Incapacitated
>= 11	Destroyed

Unhurt

+1 disruption for every point of damage avoided. The model immediately regains 1 health.

Stunned

+1 disruption for every point of damage avoided. The model immediately regains 1 health and is affected by the Stunned status. Must use the Recover Action to remove the Stunned status. While Stunned, the model may only take secondary actions, any attacks are at -2 Combat.

Downed

+1 disruption for every point of damage beyond the first. Downed models immediately regain 1 health, but are affected by the Downed status. A downed model may only move it's secondary move as a primary action, or 1" as a secondary action. At the start of each round, a downed model receives 1 disruption. Each action a Downed model takes adds 1 disruption at the end of the action. At the end of a round, a Downed model is at 0 Quality, it loses its last point of health and is incapacitated.

Shooting at Downed models

Downed models are +1 Combat to hit, and -1 Defense.

Removing the Downed Status

A friendly, non-drone model may remove the downed status by Interacting with the model and succeeding at a Quality test while in base to base. Models with the Medic or Doctor traits automatically succeed at this test. The model is then Stunned and Unnerved.

Wounded

The model is Downed, in addition the model is now Wounded. Wounded models may not take any actions. Wounded models receive 2 disruption at the start of every round.

Removing the Wounded Status

Only a model with the Medic or Doctor trait may attempt to remove the Wounded status by taking an Interact action while base to base with a Wounded model, then succeeding at a Medic Test. A medic test

is based on Quality. Units with the Medic trait gain +1 and Doctor trait gain +2 Quality for Medical Tests. If the Medical Test is successful, remove the Wounded Status. The model is then Stunned and Unnerved.

Incapacitated

Incapacitated models remain on the table, but are otherwise considered out of the game. A medic or doctor may attempt to stabilize the model, removing it from the table. This reduces the VP loss. Some models with rare abilities may be able to revive an incapacitated model.

Destroyed

The model has suffered such a devastating hit that it is killed on impact. Remove the model from the table.

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 is destroyed, if a model of the same basic type is within Quality range of the destroyed model, it may test Quality. If successful, the destroyed model replaces the testing model, removing any status effects but keeping the models weapons and stats. That model is now Stunned.

Disruption

Disruption is an abstract representation of minor damage, 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.

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 d5 Disruption in addition to the 1 for taking a Primary Action.

Assaults

Although space age weaponry has made close quarters fighting less prevalent, the defensive technologies and doctrines of the day have made assaulting positions still important in the Exoshift universe. When an enemy is entrenched in kinetically hardened cover, with point defense and particle shielding units deployed, and no long range fire support able to get through the point defense network, sometimes all a commander can do is order troops to close in to circumvent or overcome those defenses.

Most weapons have some level of computer control, stabilizers, and aim assistance. While assaulting with these weapons, any functions for range correction are turned off to focus on aim correction for firing while on the move.

The Assault action costs 1 CP.

When a unit takes an assault action, it moves its primary move forward towards the target unit and must end its movement within 1" of the target model. This movement must be direct as possible, but may take an assaulting model around obstacles.

If the assaulting model was in LoS of the target model at any point during its assault move, the target model may choose to interrupt and perform a Defensive Fire special action, turning to bring the assaulting model into LoS before doing so.

Because the assaulting model is within 1", Defensive Fire occurs at point blank range.

If the target model is Downed, or worse it may not defensive fire. If the target model is stunned, it may defensive fire, but only as a Snap Fire with the -2 Stunned penalty.

If the target model is unexhausted, treat the defensive fire as a Focus Fire action against the assaulting model before it makes assault attacks. If the target model is exhausted, treat the defensive fire as a Snap Fire.

If the assaulting model is Stunned, Downed, or worse, as the result of Defensive Fire, it stops the assault and the assaulting model's action ends. Move the assaulting model so that it is just outside of 1" from the target model before any damage takes effect.

