

Grimdark Future: Commander (beta)

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 20-25 pieces of terrain on it.

The Armies: The players put together two armies of equal points before the game begins (we recommend XXXpts for your first match). Each army must have at least one hero, and pick one to be the general. Heroes have a command range of 4", and generals a range of 8".

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 non-hero unit is within 2" of a marker while enemy non-hero units 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 5 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 action, or two actions if it activated within a friendly non-pinned hero's command range.

Action	Move	Notes
Advance	4"	Up to 2 uses
Charge	4"	Max. 1 use
Shoot	0"	Max. 1 use

Movement

Unit members must stay within 1" of at least one other member, and within 4" 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 stand from the target unit.

Shooting

Stands 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 stands take one quality test per attack, and each success is a hit. For each hit defending stands roll one die trying to score their Defense value or higher, and each fail causes one wound. Wounds must be assigned to a single stand, and once it has taken as many wounds as its tough value, the defender must remove it.

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 stands must move into base contact with the target, or as close as possible, and then defenders must do the same by moving up to 2". Stands 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 2".

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.

Surrender Tests: At the end of the round during which an army's general is killed, all of its non-hero units must take a morale test. If the test is failed, the unit Surrenders (remove from play).

Terrain

All terrain has a clearly defined area, which holds up to X stands inside, where X must be defined at the start of the game. Stands may enter or exit terrain by moving into contact, which ends their activation. Units may shoot into and out of terrain, and enemies may charge the terrain by moving into base contact with it (defender picks which unit inside of it is targeted).

Cover Terrain: Units shooting at enemies in cover terrain get -1 to hit rolls.

Difficult Terrain: Units moving into or out of difficult terrain can't move more than 4" in total for that activation.

Dangerous Terrain: Stands moving into or out of dangerous terrain, or that activate in it, must roll as many dice as their tough value, and for each roll of 1 the unit takes one wound.

Special Rules

Ambush: This stand may be kept in reserve instead of deploying. At the start of any round after the first, you may place the stand anywhere, over 6" 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 stand in the target unit.

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

Fast: Moves +1" when using Advance or Charge actions.

Fear: Always counts as having dealt +1 wound 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: Friendly units within command range get +1 to morale tests. Enemies may only target heroes if they are the closest available units in range that is not pinned or in cover.

Immobile: May only use Shoot 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, 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 12" 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 stand 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 stand may be deployed after all other units, and may then move by up to 8", 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 -1" when using Advance or Charge actions.

Sniper: Shoots at Quality 2+, may target heroes that are not the closest target, as well pick one stand 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 stand may ignore the effects of difficult terrain.

Transport(X): May transport up to X other stands. Stands embark by moving into contact, and may use any action to disembark, but only move by up to 4". Stands may also be deployed inside of a transport. If a stand is inside a transport when it is destroyed, then it takes a dangerous terrain test, and surviving stands must be placed within 4" of the transport before it is removed.

Sample Units

Name [size]	Qua	Def	Tou	Equipment	Special Rules	Upgrades	Cost
Company Leader [1]	4+	4+	3	Rifle (16", A3), CCW (A3)	Take Aim, Hero	-	55pts
Infantry Squads [4]	5+	5+	3	Rifles (16", A3), CCWs (A3)	-	A	145pts
Weapon Teams [2]	5+	5+	3	Heavy Machineguns (20", A3, AP(1)), Crew (A3)	-	-	90pts
Storm Troopers [2]	4+	4+	3	Heavy Rifles (16", A3, AP(1)), CCWs (A3)	Ambush, Strider	-	150pts
Sniper Squads [1]	5+	5+	3	Sniper Rifles (20", A3, AP(1), Sniper), CCWs (A3)	Scout, Stealth	-	130pts
Ogre Squad [2]	4+	4+	3	Heavy SMGs (8", A3, AP(1)), CCWs (A3, AP(1))	Fearless, Furious	-	105pts
Light APCs [2]	4+	2+	3	Heavy Machineguns (20", A3, AP(1))	Fast, Impact(3), Transport(2)	-	255pts
Artillery Vehicles [2]	4+	2+	3	Artillery Cannons (24", A2, Blast(4), Indirect)	Fast, Impact(3)	-	385pts
Battle Tanks [2]	4+	2+	6	Anti-Tank Cannons (20", A1, AP(3), Deadly(4)), Heavy Machineguns (20", A3, AP(1))	Fast, Impact(3)	-	335pts
Light Walkers [2]	4+	2+	3	Rapid Heavy Flamethrowers (8", A4, AP(1)), Stomp (A3, AP(1))	Fear	-	170pts

A | Upgrade up to two stands with:

Flamethrowers (8", A4)	+10pts
Shred Rifles (12", A2, Rending)	+10pts
Grenade Launchers (16", A1, Blast(2))	+10pts
Fusion Rifles (8", A1, AP(4), Deadly(2))	+15pts
Plasma Rifles (16", A1, AP(4))	+20pts

Special Rules

Take Aim: When the hero is activated, pick 2 friendly units within command range, which get +1 to hit next time they shoot.

Sample Units

Name [size]	Qua	Def	Tou	Equipment	Special Rules	Upgrades	Cost
Battle Master [1]	4+	4+	3	Hand Weapon (A3, AP(1))	Battle Chant, Hero, Tough(3)	A	40pts
Infantrymen [4]	5+	5+	3	Hand Weapons (A3)	-	B	95pts
Elite Swordsmen [2]	4+	4+	3	Great Weapons (A3, AP(2))	Fearless	-	90pts
Ogres [2]	4+	4+	3	Hand Weapons (A2, AP(1))	-	-	70pts
Marksmen [2]	5+	5+	3	Rifles (12", A3, AP(1)), Hand Weapons (A3)	-	-	75pts
Knights [2]	4+	4+	3	Hand Weapons (A3)	Fast, Impact(3)	-	110pts
Giants [2]	4+	3+	6	Giant Clubs (A3, AP(2)), Stomp (A2, AP(1))	Fear, Fearless	-	215pts
Cannons [2]	5+	5+	3	Heavy Cannons (20", A2, AP(2), Deadly(2)), Crew (A2)	Artillery, Immobile	-	140pts
Trebuchets [2]	5+	5+	3	Trebuchets (24", A1, Blast(4), AP(2), Indirect), Crew (A2)	Artillery, Immobile	-	205pts

A | *Mount on:*

Griffon (Defense +1, Fear, Flying, Tough(+6), Claws (A3, Rending), Stomp (A2, AP(1))) +140pts

B | *Replace all Hand Weapons:*

Halberds (A3, Rending) +15pts

Spears (A3, Phalanx) +15pts

Upgrade up to two stands with:

Command Group (Fear) +10pts

Special Rules

Battle Chant: When the hero is activated, pick 2 friendly units within command range, which get Furious next time they charge.