

# ExoFront Ruleset V07/22

## Introduction

ExoFront is a strategy tabletop wargame set in a universe torn by interdimensional warfare. The idea behind this project was to create a straightforward and accessible ruleset that will enable a fast-paced, tactical-oriented and fun play experience.

The game is designed with 32mm scale Sci-fi miniatures from our range in mind but it is a miniature agnostic system, you can use any models you like.

The ruleset and all basic components are free and it exists thanks to the support of our Patrons. If you would like to help us in this game's future development consider becoming a Patron and collect benefits like sets of pre-supported 3d printable miniatures each month and extra game assets.

<https://www.patreon.com/puppetswarminiatures>

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## Print and Play

Here you will find 2D printable assets that are accompanied by a set of D6 dice and a measuring tool will allow you to quickstart and check if this game is something for you:

[Regular version](#)

[Skirmish version](#)

Here you can download Free 3d Printable game assets like bases and tokens:

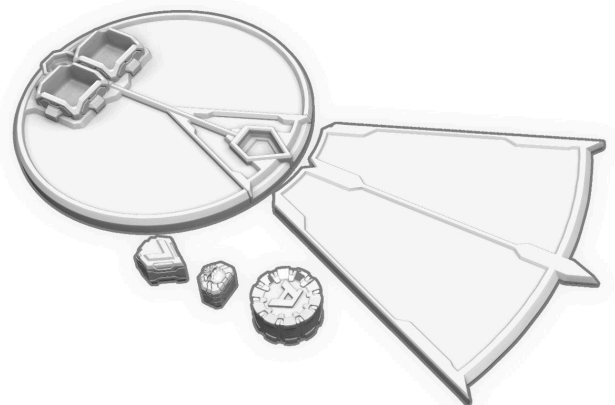
[Regular Version](#)

[Skirmish Version](#)

### Free 2D Printable Game Assetst



### Free 3D Printable Game Assetst



## Pregame

1. Players select the **Format of the Game** and optional game modules (*currently there is only one format available*)
2. Players select a **Pre-Built army list** and **prepare models** (*currently there is only one Pre-Built army list available*).

All players regardless of their Army visual style have access to the same Pre-Built army lists composed of various units described only by their role on a battlefield like Troop, Fast or Fire support. In core game mode, there are no army-specific rules and no requirement for specific war-gear representation on the models.

Pre-Build Army List Example:

### **Universal Recon Force (Alpha):**

- 1x Basic Troop Unit
- 1x Fast Combat Unit
- 1x Heavy Armoured Unit
- 1x Fire Support Unit
- 3x Move Action Card
- 3x Attack Action Card
- 3x Heal Action Card

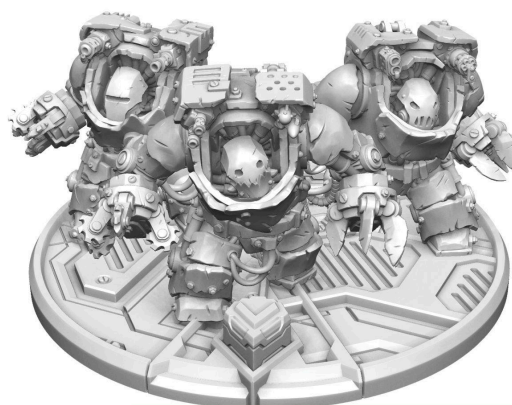
Thanks to this concept we are avoiding armies' power level disproportions and at the same time letting players use any style of miniatures they like. The basic lore concept of war between factions from different dimensions allows for using miniatures of any style where the only limits are players' preferences and imagination.

Units in the game are depicted on a single large base, on which players can put any type and configuration of models they like to represent the chosen unit. It can be for example 5 man squad, one big walker, a monster or even a combination of a few types of miniatures. We only encourage

players to choose models that look will allow for easy identification of the represented unit type.



