Credits:

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Combat Assistant STL Design: Dice Per Second 3D Druck

With the kind support of **Dice Per Second 3D Druck**.

No generative AI was used in the creation of this game.

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2301 – Exoplanet 12: In the midst of the barren wasteland, a massive structure, weathered by sandstorms, looms tall. The entrance resembles a gaping, black maw. You're not interested in the meaning of the strange symbols on the walls. You're just a guy with a plasma blaster. And the remains of this alien civilisation promise a bunch of cash.

Do you dare to enter?

What is Exo Tomb?

Exo Tomb is a solo sci-fi dungeon crawler. You take on the role of a Tomb Warrior, a treasure hunter on Exoplanet 12. You explore alien ruins, battle the ancient guardians and collect relics… and try to escape with your life.

Your goal

Your goal is to find at least three relics and then leave the ruins via the exit room.

What you need:

- 2 sets of role-play dice (D4, D6, D8, D10, D100) + 1 D4
- Ruin pool and markers
- Combat Assistant
- A map of the ruin
- A miniature of your Tomb Warrior*
- Miniatures of alien creatures*

* Optional standees to print and cut out are included with this rulebook. A 3D-printable Tomb Warrior will soon be available on our website.

Tomb Warrior

At the start of the game, your Tomb Warrior has 12 health points and 1 energy point. Your maximum health of 12 cannot be exceeded. He starts the game with a KDS plasma blaster, a combat knife and 1 combat stim. (see page 7).

Ruin pool and markers

The ruin pool contains all the markers you'll need during the game. It should be designed so that you cannot see its contents and can draw the markers blind, e.g. a dice bag.

Markers indicate what awaits you in the individual rooms of the ruins. Markers can, for example, be dice of different colours. There are three different types of marker:

Relic marker: If you enter a room with this marker, you automatically collect a relic. Keep the marker.

Event marker: Roll the dice on the event table and carry out the corresponding result. The marker is returned to the ruin pool (see page 7).

Creature marker: Roll the dice on the creature table and carry out the battle with the corresponding creature. The marker is returned to the ruin pool (see page 8).

At the start of the game, there are 3 relic markers, 4 creature markers and 4 event markers in your ruins pool.

The expedition

Step 1: Choose a ruin with nine rooms. Alternatively, you can create your own ruin. To do this, draw nine rooms and connect them however you like. Designate one room as the entrance and another as the exit.

Step 2: Place a creature marker on the exit room. Then, draw one marker at a time at random from the ruin pool and place them in the individual rooms until all rooms have a marker on them. There must be no creature markers on the entrance room.

Step 3: Place your Tomb Warrior on the entrance room. Move him through the ruin and try to collect at least 3 relics. The Tomb Warrior can move into any adjacent room, provided it is connected to his current room by a corridor. If you enter a room containing a marker, you must collect it and activate it.

Step 4: Once you have collected at least 3 relics, you must make your way to the exit. As soon as there are no more markers left in this room, you have won the game.

Step 5: Enter the next ruin and start the process again.

Re-Scan

You can spend 1 energy to refill all the empty spaces in the ruin with markers. To do this, follow the same procedure as in step 2.

Combat Stims

You can choose to use your combat stims to restore 4 health points at any time. Remove 1 combat stim from your inventory.

Danger rolls

When you are asked to make a danger roll in the game, roll a d6 and a danger die corresponding to the threat level. Compare the results. If your result is equal to or higher than that of the danger die, you have overcome the danger.

Combat

Combat Assistant

The Combat Assistant is divided into four range levels: I–III (short, medium and long range) and Melee (close combat). Creatures move across the Combat Assistant, and their behaviour and the chance of hitting them with ranged weapons vary depending on their position. At the start of combat, the opponent is always at level III.

Winning a battle

The battle is won when the opposing creature either flees or its life drops to 0.

Ranged actions

In ranged combat, you use your ranged weapon. If the opponent is on levels I-III, a ranged combat takes place. You have one action available per round:

- **Ranged attack:** You attack with your ranged weapon (see below)

- **Advance**: Move the enemy model one distance level closer to you. Roll a d6: on a 5+, you may immediately carry out another action.
- **Fall Back:** Move the enemy model one distance level further away from you. Roll a d6: on a 5+, you may carry out another action immediately.
- **Use Combat Stims:** Use one dose of Combat Stims to restore 4 health points. Remove the Combat Stims from your inventory.

Ranged attack

Roll 3 dice: one **attack die** (based on your weapon profile and the opponent's location), one **threat die** (based on the opponent's threat level) and one **critical die** (D4).

