

Grimdark Future v2.16

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 Battlefield: The game is played on a flat 6'x4' surface, with at least 10-15 pieces of terrain on it.

The Armies: The players put together two armies of equal points before the game begins (we recommend 750pts for your first match).

Combined Units: Two copies of the same unit can be combined into a single unit, as long as upgrades that apply to 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 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 2" of at least one other member, and within 6" 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 weapons, and 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 each 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 are for melee.

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, 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".

Fatigue: Units only hit on 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 Pinned until the end of its next activation. Pinned units only hit on 6+ in melee, 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 Pinned instead.

Terrain

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

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: This model doesn't physically interact with other models and terrain, can't seize objectives, and can't be moved into contact with. Units targeting aircraft get -12" range and -1 to hit rolls. When activated, this model must always move 18"-36" in a straight line (without turning), and if it goes off-table, then its activation ends, and it must be placed on any table edge again.

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, and then alternate in placing them.

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

Blast(X): Ignores cover and multiplies hits by X, but can't deal more than one hit per model in the target unit.

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

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

Fear: Always counts as having dealt +D3 wounds when checking who won melee.

Fearless: Gets +1 to morale tests.

Flying: May move through all 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 one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Immobile: May only use Hold actions.

Impact(X): Deals X melee hits when charging (must be in striking range).

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.

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

Poison: Unmodified results of 6 to hit are multiplied by 3.

Psychic(X): May cast one spell during its activation, at any point before attacking. Pick a spell and a target in line of sight, and roll D6+X. If the result is equal or higher than the number in brackets, you may resolve the effects. Enemy psychics within 18" and line of sight of the caster may roll D6+X at the same time, and if the result is higher the spell is blocked. Psychics may only either try to cast or try to 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 results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both of the players have Scout, they roll-off to see who deploys first, and then alternate in placing and moving them.

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 this unit.

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

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