Example Basic Troop Unit

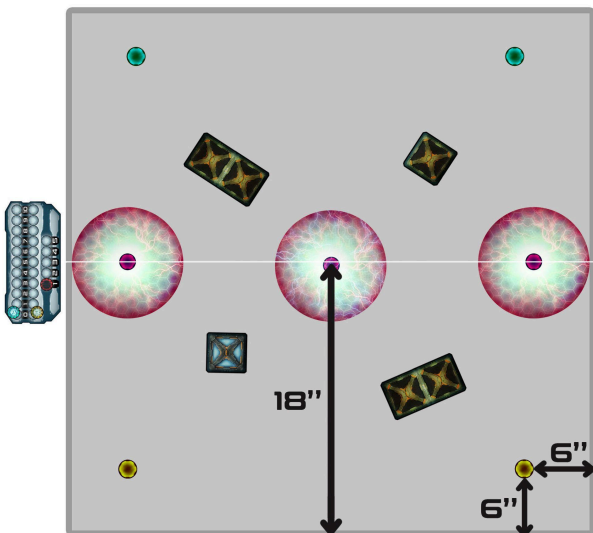


Example Heavy Armoured Unit

One base system gives us few advantages. It significantly speeds up the navigation of the forces on the tabletop. Bases size allowed for built-in, easy-to-control dice tracking and marker system for depicting basic parameters of the units thanks to which situation on the board is clear all time during the play. Bases of this type also allow for combining fast-paced gameplay with the concept of commanding more visually interesting forces than for example in skirmish-type games. And lastly, it opens new possibilities for hobby projects where each unit can be represented by a mini diorama in which players can let their imagination loose since the height and shape of used miniatures do not have any influence on the gameplay itself

3. Players select the **Game Scenario** and set up the board (*currently there is one available scenario*).

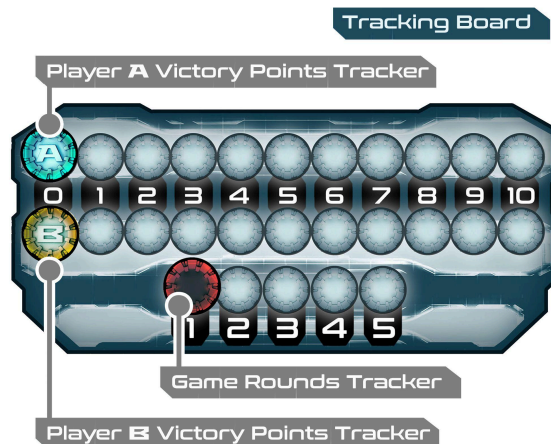
### Scenario: Dawn of Battle (Recon Format)



#### Setup

- Prepare a **36" x 36"** size board.
- Place one **Primary Objective** in the centre of the table. The terrain has a **Force Field** special rule.
- Place **Secondary Objectives** in contact with the side table edges as shown in the picture. Both terrains have the **Force Field** special rule.
- Place four **Field Objectives** near table corners as shown in the picture. Blue on one side, Yellow on the other side of the board.
- Place terrains: two Cargo Crates and two Containers as shown in the picture (no need to be super precise but the idea of this scenario is to be more or less symmetrical for both table sides). Those terrains have the **Obstacle** special rule.

- Place **Tracking Board** near one of the table side edges and place **Tracking Tokens** on starting positions as shown in the picture.



#### Scoring

- Players will score **1 Victory Point** each time the Opponent unit is removed from play.
- Players will score **2 Victory Points** if the unit they control ends move action in base contact or overlapping Field Objective on the opponent table side (that Field Objective is immediately removed from the game).
- Players will score **2 Victory Points** for controlling the Primary Objective at the end of each turn.
- Players will score **1 Victory Point** for controlling the Secondary Objective at the end of each turn.

To Control Primary or Secondary objectives unit base must fully overlap the objective core and can not be in base contact with an opponent unit that has more remaining Health Points (unactivated wound marker count as six)

#### End of The Game

The Winner is declared if, at the end of any round, a player has scored ten or more Victory Points. If after the end of round five victory has not been declared, the winner is the player with the most Victory Points.

## Beginning of the Game

Players roll one die each, and the winner of this roll-off decides which player will have priority in the first round. Then Player with the priority places the first unit on the board with a base in contact with a board edge on the chosen table side. When this is done another player places one unit on the opposite board side and so on, to the point where all units are placed on the board. When this is done First Round of the game begins.

## The Sequence of Play

The game uses an alternate activation system. The player with the priority has the first turn, and in his turn player activates one of his units on a board or plays the action card. After it is done, the opposing player's turn begins and in his turn, he can also activate a unit or play an action card. When there are no units on board left to activate round ends. Players score points

for objectives then flip all unit's activation markers on the ready side and moves the round marker to the next position. The player who activated the last unit in a round loses the Priority and then a new round begins. At the end of turn five, the game ends.

