

Frontier

Advanced Game Design: S2 – P1

Frontier is a Tabletop battle system with a Wild West setting. Based on the likes of other Tabletop products such as Necromunda, 5th Edition Dungeons and Dragons, as well as video games such as X-Com Enemy Unknown (2012).

RULES OVERVIEW

Phases of Play

Initiative

Initiative is decided by drawing from a deck of 14 cards, the whole suit of Spades (Ace through King) and a red Joker.

The Player with the smaller Posse draws first. Players then take turns drawing for each Unit in their Posse, alternating with each draw.

The numerical value of the card represents where that Unit takes its turn in initiative (Ace acts as a 1, King as 13). If a Player draws the Joker for a Unit, they may choose when that Unit acts initiative after all other Units have received their initiative cards.

The Unit with the highest initiative takes the first activation of the Action Phase.

Action phase

Units take turns in initiative order to Activate. During its activation a Unit may take simple, basic or major actions from the actions list.

End phase

During the End Phase, Units must make a Cool check based on how many other Units have been rendered out of action during the current Combat Encounter. Cool checks are made from the point where half the Units on the field (rounded down) are considered Out of Action or when the Leader of their Posse is considered Out of Action.

Winning the Encounter

A Posse wins a Combat Encounter by either, rendering all hostile Units Out of Action or causing all hostile Units to flee the Combat Encounter.

Posses

The Law – Led by the Sheriff, The Law defend the innocent and will protect their town from the criminals who wish to claim it.

The Law have access to 4 unique Units they may field in a Combat Encounter. They cannot however field duplicate Units.

The maximum number of Units The Law can field during a Combat Encounter is 4.

The Outlaws - Led by the Gang Leader, The Outlaws look to make money and live life to its fullest, no matter the cost to others.

The Outlaws have access to 3 unique Units they may field in a Combat Encounter. They can field (Non-Leader) duplicates.

The maximum number of Units The Outlaws can field during a Combat Encounter is 5.

Action Points

Each Unit has a total of 2 action points (AP) that they can use during the Action Phase. AP is used to pay for actions on the actions list.

Some abilities grant Units additional AP and will specify when these temporary points can be used. AP replenishes at the beginning of each Action Phase.

Leaders

Leaders are in charge of a Posse; they have unique stat blocks and usually have better skills than the other Units in the Posse.

Leaders have two unique features, they have a Leadership Skill and they have access to Leader Abilities:

Leadership Skill – This skill acts as a buff to the other Units in the Posse when they are making Cool checks. When a Unit makes a Cool check and their Leader is still in play, they may add their Leader's Leadership Skill number to their role. If their Leader is taken Out of Action, they lose this bonus.

Leader Abilities – These are unique abilities which can be expended to grant buffs to one or more members of your Posse. In some cases the ability will buff the Leader themselves, in others it might affect multiple members of the Posse (excluding the Leader). In addition Leader Abilities also have a Recharge time. This is the number of Action Phases you must wait until you can utilise that ability again.

Unit Status effects

Prone – A Unit may be knocked prone; they must use the Stand Up action from the action list to end this effect.

Wounded – Units that have taken any Wounds in a Combat Encounter are considered Wounded. Wounded units take a – 1 penalty to Cool checks.

Seriously Injured – When a Unit is reduced to 0 Wounds, they are considered Seriously Injured and fall Prone. A Unit that is seriously injured no longer takes turns in combat and can now be Coup De Graced. Seriously Injured Units can be revived with items such as Smelling Salts and considered Wounded. However, any Units that are still considered Seriously Injured when the Combat encounter finishes are immediately classed as Out of Action.

Out of Action – Units that are considered Out of Action are no longer in play and cannot be fielded in the next Combat Encounter.

Broken – A Unit that fails its Cool check is considered broken. It immediately flees the battlefield and is removed from the Combat Encounter.

Skills

Move – How far a Unit can move in inches.

Ballistics – How proficient a Unit is with Ballistic Weapons.

Melee – How proficient a Unit is with Melee Weapons.

Toughness – How many points of Damage a Unit can take in total before they can be Wounded.

Wounds – How many points of Damage a Unit can take before becoming Seriously Injured.

Leadership – Only applies to Leaders; this is a modifier applied to allied Units' Cool checks whilst the Leader is still in play.

Cool – Determines if a Unit will break and flee the Combat Encounter. If a Unit fails their Cool check, they flee the Combat Encounter and are immediately removed from play.

Checks

There are three kinds of check a Unit can make; Ballistics, Melee, and Cool.

To make a check with a Unit, roll 1d6 and add any modifiers which may affect the role, then compare it to the value of the skill which the Unit is making a check in. If the number is equal to or greater than the number in the skill then the check succeeds.

Shooting and Melee Attacks

Any attack action, whether Ballistic or Melee, is considered a check in the corresponding skill and is handled as all checks are.

Posse Inventory

Each Posse has an inventory in which items can be stored. Items stored this way are accessible to the whole Posse and can be utilised without them being equipped to a Unit. For example, Smelling Salts.

