

Grimdark Future v2.7

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 it's a success.

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

Preparation

The Battlefield: The game is played on a flat 6'x4' surface, with at least 5-10 pieces of terrain on it.

The Armies: The players must put together two armies of equal points (we recommend 750pts per player).

Combined Units: Two copies of the same unit can be deployed together as long as upgrades that affect all models are bought for both.

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. Pinned 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 one long table edge as his deployment zone with his 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 deployed first. 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:

- **Hold:** Move 0", can shoot.
- **Advance:** Move 6", can shoot only after moving.
- **Rush:** Move 12", can't shoot.
- **Charge:** Move 12" into melee.

Movement

Unit members must stay within 2" of at least one other member and within 6" of all other members. Units may only move within 1" of others when charging and may only charge if at least one charging model can reach base contact with one model from the target.

Shooting

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

Weapon Profiles: The stats of each weapon are shown like this:

Name (Range, Attacks, Special)

Weapons with a range value are for shooting and without for melee.

Melee

Charging models must move into base contact with the target or as close as possible. Then defenders must do the same 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, however after attacking in melee for the first time units only hit on unmodified rolls of 6 in any subsequent melee until the end of the round. Once both units are done the loser must take a morale test and the charging unit must move back by 1". If one of the two units is destroyed the other may move by up to 3".

Morale

Morale Tests: Whenever a unit takes wounds that bring it down to half or less of its total size or tough value (for units with a single model), it must take a morale test. Take one quality test and if failed it is Pinned until the end of its next activation. Pinned units only hit on rolls of 6+ in melee, automatically 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 Pinned.

Terrain

Cover Terrain: Units that shoot at enemies with most models in or behind cover get -1 to shooting.

Difficult Terrain: Units moving through difficult terrain can't move more than 6" 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 they take one wound.

Special Rules

Aircraft: This model doesn't interact physically with other models/terrain and can't be moved into contact with. Non-aircraft units count as being extra 12" away when measuring and get -1 to shooting. When activated this model must move 18"-36" in a straight line and if it goes off-table then its activation ends and it may be placed back on any table edge.

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 player have Ambush they roll-off to see who deploys first.

Anti-Air: This unit doesn't count as being extra 12" away and doesn't get -1 to shooting against aircraft.

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

Blast(X): All hits are multiplied by X.

Deadly(X): Assign each wound to one model and multiply it by X. Note that wounds don't carry over to other models if killed.

Fast: Move 9" when using Advance and 18" when using Rush/Charge.

Fear: Always counts as having dealt +D3 wounds for seeing who won melee.

Fearless: Gets +1 to morale tests.

Flying: May move through obstacles and may ignore terrain effects.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: May be deployed as part of a friendly unit. When rolling morale test use the hero's quality value but when rolling for defense use the value of the majority of models.

Immobile: May never move/charge.

Impact(X): Deals X automatic hits when charging successfully.

Indirect: May target enemies that are not in line of sight but gets -1 to hit rolls when doing so.

Poison: When rolling an unmodified 6 to hit that hit is multiplied by 3.

Psychic(X): May cast one spell at any point during its activation before attacking. Choose a spell and roll D6+X and if the result is equal or higher than the number in brackets you may resolve the effects. Enemy psychics within 12" may also roll D6+X and if their result is higher the spell's effects are blocked, but they may only either cast a spell or block a spell each round.

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

Relentless: For each unmodified roll of 6 to hit when shooting this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Rending: Unmodified rolls of 6 to hit count as having AP(4) and ignore the regeneration rule.

Scout: After all units have deployed this model may deploy within 24" of the player's table edge. If both of the players have Scout they roll-off to see who deploys first.

Slow: Move 4" when using Advance and 8" when using Rush/Charge.

Sniper: Shoots at Quality 2+, ignores cover and may pick which model is hit.

Stealth: Enemies get -1 to shooting when targeting this unit.

Strider: This model may ignore the effects of difficult terrain.

Tough(X): This model must take X wounds before being killed. Models with tough that joins unit without it are removed last when the unit takes wounds. Note that you must put all wounds on a single Tough model until it is killed before putting them on the next Tough model.

Transport(X): May transport X other models. Units embark by moving into contact and may use any action to disembark but only move by 6". Units may also be deployed inside of a transport. If a unit is inside of a transport when it's destroyed then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 6" of the transport before it's removed.