The assaulting model then performs Assault Attacks, shooting at full RoF with any Basic weapons, or RoF 1 with Heavy weapons. Indirect and Setup weapons may not be used in Assault Attacks. The target model does not get the benefits of cover or obscurement. Weapons with the Close Quarters trait gain a bonus to Combat for assault attacks equal to the number that follows it. Resolve the attacks as normal.

If the target model is Downed, or worse, it is automatically destroyed.

If the target model is unharmed or stunned, it now makes a Morale test - Disruption. If successful, the unit stays in its position. The assaulting model must move its secondary move away from the target model.

If the test is failed, the target model must move its secondary move away from the

Weapons

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

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 onboard computer and a holographic sight, the final stage of kinetic acceleration can also correct for aim and range.

Type: Basic
Range: 12 / 16 (+1) / 22 (-2)
RoF: 2
Accuracy: 2
Power: 2
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.

Traits - Any additional special rules the weapon might have.

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.

Accuracy: When using Focus Bonuses, this is the limit, per shot, for purchasing Aim bonus for +1 Combat.

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.

Weapon Types

Basic weapons may be used during Primary and Secondary Actions, however during secondary actions they suffer from the Snap Fire penalty.

Heavy weapons may only be used during Primary actions.

Setup weapons have the same restrictions as Heavy weapons, but may only be used if the model carrying it has not moved this turn.

Weapon Traits

Indirect Fire
Indirect Fire are attacks that are fired on a lobbed trajectory, up and over a target's cover or intervening terrain. 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. Weapons with the Only Indirect may only fire indirectly.

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

When using a weapon Indirect, it will have a different range profile, including a minimum range, listed with the Indirect trait.

Indirect weapons shoot with a -1 Combat penalty if fired with direct LoS.

Indirect attacks can be launched without LoS, so long as a friendly model has LoS of the target. If the spotting model is not in the shooting model's unit, that model must pass a Quality test to provide LoS. The Combat penalty is increased to -2 when firing without direct LoS.

Models with the Spotter trait receive +2 Quality test to spot targets for indirect fire, and allow the firing model to ignore any indirect fire combat penalties except those from PDS.
[PLAYTEST: Models with the Spotter trait automatically pass Quality tests to spot]

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.

Area of Effect Weapons
Weapons with the AoE (Area of Effect) trait follow slightly different rules for shooting. AoE attacks still target a model, but use a template to determine if other models are affected by the weapon.

The diameter of the template is determined by the first number after the Area of Effect. The second number is the AoE's Saturation, which determines what models will be hit.

Place the template before making a shooting test. The template must have the target model at least half under the template.

If the shooting test is unsuccessful, the attack fails and nothing happens. The shot goes wild, or is intercepted by nearby point defense systems for no effect.

If successful, any models with at least half their base under the template may be potentially hit by the attack, with the center of the template being the point of origin of the attack.

Models that are at least touching the template, but not half covered or more may attempt to avoid being hit by succeeding at a quality test. If successful, the unit is not hit, but still receives 1 point of disruption.

Test the AoE's Saturation value against every model under the template. Any successful tests result in a hit against that model.

All models hit by an AoE weapon suffer 1 disruption on top of any disruption received as part of the attack. Like all disruption from attacks, this disruption does not take effect until the entire action is resolved.

Any models with cover between them and the attack's point of origin receive the cover bonus.

Point Defense Systems

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 misses, triggering infantry armor to harden before impact, or deploying shields or dampening fields to reduce its effect.

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 very difficult to actively defend against.

It's generally assumed that troops are being protected by either low level PDS systems, or active PDS from a distance on a squad or platoon level, keeping them relatively safe from long range munitions. If a model is equipped with a PDS system, it is considered an active, close range PDS system.

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

Each PDS is has a rating, and a range.

