

Fallen Frontiers



BETA RULES



Fallen Frontiers is a wargame where two or more armies will fight for victory in numerous scenarios. This set of rules refers to the Fallen Frontiers initiation box set which will be released under the name "The conquest of Hextrom VI". In this set you will find all the elements necessary to recreate the battles which occurred in this planet between the Ares condominium and the Riffen empire.

Throughout this rule set we will refer mainly to two terms: Units and Miniatures.

A Unit is a set of miniatures that work as a single group. A miniature is any individual model used in the game. The main element in the game is the unit. Adding miniatures to a unit will shape its unique characteristics and profile, which will depend on the type of miniatures added. This way, a unit composed of soldiers and explorers will have different attributes than another composed of soldiers and heavy weapons.

Dice and Modifiers

The game is based in rolling six-sided dice. The rolls will have to be higher than an objective which will depend on the action to be performed and the type of miniature or unit that performs it. If the objective number is, for example, 4, a successful roll will be 4, 5 or 6. Sometimes the rolls will have modifiers. These modifiers apply directly so that they change the result of the die. This way, when we see "1d+1", it means that we must roll a six-sided die and add 1 to the result of the roll. When we multiply we must take into consideration that the modifiers are not multiplied. If we need to roll 3 times "1d+1", we will roll 3 dice and add 1 to each one.

Attributes:

Speed:

Speed is the characteristic that reflects how fast a unit is in the battlefield. When a miniature performs a movement action it will be able to move up to the number of MU (Movement Units 1 MU=1 inch) indicated by the value of this attribute.

Training factor:

The training factor represents the general ability of a miniature as a soldier. This number will be the objective that the enemy will have to roll higher to hit with a close combat or long range weapon and to pass psychology checks. The Ares infantry has a training factor of 4. To hit them, an enemy needs a basic roll of 4 on a six-sided die.

Attack:

Represents the number of dice that a miniature can roll to perform an attack during a close combat round.

Strength:

Indicates the physical strength of the miniature. It will be used to indicate the possibility of wounding an enemy in close combat. The same way, long range weapons will have a strength value which will indicate their destructive capacity when shot.

Endurance:

Indicates the number of action phases that a type of unit can perform consecutively without falling in fatigue. A unit with endurance 2 that moves or shoots for the third in a row will receive a penalty of -1 to its MU or the rolls to hit performed in that phase. If it were to be activated in the fourth turn, the penalty would be double.

Armour:

Indicates the armour level of a miniature and how protected it is against enemy attacks. Represents both the protection obtained by equipment and the natural benefits characteristic of the miniature such as dermal plates or a chitin shell.

Resources:

There are two types of resources in Fallen Frontiers that you will win and use as the game progresses and that can modify the behaviour of your army. These resources are the Krithium and the morale.

Krithium:

In Fallen Frontiers there is a very valuable material which is used, among other things, as a portable energy source of great power. You can improve your troops, buy equipment and upgrade your weapons collecting Krithium in certain areas of the board. In many cases, dominating Krithium sources will be key to win the game and will enable the use of powerful technology and cards which could not be used at the beginning.

Morale:

Morale is very important for the proper functioning of an army. Troops with high morale are capable of performing actions over what would normally be expected of them. Maintain the morale of your troops high and you will be able to make your troops perform at 150%, run faster, shoot more or maybe even cheat death in some cases. But be careful because an army with low morale will not obey orders as much and may even retreat from battle making you lose the game. Morale can be obtained by achieving objectives, defeating enemies and avoiding casualties in your army. Using morale points you will also power up the effects of your cards.

The three basic pillars:

Fallen Frontiers is based on three basic pillars: Units, Characters and a deck of cards. These are the elements that we will have to configure and over which we will perform variations. Even a squad of heavy weapons will, for example, be lethal even in close combat with the appropriate close combat hero. Also, with the appropriate deck of cards, we can empower the strategy that better suits our playstyle (Range, movement, defensive, close combat) and we can configure it with the type of cards that we prefer. The deck of cards can also be a powerful weapon to dismantle enemy plans because it can be configured to counter actions of the opponents, their equipment or even their cards.