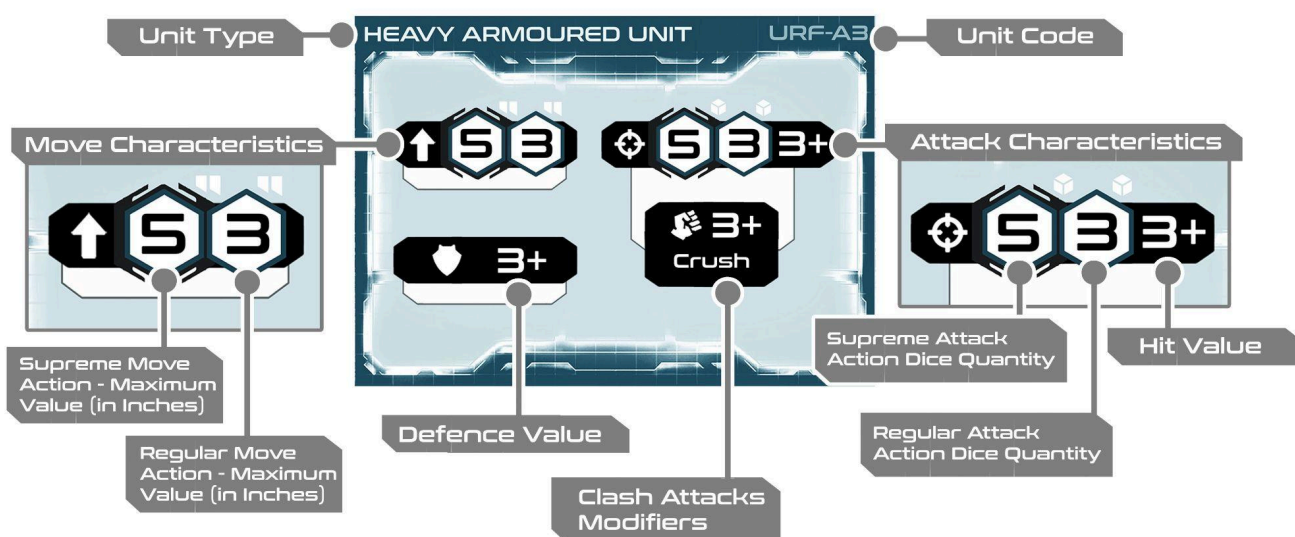
## Unit Activation

The unit during activation may perform two actions one following another. Actions might be performed in any chosen configuration and might be of the same type. Action type Available during units activation:

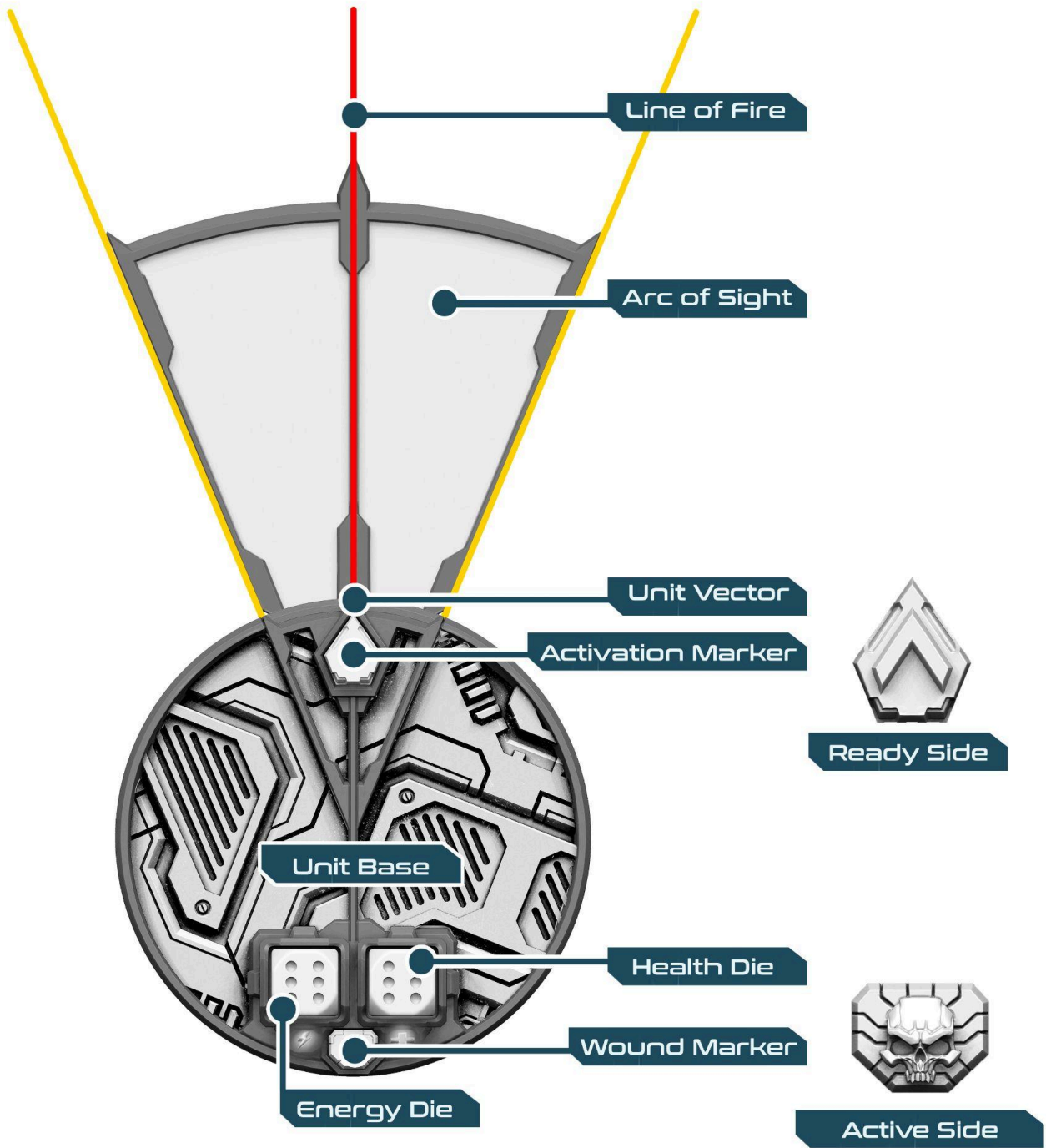
- **Move**
- **Attack**
- **Rest**

During activation of the unit, only one action may use a Supreme Profile. Additionally, if the unit has a wound marker on the active side it can use a Supreme profile only after spending one Energy Point.

## Unit Card Composition



Unit Base, Arc of Sight and Line of Fire diagram



## ATTACK ACTION Sequence

- 1. Choose target** - an enemy unit that base must be in **18 inches** range from the attacker vector and in the attacker's **Arc of Sight** or in base contact with the attacker.
- 2. Pivot attacker** if necessary to have the target unit in the attacker **Line of Fire** (*straight line from and in direction of attacker vector to any point of the target unit base*).
- 3. Attack Roll** - the attacker rolls a number of dice equal to the chosen action type profile. Determine successful rolls according to Attacker Hit value and possible modifiers and special rules. Use only CLASH modifiers profile if the target is in base contact with the target of the attack.
- 4. Defence Roll** - the target unit rolls a number of dice equal to successful hits from the attacker roll. Determine successful defence rolls accordingly to the target defence value taking count of possible modifiers and special rules. Successful rolls cancel hits one-to-one.
- 5. Apply damage** if necessary. Hits that were not cancelled during Defense Roll correspond to the number of Health Points that the target unit loses as a result of this attack action.

If a unit has no more Health Points left the Health Die gets back to the maximum level of 6 and the wound marker must be immediately flipped on the active side. If the target of the attack has no health points left and its marker is already on the active side, that unit is removed from the board and the attacker gains one victory point.

## ATTACK Special Rules

**FLANK** if the target of attack action does not have the attacker in its arc of sight it suffers a -1 modifier to its defence profile for purpose of this attack action.

**COVER** - If during the attack roll a straight line can be drawn from the attacker vector to any part of the target base that crosses any terrain piece or other unit base subtract one successful result from the attack roll. Apply only if the target of the attack is not in base contact with the attacker.

**CLASH** - if a unit activates in base contact with an enemy unit it can perform only one action. If a unit performs an attack action target of an attack needs to be in base contact with the attacker and must use CLASH modifiers on its unit card profile.

**FRIENDLY FIRE** - if the target of an attack is engaged with another friendly unit or units, all misses are automatic hits for a friendly unit engaged with the target of an attack, if there is more than one unit opponent chooses which one takes hits.