Example: PDS (12", 1)

While a model is within range of a PDS, its rating is applied as a penalty to the Combat of a unit targeting it with indirect fire. Some PDS units will protect against other types of attacks, and some weapons may ignore the effects of a PDS.

Terrain

[PLACEHOLDER]
When creating a battlefield to play on, you'll use various types of terrain to do so. Anything from buildings, to ancient statues, to fields of alien plant life.

However, whatever you use to represent these, in the rules they fall into a few categories with their own specific rules.

Obstacles

Any solid pieces of terrain that would block direct movement and sight through them are considered Obstacles. These require models to either climb over or go around.

Zone terrain

Another type of terrain are zone terrain, usually represented by flat areas on the table surface with some template or cloth to represent their borders. Good examples of zone terrain are wooded areas or other thick flora, fields of knee high razor sharp crystal shards, lava fields, or areas of persistent thick smoke. It's a good way to abstractly handle large clusters of objects that a model might move through, without placing down static objects.

A model must be at least ½ its base within the borders of zone terrain to be affected by its effects, or at least ½ of its silhouette obscured by the zone terrain when being fired upon.

Zone terrain can be of different types that define the height of the terrain, the difficulty of moving through them, and any other effects that it has.

Zone Terrain and Line of Sight
All zone terrain is defined with a height, as well as being dense or sparse.

Models can see each other into and out of all zone terrain if its height is less than both models.

If the zone terrain is tall enough to completely block line of sight to models within, then the dense or sparse definition matters.

Models within dense zone terrain may only see or be seen by units outside when they are standing on the edge of the zone terrain, with any part of the model outside. The exception is that if two model are within 4" of each other, they may see or be seen as normal.

Models within sparse zone terrain may see or be seen by units outside.

No model may see past full LoS blocking zone terrain.

Players should use templates of differing color or pattern to make different types of zone terrain. A sparse woods, for example, can be a light shade of drab green, while a dense forest can be a dark shade of green.

Different zone terrain types can be placed inside another, for example a dense forest can be inside a sparse wood.

Terrain Types

Normal terrain
All movement follows normal rules.

Difficult Terrain
[WIP See Movement]

Optimal Terrain
Generally solid, or hard packed, ground with good traction. Wheeled mobility models gain +2 to Primary and Secondary movement while moving only on optimal terrain for the duration of its movement action.

Terrain Definitions

Low walls and Fences
Most soldiers are trained to overcome small obstacles on a regular basis, and many often have small k-field generators to reduce the weight of equipment, or use lighter weight materials strengthened by fields, to allow them to move around more freely.

Walls and other obstacles around 1" high or less, and around 1/2" thick, can be ignored for all movement. Whether the wall is heavy or light cover depends on what material the terrain piece is simulating. Fences with obvious gaps are only light cover regardless of material.

Buildings
Each building should be defined ahead of time, but you can generally count all walls within the building as obstacles. Depending on the state of the building, if the floors are covered in rubble you can define the inside as difficult terrain.

For buildings with multiple floors, if you can place a miniature inside, they should be placed inside as normal. Players should mark the top building with an Occupied token so players don't forget that there is a unit within the building.

Abstract Buildings

Some building terrain pieces don't have an inside, as such you can handle their placement more abstractly. Place the model on the roof of the building with a token indicating that it is inside and which floor the model is standing on. Then move the model around on the roof as though it was moving inside.

Single Trees

Single trees, or any individual piece of flora is considered an obstacle. Like all obstacles, it obscures and provides cover. Any Earth-like tree will provide light cover. However, alien plant life can sometimes be incredibly durable

Woods or Forests

Clusters of trees should be treated as zone terrain that is usually light cover. Super dense alien trees made incorporating metal or crystal into their makeup can be considered heavy cover.

Plant – Individual

An individual plant that isn't dense or impassible, such as small bushes are considered zone terrain with the height of the terrain piece representing it.

