

Every official Frontiers document and module, organized by engine version. Use it when working against a specific version of the engine, or to find archived materials from older releases.

Frontiers 1.0 — active

Release Date: 28 August 2026

Rulesets

- **The d18 Ruleset** — the default form of the engine, 1d12 + 1d6 , 1d6 as Gradient
- **The d20 Ruleset** — the familiar adaptation, a flat 1d20 with an independent 1d10 Gradient
- **The d100 Ruleset** — the granular adaptation, utilizing 2d10 with the units die as Gradient

Design Documentation

- **Designing with Frontiers** — how to read and use the design documentation
 - **The Resolution System**
 - **Flow of Play**
 - **Attributes & Derivatives**
 - **Skills**
 - **Abilities**
 - **Equipment**
 - **Characters**

Starter Sets

- **Starter Sets** — complete, playable systems built on the engine
 - **Wasteland Starter Set** — built on the d18 Ruleset
 - **Adventure**
 - **Pregenerated Characters**
 - **Fantasy Starter Set** — built on the d20 Ruleset
 - **Adventure**
 - **Pregenerated Characters**
 - **Sci-Fi Starter Set** — built on the d100 Ruleset
 - **Adventure**
 - **Pregenerated Characters**

Modules

- **Modules** — optional subsystems that bolt onto any Ruleset
 - **Official Modules** — Frontiers' official modules
 - **Basic Combat** — attacks, damage, position, and defeat
 - **Currency & Exchange** — currency, exchange, cost, and spend
 - **Undertaking Projects** — milestones, pressure, challenges, and yield
 - **Community Modules** — Frontiers' community-submitted modules

Extras

- **Extras** — sheets, conversion notes and feedback
 - **Character Sheets**
 - **Converting from Beta 2026-2**
 - **Feedback**

Archived versions: transferred, and superseded

Everything below is kept for reference and is no longer maintained.

These versions were transferred from the original hosting page on HackMD, so there may be bugs or formatting errors that did not fully survive the move. If you spot one, let me know and I will fix it.

They also predate Frontiers 1.0, which renamed a number of core terms and rewrote several core formulas. Anything written against them will need converting before it will run on 1.0; the conversion reference lists everything that changed.

Beta 2026-2 — archived

Release Date: 24 April 2026

The followup to the initial Frontiers Tabletop Engine, with fixes, changes, and new content.

Core Documentation

- **Frontiers Overview** — condensed working ruleset
- **Designing With Frontiers** — teaching document for designing TTRPGs with the engine
- **Frontiers Engine Changelog** — version-by-version change tracking

Design Documentation

- **The Resolution System**
- **Flow of Play**
- **Attributes & Derivatives**
- **Skills**
- **Abilities**
- **Equipment**
- **Characters**

Quickstarters

- **Fantasy Quickstarter** (April-May 2026)
- **Sci-Fi Quickstarter**

Modules

- **Basic D20-Combat** by Jayke Paver
- **Slot-Based Carrying Capacity** by Jayke Paver

Extras

- **Feedback** — feedback and playtesting
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Beta 2026-1 — archived

Release Date: 13 February 2026

Initial public release of the Frontiers Tabletop Engine.

Core Documentation

- **Release: Frontiers Beta 2026-1** — the original release document and ruleset

Expanded Documentation

The 2026-1 release used "Expanded Documentation" instead of the 2026-2 "Design Documentation" structure. Each Expanded doc covered a single subsystem in greater detail.

- **Gradient Resolution Expanded**
- **Flow of Play Expanded**
- **Attributes & Derivatives Expanded**
- **Skills Expanded**
- **Abilities Expanded**

- **Equipment Expanded**
- **Characters Expanded**

Modules

- **Basic Combat Module** by Jayke Paver

Extras

- **Feedback** — feedback and playtesting

This index is updated whenever a new version of the engine is released. If you are building against a specific version, work from the corresponding section above for compatibility.