Units:

As we mentioned before, miniatures are grouped in units. Each faction will have units whose characteristics will depend on the number and class of the miniatures of which they are composed of. In the table of units we can see the types of miniatures and the values that are added to the unit. The units have an optimal size which represents the number of elements with which each faction is used to operate. This optimal number in Fallen Frontiers is called squad. When a unit forms a squad it acquires certain benefits that are reflected in the units table. When the number of miniatures is higher than the size of the squad or falls under the size of the squad, these benefits are lost, and it can even suffer penalties.

All the miniatures can be individual units. However only the miniatures with core ability or commanders can group many miniatures to create a higher unit. A miniature with core ability separated 2 MU of another miniature will be considered part of the same unit. A miniature without core ability separated 2 MU of another miniature part of a bigger unit will be considered as part of the same unit even though none of the miniatures have core ability. Two individual miniatures separated 2 MU without core ability will be considered two separate units.

Reference miniature: To determine the facing of the unit during the game, a reference miniature will be used, whose facing will represent that of the whole unit. This way when we need to determine if a unit is flanked by the fire of an enemy unit we will use the position and facing of that miniature for the whole unit. In the units in which there is a commander we will use the commander as the reference miniature. In the cases where there are no commanders, the reference miniature will be the closest miniature to the source of the fire.

When a unit is composed of miniatures with different attributes, for example, training level, we will consider as attribute of the unit the least of the values. However, in the case that various miniatures with different armour values are hit, each one will roll with their own attribute.

Officers and characters:

Officers and characters are a key element when organizing your army. Without them, units will not benefit

from the effect of cards, nor use morale points to improve their attributes. Also, characters can change the behaviour of your troops by adding abilities to them.

Normally, the same unit can only have one character or an officer, however there are characters that can command units where there already are other characters. These characters are called Commanders.

A character adds all its abilities to all the miniatures with the skill “agile” of the unit to which it has joined. If the character has the ability “infiltrator” and is placed in a unit with the abilities “fighter” and “agile” the unit also gains the ability “infiltrator”.

The deck of cards:

The deck of cards is the secret weapon of a player. The only element of the army that an opponent will not know at the beginning of the game which can be a great advantage if we surprise the enemy with a strategy that is not expected. In the Fallen Frontiers box set you will find two equal decks and two different cards, one per faction. From that point forward, you can modify the decks by adding and taking cards with similar value that come with the different troops.

During each action phase the player will use a maximum level of cards equal to the support value.

Cards are divided in these different types:

Tactical cards.

Tactical cards are included in the deck. They can be played in the tactical phase, after deciding initiative. These cards have conditions which have to be fulfilled to have effect. Playing a tactical card will not count towards the maximum limit of cards played per turn. The tactical card, unless specified otherwise, will remain in play until, at least, the four action phases. Once the action is resolved, the card goes to the player's discard pile.

Action Cards.

Action cards can be played in any moment during the turn of the player and can be solved automatically. If the opponent plays a reaction card, the card played last will be resolved first.

Action/reaction Cards.

This type of cards can be played during your own action phase, or during the opponent's action phase. In the description of the card the exact moment of use will be described.

Equipment cards.

Equipment cards are placed in a deck called “armory”. The size of the armory is determined by the number of logistic points of the characters of the faction. If the sum of all characters is equal to 4, the armory deck can contain a maximum of 4 cards. These cards can be played in any tactical phase as long as their cost is paid. Once the equipment cards are assigned to a unit they can be used until the leader of the unit disappears of the game ends. No equipment cards can be played in a unit without officer or character.

The Equipment/weapon cards can be used using the shooting action of the unit, so that a unit which uses frag grenades will be considered that it has moved.

The turn in Fallen Frontiers:

Each turn of the game is composed by these different phases:

- Tactical phase
- Action phases sequence
- End of turn. Cards are drawn, morale indicators are updated, victory conditions are checked and actions indicated with the text “at the end of the turn” are performed

Tactical phase.

Initiative roll. This is done at the beginning of the tactical phase. In this type of roll, players choose a secret number of morale points and they separate them in their pool hidden from the opponent. After that, roll a die and each player adds the number or morale points that they would have taken off their pool. These morale points are lost and are returned to the general pool. The winner will be able to choose whether to begin in the first action phase of the turn and play the tactical cards last.

During this phase, and unless otherwise indicated by some card, tactical and equipment cards that will remain active during the turn will be played, starting by the player who lost the initiative roll. At the end of the turn tactical cards that were used will go to the discard pile but equipment cards will remain active for further turns. Also during this phase, psychology effects will be resolved. All units that have a pinned or desorganized counter will try to remove them by passing a roll against their training factor. If the roll is equal or less than the value described in the attribute, a counter will be removed (if there is more than one, the rest will remain). On a roll of 1, all counters that the unit has may be removed.