Plants – Clusters

Clusters of plants are treated as zone terrain with an area defined by a template or flat terrain piece. The height of the zone terrain is the average height of the plant terrain models scattered within the zone. Players should declare the height ahead of time in case the plant models used are of widely varying heights. If the plants within are considered particularly tough to move through, it is difficult terrain. Otherwise the cluster can just provide obscurement or light cover with no other penalties.
Examples: Wheat fields, corn fields, tall grass, thick brush, etc

Construction and Emplacements

[WORK IN PROGRESS]
Units with the Engineers trait are able to create emplacements during a game, and depending on the mission, can create emplacements before a game starts. These emplacements range from simple barricades, to turrets and minefields.

To construct an emplacement, a unit must have the blueprint for the emplacement in its profile. Units will often have a set number of blueprints chosen during army list creation, or may choose blueprints before a game starts.

Engineer units also have limited resources with which to construct emplacements. Listed as Construction Resources X. Keep track of this number.

Every blueprint will list a cost in resources to construct, as well as a construction time.

To begin construction, the engineer unit takes an Interact action, and chooses a valid location to build in base to base with it. Then makes a Quality +2 test. If successful, it has completed 1 part of construction.

Subtract the resource cost of the blueprint from the engineer's construction resources. If number of parts built is equal to or greater than the emplacement's construction time, then the emplacement is fully constructed and it ready for use.

If the emplacement being constructed has a construction time of 2 or more, it may take more than one turn to finish its construction. Place the emplacement's model or template in its location along with a token to indicate how many parts have finished constructing, the model is unusable. Any models attacking it gain +2 Combat to attack it.

If an engineer model is in base to base contact with an unfinished emplacement, it may use an Interact action to attempt construct another part of it, making a Quality +2 test.

Morale

If a unit is Downed or worse, and later recovers, it is now permanently Unnerved. Unnerved models must make a Rout Test after they are hit by any attack. If a model is both Downed and fails a Rout Test, it is destroyed.

Rout Test

The Rout Test is made only once per round, any later rules that have a unit make a Rout Test are ignored.

To make a Rout Test, test against a unit's Morale, adding any modifiers that affect the Rout Test, or Morale stat in general. If the test is successful, no effect, the unit acts normally this round. If failed, the unit is affected by the Routed status.

If the unit's Quality is at 0 or less when it fails a Rout 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. Routed units can perform no other actions other than to March away from enemy units and towards the closest deployment edge. Routed units must move in such a way that they can reach the edge of the table as soon as possible. Routed units may not use any abilities. Routed units do not hold objectives, and to not gain any CP from their traits.

A unit may a Quality test to avoid being forced to Run or March. If successful, the unit receives 1 disruption and remains in place, but is still considered Routed. A player may spend 1 CP to automatically pass the Quality test.

If a Routed unit reaches a deployment edge with enough movement to move off the table, test Quality. If successful, the unit stays on the board. It is still considered Routed. If the test is failed, the unit flees off the deployment edge and is destroyed.

Rallying

At the start of future rounds, units that are Routed may attempt to Rally and remove the Routed status. Make a Rout Test again. If successful, the unit may act normally for the round. If failed, the unit immediately takes a Free Primary Action to Run away from enemy units and towards the closest deployment edge, it also receives another 1 disruption.

Reserves

Certain missions or scenarios will have some, or all, of your units off the table and in the Reserve at the start of the game. Over the course of the game, these units will arrive on the table by various methods.

Units in Reserve are considered not in play until they arrive on the table. They do not generate any CP for the global pool.

When a unit goes into reserve, it will be assigned an arrival number, 0-9, 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 assign, or have players choose, different arrival numbers for units in reserve at the start of the game.

At the beginning of every round, the arrival number of every unit in Reserve is increased by 1. Then, test against the arrival number. If successful, the unit leaves the Reserve and becomes On Ready.

Players may spend 1 CP at any point during their turn to increase the arrival number of a unit by 1.