- If the result of the attack die is equal to or higher than that of the threat die, you deal damage to the opponent in accordance with your weapon profile.
- If both the result of the attack die and that of the critical die are equal to or higher than that of the threat die, you land a critical hit on the opponent and deal double damage in accordance with your weapon profile.
- If the result of the attack die is lower than that of the threat die, you take damage equal to the value on the creature's profile. In this case, the critical die is irrelevant.

Creature round

Once you have carried out your action, it is the opponent's turn. To determine how they will react, roll a W100 and compare the result with the creature's profile.

All possible actions are listed in the creature's profile. Three examples of typical creature actions are:

- **Advance**: The creature moves one distance level closer towards you.
- **Fall back**: The creature moves one distance level away from you. If the creature already occupies level III it does not take any action this insteat.
- **Flee**: The creature flees the battle. Remove its miniature from the Combat Assistant. You do not receive a reward for this battle.

Close Combat

In close combat, you use your melee weapon. If the opposing creature is placed in the Melee level, close combat begins. During close combat, neither you nor your opponent can carry out any actions (apart from fighting in close combat).

Melee attack

A melee attack works in exactly the same way as a ranged attack. If you win a melee round and deal damage to your opponent, you can choose to continue the melee or perform the 'Fall Back' action immediately. You start on the next turn.

Victory

Once you have successfully left the ruin, you can exchange the relics you have collected for one of two new weapons: the shotgun or the Ganymed blaster (see page 8). This will replace your KDS plasma blaster.

You can now enter the next ruin. Each subsequent ruin has the following modifiers:

- +1 relic marker
- +1 creature marker
- +1 room
- +1 relic required to successfully complete the ruin.

Reference tables

Events

D6	Event	Description
1	**Sealed sarcophagus**	**Threat level: 8** **Miss**: A BiMec Sentinel instantly appears on I on the Combat Assistant. **Hit:** +1 Relic.
2	**Eroded pillars**	**Threat level 6** **Miss:** Parts of the ceiling are collapsing. You take D4 damage. **Hit:** Pieces of collapsed wall reveal a secret: +1 relic
3	**Supply tube**	**Threat level: 4** **Miss:** Acid damages your equipment. Take 1 damage. **Hit:** +1 Energy
4	**Artificial oasis**	+ 4 health
5	**Abandoned nest**	**Roll a d6:** 1–3: +1 Energy 4–5: +1 Combat Stims 6: +1 Relic
6	**Distant echo**	*Somewhere, deep, deep inside the ruins, you hear an echo...* Roll the dice twice on this table and resolve both events in any order. If you roll a 6 again, roll the dice just once on the table.

Equipment

KDS Plasma Blaster

I	II	III	Damage
D6	D4	D4	D4

Combat Knife		
Melee	Damage	Special
D4	D4	-

KDS Ganymed Blaster			
I	II	III	Damage
D6	D6	D4	D4
Special			
1 Energy: Re-roll failed attack rolls for the rest of the fight.			

Shotgun			
I	II	III	Damage
D6	D4	D4	D6
Special			
If the opponent is on I, the shotgun deals 2D4 damage instead. Crit: On a critical hit, the opponent immediately performs the 'Fall Back' action.			

Creatures

Creature table

D6	Creature
1-3	Defence drone
4-5	BiMec Fusilier
6	BiMec Sentinel

Creature profiles

Defence drone

Threat level	Damage	Health
D4	2	6

Actions

Advance	Fall back	Flee
1-50	51-99	100

Special

Hit and Run: Whenever the defensive drone deals damage in ranged combat, it immediately performs the 'Fall Back' action.

Loot: +1 Energy

BiMec Fusilier

Threat level	Damage	Health
D4	1	5

Actions

Fall back	Suppressive fire	No action
1-20	21-60	61-99

Special

Vigilant: If you use the 'Advance' or 'Fall Back' actions and then roll a 1–3, the BiMec Fusilier immediately inflicts 1 damage on you.

Suppressive Fire: If the Fusilier uses this ability, you cannot perform the 'Advance' action next turn.

Loot: 1+ Energy

BiMec Sentinel

Threat level	Damage	Health
D6	4	8

Actions

Advance	Fall back	No action
1-60	61-75	76-99

Special

Charge: Whenever the Sentinel moves into melee range using the 'Advance' action, it deals an additional D4 damage in the next melee round.

Loot: +1 relic

What happens next?

Exo Tomb is currently in the testing phase. If you'd like to stay up to date and receive regular updates, join our WhatsApp community or our Discord server. You can find the links at bristle-and-broadsword.de

If you'd like to support the development of Exo Tomb, you can do so on our Patreon: https://www.patreon.com/c/bristleandbroadsword