Action phases.

The main turn in Fallen Frontiers is composed by 4 or more action phases. Each player will have two actions phases to move or shoot with units, however, the order in which these phases are played depends on the initiative roll. The decision of who goes first is done at the beginning of the game. The player will be able to remove one action counter and play its first phase, or leave the turn to its opponent, who will then remove a counter and the first action phase will begin. Once the phase is finished, an initiative roll is performed to see who plays next. If a player does not have action counters available, the player will not be able to play another phase and the opponent will play until there are no action counters available. In this moment, the end of turn phase begins.

Action and fatigue phases. It is possible that a player plays the last two action phases of a turn and the two first of the following turn. This means that a player can play one, two, three and up to four consecutive times before the opponent plays again. When a faction plays its third consecutive phase, it will begin to feel the effects of fatigue.

During the action phase, the following actions can be performed.

Movement:

All the units that do not have a shooting counter will be able to move at the beginning of their action phase. Each miniature can move 1 MU for each point in their movement attribute. Terrain can affect the capability of a miniature when moving. The modifiers are the following:

- Forest terrain: Maximum movement is not affect
- Difficult terrain: Maximum movement is reduced to half
- Jump any obstacle (fence, bush, civil vehicle): Reduces 1 MU to the total movement capability in this phase.
- Entering a building ends automatically the remaining movement points of a miniature. This miniature may be placed anywhere in the once it is inside.

Charge:

A unit may declare a charge against an enemy unit. Charge is a especial movement with the objective of engaging an enemy unit in close combat. When a unit declares a charge it can perform a movement equal to its movement attribute and add 1 additional MU. If a card enables a unit to increase its movement, this will be added. Units that because of their movement are not capable of engaging the enemy will not be considered as engaged in close combat. During the next movement phase they will be able to assault to engage the enemy in close combat or move in another direction and create a new unit with a disorganized counter. If any of the attacking miniatures is able to engage the objective unit, the defender may perform an opportunity attack with a -2 modifier to hit.

Shooting:

When a unit shoots it must select an enemy unit inside their line of vision. The line of vision is calculated from the attacker to the miniatures of the objective unit. Every single miniature capable to see at least one enemy miniature can shoot

A unit may shoot with all the miniatures capable of doing so only over the selected unit. As an exception, if there is a group of miniatures that cannot form a unit (they do not have core ability), then it will be possible to shoot over the group even if it is not considered unit. The shooting will be performed considering a unit of size 1. Once the shooting is declared, the unit will not be able to perform another action even though the objective is out of the effective range of the weapons. With a measuring tape, check which miniatures are in range. Hits cannot be assigned to miniatures out of range even if they are part of the unit where there are miniatures in range.

To hit over a unit, throw all shooting dice of the attacker that are provided by its miniatures and apply the corresponding modifiers. The objective number will be the training level of the unit which receives the shots plus any modifier that could be applied because of distance or terrain (see list below). Once shooting is resolved, count how many dice have passed the objective and those dice will be considered hits over the unit. In this moment the defender will assign the hits equally over the miniatures in range and visible of the unit. Once dice are assigned, the attacker will first try to wound once for each hit die. The objective number to wound will be the difference between strength of the weapon and armour value of the miniature. If the attacker uses a weapon with strength 4 and defender has an armour of 7, the objective number will be 3+. For each success, a wound counter will be placed next to the corresponding miniature. No shooting may be done with another unit until all the shots of the unit shooting are solved.

Aggravated wounds. There are weapons that due to their destruction power can cause an enormous damage. When in a roll to wound throw, the result is a multiple of the base number, additional wounds will be caused. For example, if a weapon of strength 4 hits an objective of armour 6, the base difficulty to wound is 2. If when throwing the die we obtain a 4, which is double of the base objective number, then the objective will receive 2 wounds instead of one. If it had obtained a 6, the objective will receive 3 wounds since 6 is triple the base objective number.

Partially visible miniatures: Sometimes, some of the miniatures of the defender will be partially covered, and others will not be. In this case, the hits that can only hit miniatures under cover will be assigned in this group and the hits that can hit all will be assigned normally, distributed equally between all the assignable miniatures.