Units that are On Ready may, as part of a Primary Action, move onto the table from available deployment edges. It moves on as though it was sitting just off the table edge. If a model is too large to move onto the table edge in one action, move it as far as needed such that its base is touching the table edge.

Leaders and Command

Leaders

Models with the Leader trait are referred to as Leaders. If there is a unit type listed after the Leader trait, the model can only command that type of unit.

Army Leaders

Only one model in the army may have the Army Leader trait.

Command Range

A model with the Leader trait has a command range equal to double the model's Quality in inches. Friendly units with a model within that radius are considered In Command.

Command Morale

Units In Command may use the Morale +1 of the model they are In Command of. Usually Leader models will have other abilities or bonuses they can impart to units In Command of it.

Cautious Leadership Bonus

Those in command will often use a variety of techniques to stay safer in battle, or simply pose less of a target since they are focusing on command. The Cautious Leadership Bonus reflects that and allows players to keep their leaders relatively safe from enemy fire.

If a leader model is the target of an attack, if there is a friendly model within command of the leader, is closer to the attacker, and within line of sight at any point during the attacker's turn, the attacking model receives -1 Combat penalty, and the Leader receives a +1 Quality bonus for the duration of the attack.

Vehicles

[WORK IN PROGRESS]
Most vehicles are beyond the scope of Exoshift: Tactics, besides light walkers, exosuits, and small transports, but look forward to seeing more vehicles in Exoshift: Fireteams.

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 more unique special abilities listed in their profile.

Army Traits

There are some traits that affect entire armies

Garrison - Always defends in Attack Missions
Defensive - -2 to rolls to determine attacker.

Command Traits

Army Leader - This is the army's leader. It counts as a Leader for all purposes. It is able to command all units within the army. You may spend 1 CP to reroll any morale tests by units under its command.

Leader (Unit) - See Leaders (page ???) This model/unit is a Leader. If a unit type is listed after the trait, this model may only command unit types that match. Models under the command of a Leader may use its Morale +1 for the purposes of Rout Tests. Also receives the Cautious Leadership bonus.

Strategist X - Global 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 unit CP at the start of every round. This CP is usable on itself, or any unit under its command, for all purposes. This CP, if not spent, is lost at the end of the round unless it can be stored via the Planning trait, or other abilities.

Planning (X) - Leaders with the Planning trait may store X number of CP on itself. A player may store CP on this model at any point during that player's turn from either global CP, or CP generated by the model/unit. CP stored this way is not counted to determine if a round ends. This CP may be spent as normal CP, but only on itself or units within command.

Strategic Planning (X) - Models or units with the Strategic Planning trait may store X number of CP from round to round. A player may store CP during any turn. CP stored this way is not counted to determine if a round ends. At the beginning of a round a player may pull CP from this model and add it to global CP.

Unit Traits

Blueprints – A list of blueprints that an engineer can construct.

Construction Resources X – when constructing emplacements, this model has X number of resources to build blueprints.

Drone - This model is an autonomous drone. The model automatically passes all Morale tests. It must end its movement within Quality distance of a friendly non-drone model, otherwise it may not perform any actions except movement actions. Drones may not pickup downed models.

Drone Operator X - Must choose up to X number of drones to be under its control. Drones under control of a drone operator are no longer required to stay within Quality range of a friendly non-drone model.

Deployment Coordinator X - Receives X CP that may only be used to increase the Arrival number of reserves.

Doctor - May perform Medical Tests at +2. Twice per game may remove Unnerved status from a model by taking an Interact action while base to base with the affected model, then succeeding at a Medical Test.

Engineers X - Can construct items and emplacements with a +X to Quality

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

Flight X – CP cost 1 – As part of a Run action, the model moves X inches while counting as Flying mobility.

Hopper – This unit ignores obstacles 6" high or less and does not take falling damage for falling 12" or less.

