

A module is an optional subsystem that bolts onto the chassis. Nothing in the core rules depends on one, and removing it leaves a working game behind.

This is how most engines grow. A module is the unit a designer reaches for when several different games want the same machinery, combat, chases, crafting, factions, and none of them want to write it twice. It names what it adds, what it assumes, and what it touches. If two modules disagree, the table decides which one wins.

Frontiers keeps modules in two sets.

---

The Beta 2026-2 modules are still readable and their design still holds, but they were written against 2026-2's terms and formulas and need converting before they will run on 1.0. The conversion reference lists everything that changed.