Modifiers to the roll to hit in long range.

- Objective under cover +1 (in a building, forest or behind an obstacle)
- The objective has two movement counters +1
- Objective is big -1
- Objective is flanked -1

- Card bonus (according to card)

Assault:

This phase is the consequence of a movement that results in an assault in the previous phase. During this phase the units engaged will fight in close combat against the enemy. If the movement that produces the assault is not a charge, then an initiative roll will be necessary to determine which faction goes first. Both players throw the dice and add their training factor to the roll. The player that obtains the highest result will be the first to attack. To win, the attacker unit will throw the dice corresponding to its attack against an objective number equal to the training factor of the defender. An hit will be obtained for each successful roll after applying the modifiers which correspond in each case. Each miniature assigns the hits only to the miniatures in contact with it. In case there are many, the attacker decides which to assign the hits. Benefits or penalties of each type of unit, such as for example, +1 to armour for being in a squad, are not applied in close combat. Afterwards, roll a die for each hit. The objective number is the difference between the strength of the attacking miniature and the armour of the defender. A wound counter will be applied for each successful roll. In this moment, the defender miniatures that have not received any wound may counterattack performing a roll to hit in close combat themselves. After the counterattack, the following situations may unravel:

- All the defenders have been defeated. The attacker may move its miniatures up to 2 MU to regroup. The unit receives a pinned/desorganized counter.
- There are still attackers and defenders on the board. All the unit that are not engaged, may that be because they are not in contact at the beginning of the combat or because they have won their combat, can move up to 2 MUs to engage with the miniatures of the opponent. In the next action phase, and initiative roll will be performed between units in combat to see who hits first.
- All attacking units have been eliminated. The defender unit can move up each miniature up to 2 MU to regroup and obtains a desorganization counter.

Once the attack and counterattack are resolved, we will proceed to another group of units or to the next phase if there are none remaining.

Close combat modifiers:

- +1 to their roll to hit for each allied miniature in contact with the opponent including itself.
- -1 if the miniatures charged are on high ground or behind a barricade.
- Card bonus (according to card)

End of turn phase.

This phase sums up all that happened in the action phases and how it affects the behaviour of the army. The phase is composed of four steps.

Step one: Victory conditions check and casualty adjustment:

During this phase we check if any of the players has reached the requirements imposed by the type of scenario played.

Then, if nobody won, remove all miniatures that have a wound counter. There are cards and abilities that enable some miniatures to remain in play when wounded. Remove the miniatures but keep the wound counters because they will be used for the morale adjustments of the next step.

Step two: Morale counter adjustment

Morale points reflect the state of mind of the army. Morale will increase when mission objectives are accomplished and defeating the troops of the enemy. In the same way, if we suffer many casualties or force our troops over their possibilities, the morale of the army will decrease.

Morale points that are obtained will be reflected in the morale score counter. Depending on the value reflected in the score counter, upgrades or penalties may be obtained that will affect the behaviour of troops. Morale points are adjusted for both sides independently of the turn in game.

During the morale adjustment phase, points can be obtained in the following way:

- +1 for each unit in a squad with commander.
- -5 for each miniature with the ability commander fallen this turn
- +5 for each secondary objective
- +10 for each main objective
- +1 for each wound inflicted and -1 for each wound received. Wound counters are subtracted and the winner adds the difference to its morale and the loser will subtract it. This way, if a player has received 5 wounds and the other 3, the second player will add 2 morale points while the loser will subtract 2 to its score counter.

Morale points can be changed at any moment for the following for any unit which has an officer or a character..

2 morale points: +1 to hit throws.

2 morale points: +1 MU to the movement of a unit.

4 morale points: Draw an action card.

15 morale points: The objective unit will receive a permanent bonus* between the following:

- +1 movement points
- +1 to hit
- +1 to hit in close combat
- The unit produces a morale point during the morale adjustment phase

*If the unit is pinned at any moment, the bonus is lost.

Step three: Harvest Krithium

All Krithium generation points provide their corresponding Krithium points to the faction that controls them. To control a Krithium point you need to end an action phase at least 2 MU from that point and there must be no enemy miniature close to that distance. When this happens, the player places a faction counter indicating the control of that point. If a player ends at 2 MU or less of a Krithium point, remove the faction counter and the point is left without owner. It will be necessary to end close to the point and it must not have any other faction counter to control it. In the Krithium generation points that are not controlled by anyone, place a Krithium point which will be received by the first to control it. Points placed this way can be accumulated.