Items

Items can be found within Combat Encounters on the map and can be picked up by nearby Units.

ACTIONS LIST

This is a list of all the actions a Unit can take during its Activation Phase.

Multiple Simple actions can be performed by a Unit during Activation; the same Simple action may be performed twice. Multiple Basic Actions can be performed by a Unit during its Activation; however, the same Basic action cannot be performed twice in the same Activation.

Simple Actions - 1AP (Repeatable):

Move – The Unit makes a standard move.

Reload – The Unit reloads its weapon.

Coup De Grace – Pick a seriously injured Unit within 1" and in sight of the Unit taking the action. That Unit immediately is taken Out Of Action.

Operate Door – Open OR close a doorway within 1" of the Unit taking the action.

Take Item – The Unit taking this action pickups up an Item within 1".

Basic Actions - 1AP (Non-Repeatable):

Shoot – The Unit makes a Ranged Weapon attack.

Aim – If the Unit makes a subsequent Shoot action in the same turn, +1 to the result of any Hit rolls they make.

Melee – The Unit makes a Melee Weapon attack.

Disengage – The Unit taking this action may move out of close combat with hostile Units without provoking an Opportunity Attack.

Take Cover – If the Unit is behind any kind of cover (Half or Total), they may take cover. They cannot shoot, however they gain the benefits of total cover and take half of any damage they would normally receive should they be hit with an attack.

Stand Up – The Unit stands up from being prone.

Use Item – The Unit taking this action may use an Item from their Posse Inventory.

Major Actions - 2AP:

Leader Action – A Leader Unit may use this action to expend their Leader Ability.

Charge – The Unit taking this action may move its full movement + 1d4". If they finish their movement within 1" of a standing or Prone Hostile Unit they may immediately make a Melee Weapon attack against that Unit.

POSSE STAT BLOCKS

Below are the stat blocks for each of the Units available in the game.

The Law

Sheriff (Leader)

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
5"	3+	4+	3	3	2	3+
Weapons Available:		<i>Revolver OR Rifle</i>				
Abilities:	(Recharge 2) Follow Me! - The Sheriff can choose up to 2 other units within 4" of him. Units chosen this way gain 1 additional AP each in the next Action Phase.					

Deputy

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
5"	4+	3+	2	3	N/A	4+
Weapons Available:		<i>Revolver</i>				

Hired Gun

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
6"	5+	2+	3	2	N/A	5+
Weapons Available:		<i>Tomahawk OR Revolver</i>				

Dog

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
8"	N/A	2+	1	2	N/A	2+
Weapons Available:		<i>Bite</i>				
Abilities:	(Passive) Canine Agility – The Dog can disengage from Close Combat with an Enemy Unit for free if it has made an attack against that Unit this turn.					

The Outlaws

Gang Leader

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
5"	5+	2+	4	2	1	3+
Weapons Available:		<i>Rifle OR Tomahawk</i>				
Abilities:	(Recharge 2) Dastardly – The Gang Leader gains a temporary wound. The next time they take damage this wound is lost first.					

Outlaw

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
5"	4+	3+	2	3	N/A	4+
Weapons Available:		<i>Tomahawk OR Revolver</i>				

Dog

Move	Ballistics	Melee	Toughness	Wounds	Leadership	Cool
8"	N/A	2+	1	2	N/A	2+
Weapons Available:		<i>Bite</i>				
Abilities:	(Passive) Canine Agility – The Dog can disengage from Close Combat with an Enemy Unit for free if it has made an attack against that Unit this turn.					

Weapons

Each Unit has some form of attack or weapon. The details each of those weapons are listed below.

Weapon	RANGE		ACCURACY		Damage	Ammo
	S	L	S	L		
<i>Revolver</i>	8"	16"	+1	-	1	6
<i>Rifle</i>	12"	32"	-1	+1	2	10
<i>Tomahawk</i>	1"	-	-	-	3	-
<i>Bite</i>	1"	-	-	-	3	-

Range (RNG)

Each weapon has two ranges, a Short (**S**) Range and a Long (**L**) Range. They are presented in inches. If the target of an attack made with the weapon is within the Long Range, the attack can be made; if the target is outside of the weapon's Long Range then they cannot be targeted by an attack from that weapon.

Accuracy (ACC)

Accuracy represents modifiers which can be applied to weapon attack "Hit" rolls. These modifiers are usually positive but can be negative. If the target is within the weapon's Short Range then the Short (**S**) Accuracy modifier is used (*if applicable*). In the same way, if the target is past the weapon's Short range but is still within its Long range then the Long (**L**) Accuracy modifier is used.

Damage (DMG)

This is how much damage the weapon deals to a target. When a target takes damage they subtract the damage number from their total "Wounds".

Ammo (AMMO)

This number is how much ammunition the weapon has; this represents how many times the weapon can be fired without reloading. When a weapon has been used the number of times equal to its **AMMO** count, the user *must* take a Reload Action to replenish the weapon's **AMMO**. Some weapons don't have an **AMMO** count, this shows that they can be used indefinitely without the need to take a Reload Action (this is usually representative of a melee weapon attack).