**AUTOMATIC HIT** - count as a successful attack roll during attack action and forces the affected unit to perform a Defence Roll, and apply damage if necessary, same as during the attack action sequence.

**CRUSH** - if the attack profile of the attacker has this ability target of the attack is forced to reroll all successful defence rolls.

**PIERCE** - if the attack profile of the attacker has this ability all attack rolls of 6 can not be blocked by target unit defence rolls.

**IGNORE COVER** - cover special rule does not apply if the attack profile of the attacker has this ability.

## MOVE ACTION Sequence

1. Pivot the Unit up to 360 degrees around its axis.
2. Move the unit on the board in a straight line in the direction shown by the unit Vector.

- The movement distance can not be higher than the value of the Unit Movement characteristic (Supreme or Regular depending on chosen Action Type) and is measured from the Unit Vector.
- The movement can not be made through enemy models.
- The movement can not end on Obstacle terrain or on any other model base.
- The movement can end in base contact with an enemy unit only if the enemy unit base will be in contact with the vector of the active unit.

3. If The unit is not in base contact with the enemy model it might pivot up to 360 degrees around its axis.

## MOVE Special Rules

**IMPACT** - unit that was engaged in base contact by the move of the other unit suffers three Automatic Hits with CRUSH ability. (see *Attack Special Rules on p.6*).

**IGNORE TERRAIN** - Units with this ability do not subtract 1" while moving through the Obstacle terrain types.

## REST ACTION Sequence

1. Change units Energy dice to the maximum level of 6.

## Energy

Players may spend a unit's energy during the game to:

1. **Perform Card Action** - Cost 1 Energy Point.
2. Perform **Supreme Action** during Activation of the unit with **Active Wound Marker** - Cost 1 Energy Point.
3. **Boost Move Action**. Perform at the beginning of the move action, Roll the D6 die and add the result to the maximum range of units movement for this action - Cost 2 Energy Point.
4. **Boost Attack Action**. Perform after attack dice roll, before the target defence roll. Allow for reroll of all missed attack dice - Cost 2 Energy Points per use.

## Health and Energy Die

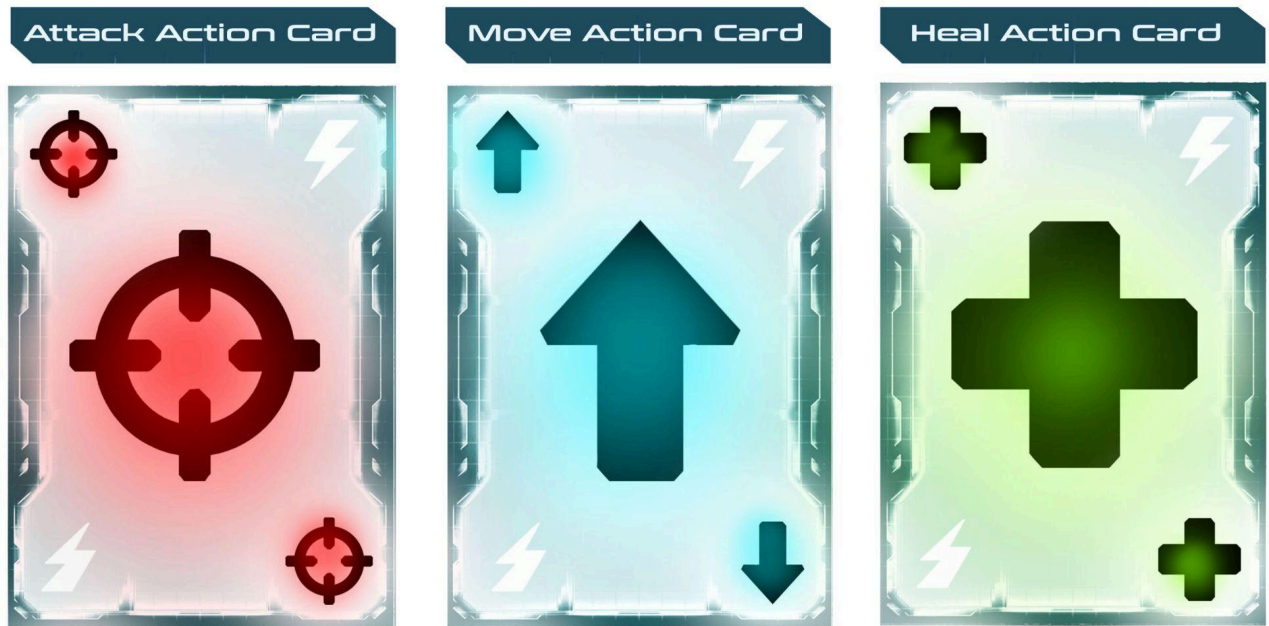
Every unit starts the game with both dice placed in the unit base on a maximum level of six. Each time Unit loses, spends or gains Health or Energy points Players flip the die on the correct number to keep track of the unit's Health and Energy points levels during the game.