Step 4: Draw cards

At the beginning of the game each player has a number of cards indicated in his/her faction chart. In the drawing phase he draws the number of cards indicated by his faction profile. The maximum size of the hand is indicated by the logistics factor of your army. The excess must be discarded immediately.

Psychology.

An army will suffer the following modifiers (cumulative) depending on the situation of their morale as indicated by the morale score counter:

- 7+ morale points: +1 to the movement of all the army.
- 10+ morale points: a miniature of each unit receives an additional range/close combat attack die per turn.
- -4 or less: all units receive -1 to their movement. All units that receive shots must pass a pinning check.
- -10 or less: the army retreats and loses the game.

Intimidated units:

If the punishment over a unit is excessive or receives so much fire that soldiers can't even raise their heads to look around, the performance in combat of that unit will decrease.

Units that receive a number of hits equal or higher than the number of miniatures that form the unit will receive an intimidation counter. At the beginning of their first action phase, they must perform a roll against their training factor. If the roll is not passed they suffer a -2 penalty to hit and they will only be able to move towards the enemy at half their movement value. Intimidated units cannot capture objectives.

Unlinked:

Units whose number has been reduced and are formed by less than an effective combat force are called "unlinked". This type of units must check for pinning at the first hit, if they do not pass, instead of one counter they will receive 2 and they will flee. Also, all shoots against them will be considered as made from the flank.

Blinded:

When a unit is blinded, place a blinded counter next to it. The unit, apart from suffering all the pinning counters will reduce its training factor in 1. This counter will disappear automatically at the beginning of the next turn.

Flee.

There are times when, even with all the training, the situation is tougher than what a soldier can deal with, and survival instincts are greater than courage. When a unit receives a second pinning counter in its turn, it will have to move to the maximum of its movement in the most opposite direction possible from the enemy. If by any circumstances of the game there is no direction that can leave the unit fleeing further than 5 MU from an enemy, the unit will be considered destroyed. This movement is considered mandatory and must be performed until the unit manages to recover its operational condition.

End of the game:

A battle of Fallen Frontiers may end because of different reasons:

- Because a player awards victory to the opponent.
- Because a player reaches the victory conditions of the scenario at the beginning of the turn.

- Because the fixed maximum number of turns has been reached.

In the last case all victory points obtained in the scenario will be counted and the winner will be determined.

Skills:

Minatures depending on their type will have skills associated that will make them different to the rest. A combination of these skills will help obtain an infinite number of combat options with a limited number of minatures.

Core: This miniature can form a group. Any miniature situated less than 2 MU from it will be part of its unit.

Agile: The miniature can obtain the movement skills of its commander. If a commander is “fast”, all agile minatures will obtain the bonus “fast”.

Heavy: It can obtain movement penalties. Heavy units that shoot and have a movement counter will halve (rounding down) their rate of fire. If the initial rate of fire is 1, then the unit cannot shoot when it has a movement counter.

Engineer: If this unit is situated in a Krithium generation point, it obtains double Krithium points in the Krithium Harvest phase.

Suppressing fire: Hits done by this unit will trigger pinning checks in the enemy unit.

Objective selection: This unit assigns its hit dice.

Fast: A unit entirely composed by troops with the ability “fast” will improve its movement in 2MU.

Explorer: Units with explorer cannot be objective of shots unless they are the closest one. They can never be unlinked.

Hardened: This character is extremely resistant in close combat and will not fall back by the first hit. The character will only be removed as casualty when it receives more wounds than its hardened attribute in a single turn. At the end of the turn, remove all wounds that the character has.

Armoured: Similar to Hardened but applies in ranged combat.

Lightning reflexes: The character always acts first in close combat.

Commando: Units with commando cannot be the objective of shots unless they are closer than 5 MU. They

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do not apply unit modifiers. When a unit is unlinked, instead of applying the effect, the unit gains +1 speed and +1 armour.

Stubborn: When a character receives a wound that would eliminate it, it will remain in play until the end of the fourth subphase. If it receives another wound, it will be removed automatically from the game.

Commander: This skill enables another character in the unit and that both maintain their bonuses.

Fighter: The training factor increases by 2 when fighting in close combat.

