Grimdark Future v3.1.0

General Principles

The most important rule: Whenever the rules are unclear, use common sense and personal preference. Have fun!

Quality Tests: Roll one six-sided die, and if you score the unit's quality value or higher, then it's a success.

Modifiers: Regardless of modifiers, rolls of 6 are always successes, and rolls of 1 are always fails.

Preparation

The Armies: The players put together two armies of equal points before the game begins (we recommend 1000pts to start, and 2000pts for a full match).

Combined Units: Players may combine two copies of the same multi-model unit into a single unit, if upgrades that apply to all models are bought for both.

Force Org. (optional): Players may only bring up to 1 hero per 500pts in their army, and only 1+X copies of the same unit, where X is 1 per 1000pts in their army (combined units count as one). No single unit may be worth over 35% of total points, and armies may only have max. of 1 unit per 200pts.

Example: At 2000pts, max. 4 heroes, max. 3 copies of each unit, no unit worth over 700pts, and max. 10 units in total.

The Battlefield: The game is played on a flat 6'x4' surface, with at least 10-15 pieces of terrain on it. The game can be also played on smaller surfaces, as long as armies deploy at least 24" apart.

Mission: Place D3+2 objectives. Players roll-off to go first, and then alternate in placing one marker each outside of deployment zones, and over 9" away from each other. At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized, and remains seized even after leaving. Shaken units can't seize markers, and if units from both sides are contesting a marker, then it becomes neutral again. The game ends after 4 rounds, and the player that controls most markers wins.

Deployment: Players roll-off, and the winner picks a long table edge as their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off.

Playing the Game

The game is played in rounds, with players alternating in activating one unit each, starting with the player that won the deployment roll-off. Each new round the player that finished activating first on the last round gets to start.

Activation

The player picks one unit, and it may do one of the following:

Action	Move	Notes
Hold	0"	Can shoot
Advance	6"	Can shoot after move
Rush	12"	Can't shoot
Charge	12"	Moves into melee

Movement

Unit members must stay within 1" of at least one other member, and within 9" of all other members. Units may only move within 1" of other units when charging, and may only charge if at least one charging model can reach base contact with one model from the target unit.

Shooting

Models in range and line of sight may fire all ranged weapons, and may fire at up to two different targets with different weapon types. Shooting models take one quality test per attack, and each success is a hit. For each hit defending units roll one die trying to score their Defense value or higher, and each fail causes one wound. For each wound, the defender must remove one model.

Melee

Charging models must move into base contact with the target, or as close as possible, and then defenders must do the same by moving up to 3". Models within 2" of enemies may strike with all their melee weapons, which works just like shooting. Then the defending unit may choose to strike back, but doesn't have to. Once both units are done, the loser must take a morale test. If one of the two units is destroyed, the other may move by up to 3", else the charging unit must move back by 1" (if possible).

Fatigue: Units only hit on unmodified results of 6 in melee until the end of the round after they charge or strike back.

Morale

Morale Tests: Whenever a unit takes wounds that leave it with half or less of its total size or tough value (for units with a single model), or it loses a melee, it must take a morale test. Take a quality test, and if failed it is Shaken until the end of its next activation. Shaken units count as fatigued, always fail morale tests, and must stay idle.

Melee Results: Units in melee don't take morale tests from wounds. Instead they compare the number of wounds each unit caused, and the unit with the lowest total loses, and must take a morale test. If the test is failed whilst the unit is down to half or less of its total size or tough value, then it Routs (remove from play), else it is Shaken instead.

Terrain

Cover Terrain: Units with most models in or behind cover get +1 to Defense rolls when blocking hits from shooting.

Difficult Terrain: Units moving through difficult terrain can't move more than 6" in total at a time.

Dangerous Terrain: Models moving across dangerous terrain, or that activate in it, must roll one die (or as many as their tough value), and for each roll of 1 the unit takes one wound.

Special Rules

Aircraft: Must deploy before all other units, ignores all units and terrain when moving/stopping, can't seize objectives, and can't be moved in contact with. May only use Advance actions, moving in a straight line by 30"-36" without turning. If it moves off-table, its activation ends, and it must be deployed on any table edge at the beginning of the next round. Units targeting this model get -12" range and -1 to hit rolls.

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can't seize or contest objective markers.

AP(X): Targets get -X to Defense rolls when blocking hits.

Blast(X): Each attack ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Caster(X): Gets X spell tokens at the beginning of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Counter: Strikes first with this weapon when charged, and the charging unit gets -1 total Impact attacks (per model with this rule).

Deadly(X): Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the target is killed.

Entrenched: Enemies get -2 to hit when shooting at this model from over 12" away, as long as it hasn't moved since the beginning of its last activation.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear(X): Counts as having dealt +X wounds when checking who won melee.

Fearless: When failing a morale test, roll one die. On a 4+ it's passed instead.

Flying: May go through obstacles and ignores terrain effects when moving.

Furious: When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Immobile: May only use Hold actions.

Impact(X): Gets X attacks that hit on 2+ when charging.

Indirect: May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

Lance: Gets AP(+2) when charging.

Lock-On: Ignores cover and all negative modifiers to hit rolls and range.

Poison: Targets get -1 to Regeneration rolls, and must re-roll unmodified Defense rolls of 6 when blocking hits.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

Reliable: Attacks at Quality 2+.

Rending: Targets get -1 to Regeneration rolls, and unmodified results of 6 to hit count as having AP(4).

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units.

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Sniper: Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 12" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough(X): This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport(X): May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Units may deploy inside or embark by moving into contact, and may use any move action to disembark, but must stay within 6" of it. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6" of the transport before removing it.