## Terrains Special Rules

**FORCE FIELD** - During the attack action Force Field count as a terrain piece and gives a Cover rule only if the attacker unit vector is not within the Force Field.

**OBSTACLE** - Units can not end movement on this terrain piece. While performing a Move action through this terrain piece a unit must subtract 1" from its movement characteristic profile.

## Action Cards



- Players can choose to play one Action Card instead of activating the unit during their turn as long as they have at least one unactivated unit on the board.
- During the Game Round, The Player can play a maximum of two Action Cards plus one card for each of its destroyed units.
- To play an Action Card choose the target of a card from players' units, there is no difference if the unit is activated or not and the Action Card does not change its activation status.
- Unit Targeted by an Action Card must spend One Energy Point to perform dedicated Card Effect.
- **Move Card** allows the target unit to Perform Move Action using its Supreme Profile
- **Attack Card** allows the target unit to Perform Attack Action using its Supreme Profile.
- **Heal Card** allows the target unit to restore four Health Points (up to six), the card do not affect wound marker status.
- Instead of using a dedicated Card Effect, The Player can choose to perform **Rest Action** on the Targeted unit with no Energy Cost.
- After the Card or Rest Action is resolved player's turn is over.

## Next Steps

- Take your feedback and fix problems that we will encounter along the way.
- Develop more scenarios and army lists for recon game format.
- Develop scenarios and army lists for larger-scale game format.
- Develop game modules - optional rules that will make the game reacher and enable players to choose the level of complexity and playability according to their preferences. For example, The Event Engine Module will allow for changing game conditions during each round or a Commander Module - one that will allow players to spice up prebuilt army lists with additional rules.

## How you can help?

Test it and tell us what you think! A game can not exist without a player's base. Your feedback will be greatly appreciated and will help us to refine and expand this game concept.

## Designer Note

With this project, my goal was to create a ruleset that would please my own wargame expectations. An easy, tactical game that is a basic variant that can be played in about an hour.

A game, that outcome would be an effect of the player's decisions during the match and not a specific army list combo and one which will allow me to use my favourite figures.

Hope this project gives you chance to take your models from the shelf for some action or maybe inspire you to tackle a new hobby project and give you joy during play.

Adrian Gawęł, Puppetswar miniatures designer and sculptor, lately also game creator :)

## RULES SUMMARY

### UNIT ACTIVATION

Two actions, any configuration, one Supreme.

### MOVE ACTION

1. Pivot
2. Move the unit in a straight line
3. Pivot

### ATTACK ACTION

1. Choose target
2. Pivot
3. Attack Roll
4. Defence Roll
5. Apply damage

### REST ACTION

1. Change Energy Level to 6

### ACTION CARDS

2 per round +1 for each removed unit play instead of the unit activation

- **Move Card** = Supreme Move -1E
- **Attack Card** = Supreme Attack -1E
- **Heal Card** + 4 Health Points -1E
- **Rest**

### ENERGY

- Card Action - 1E
- Supreme Action when Wounded - 1E
- +D6 to Move -2E
- Reroll hits - 2E

### Special Rules:

**FLANK** -1 to the defence roll

**COVER** -1 hit

**CLASH** - one action during activation

**FRIENDLY FIRE** - miss = hit friendly unit in base with the attacker

**AUTO HIT** - force defence roll

**CRUSH** - target reroll all successful defence rolls.

**PIERCE** attack roll of 6 can not be blocked

**IGNORE COVER** - cover special rule does not apply if the attack profile of the attacker has this ability.

**IMPACT** - base contact initiation = 3 Auto hits with Crush

**IGNORE TERRAIN** - movement distance is not affected by obstacle terrains

**FORCE FIELD** - If an attacker is inside do not give Cover

**OBSTACLE** -1" when moving through and can not end move on it