Jump X - CP cost 1 - As part of an Advance action, instead of moving its primary move value, the unit moves X inches before making an attack. While moving they are considered to be using Flying mobility (Flying units can clear obstacles 6" high or shorter).

Independent Targeting – If this model has more than one weapon, it may fire weapons at different targets.

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

Medic – May perform Medical Tests at +1. Once per game may remove Unnerved status from a model by taking an Interact action while base to base with the affected model, then succeeding at a Medical Test.

Medical Drone Operator – May Operate utility drones with the medical attachment.

Resolute – This unit may reroll failed Rout Tests.

Recon Deployment – This unit can deploy using Recon Deployment if the mission allows. This allows the unit to move its primary move immediately before the game begins.

Recon - ???

Spotter - +2 to Spot Tests. May call in Strikes.

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

Two handed – If equipped with multiple weapons, may fire them independently

Weapons Platform - Fire heavy weapons after moving. Can snap fire heavy weapons that are not indirect.

Utility Crane – This drone may carry objectives.

Weapon Traits

AoE - See Weapons

Indirect - See Weapons

Fire on the Move - If this weapon is the only weapon firing during an Advance action, the shooting model's Quality is not halved for the Quality Bonus.

Close Quarters X - This weapon gives a bonus in assaults equal to X.

Suppression X - This weapon automatically inflicts X points of disruption to any models hit by this weapon, assuming the model can be damaged by it.

Sweeping Fire X - Shots from this weapon may be assigned to multiple targets within X distance away from the first target. All shots are assigned to targets before rolling for them individually.

Spray Template (X) - This weapon uses the spray template. The size of the template used corresponds to X.

IFF Limiter - If the weapon uses a template either AoE or Spray, friendlies that are less than half under the template automatically succeed at their Quality test to avoid being affected.

Missions

[WORK IN PROGRESS]
This chapter is broken up into two sections, Pickup Missions and Planned Missions. The main difference is when the players create or choose their army lists and setup the table.

This chapter serves as a way to quickly get to playing Exoshift with the least amount of confusion. If players agree ahead of time, they can work together to come up with any kind of mission they want.

Deployment – Generic
Players roll a die, highest roll wins. That player chooses either a deployment zone, or chooses his place in turn order.

Player first in turn order then chooses 1 unit to deploy, followed by the next in turn order. A player may pass his turn to deploy by spending 1 CP from his first turn.

Control Points

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 Control Points markers equal to the number of players in the game +3.

Players alternate placing Control Points 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.

Control Point Objectives

Each Control Point has 2 states: Captured and Neutral. If a point is Captured, it is under the control of a player, marked by a token.

If a unit has a model within 6" and in LoS of an objective, it may attempt to secure that objective by taking an Interact action and succeeding at a Quality Test. If successful, that unit has secured it. 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.

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

Winning Control Points

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.

Objective Grab

Players deploy along long board edges or quadrants. Use Alternating Deployment rules.

Board divided in half.

Each player has 6 small objective tokens, placed in each half of the table by the opposite player, 12 total. No objective may be placed within 6" of another.

Only objectives on the enemy half of the table may be picked up by your units. To pickup an objective, you must use an Interact action while in base to base with the objective. You cannot pickup Locked objectives.

Interact with an objective on your side of the table to Lock it.

Locked objectives require a model to take an Interact action and then succeed at a Quality Test to unlock.

Models may only carry 1 objective at a time. If a model carrying an Objective is downed, it drops the objective. Place the objective in base to base with the model.

Bring an objective to within 3" of the side edges, and not within 8" of the deployment edges, and take an Interact action to Secure the objective.

Carried objectives are worth 1 VP
Secured enemy objectives are worth 3 VP

Winning Objective Grab

At the end of a round, if the number of VPs owned by a player is equal or greater than 7, that player wins. If both players are equal or greater than 7, the highest amount wins. If there is a tie, the next carried or secured objective wins.