

## “Boots on the ground” competitive rule set for OPR Grimdark Future 2.50 Beta

(incl. *Competitive Rules* from OPR)

### Rule Changes

1. 3D-Vision: use True-Line-of-Sight (units don't Block LOS per se)
2. Cover bonus is +1 Def, not -1 to hit (Blast, LockOn still ignore cover bonus)
3. Formation is 1"/9" instead of 2"/6"
4. Splitting Fire: Units can't target more than 2 enemy units when shooting with multiple weapon types.
5. Psychics: Only up to 1 psychic model per full 500pts in their force list may cast or block spells per game round.
6. Transports: Only models with up to Tough(3), and heroes with up to Tough(6) may be transported, where non-hero models with Tough(3) occupy 3 transport spaces each.
7. Ambushers: Units that deploy from Ambush on the last round can't seize or contest objective markers.
8. Deadly Priority: Hits from Deadly weapons are always resolved first.

### Army Composition

*The following additional rules should promote more mixed army compositions, less extreme ones like “just Tanks” or “mass models” and no “very large models or flyers” – for the “boots on the ground” feeling and balance reasons.*

1. No single models with Tough(18+)
2. No Flyers
3. The Sum of Heroes + Vehicle/Monster-Section (ArmyForge) can be max. 50% of the total points
4. The Army may have max. 35 models per 1000 Points
5. Players must configure their lists so that they only have a max. of 1 unit in play per full 200pts in their list
6. Mixed Armies: Players may bring units from up to two factions in the same list, but they must select one of them as their primary faction. Mixed armies must consist of at least 60% worth of units from their primary faction, and heroes from either faction may only join other units from their own faction. **Abilities and Psi can only be used on units from their own faction or the enemy.**
7. Players may only bring up to 1 hero per full 500pts
8. only 1+X copies of the same unit, where X is 1 per full 1000pts in their force (if players merge two units into one, it counts as one copy of the same unit)
9. Players may not bring any single unit worth over 33% of their total points.
10. Merging Units: When putting together their lists, players may not merge two units made up of single models into one.
11. Heroes: Units may only be joined by one hero, heroes may not join units made up of a single model, and only heroes with up to Tough(6) may join units.

### Missions / playing the Game

-Timing: 4 rounds (about 2,5-3h per Game – 3000-4000p)

#### 1. Progressive Primary Objectives

-3 Victory Points (VP) for the player who **hold more** primary objectives at the end of a battleround  
-or 1 VP if you at least **hold one** objective.

For the last Round (4) primary objective points are doubled!

(eg. You can get max. 15 VP out of holding more “P.O.” than your opponent all game long (3+3+3+6).

2000P = max. 4 objectives

3000P = max. 5 objectives

4000P+ = max. 6 objectives

#### 2. Secondary Missions

(max. 4 VP per Secondary = max. 12 VP out of all secondary missions)

**Choose 3 secondary missions in secret before the game starts, but after you rolled for deployment. Reveal your secondary missions before deploying armies.**

**Units that are pinned doesn't count for achieving a secondary mission.**

##### 1. Spread Out:

1VP, if you have units that are wholly within 3 different quarters of the battlefield, at the end of a turn.

##### 2. Central Control:

1VP, if you have a unit wholly within 6" of the middle of the battlefield and you opponent doesn't, at the end of a turn.

##### 3. Breakthrough:

1VP, if you have a unit (excl. single Tough(3) Heroes) wholly within the opponent's deployment zone, at the end of a turn. Or 2VP, if you have two units (no single heroes) wholly within the opponent's deployment zone, at the end of a turn.

##### 4. Superiority:

1VP, if you have eliminated more units than your opponent in the current turn.

##### 5. Assassination:

1VP, for every eliminated enemy Hero, at the end of the game.

##### 6. Heavy Losses:

VPs for every unit with Tough(X) that are eliminated at the end of the game (excl. single Tough(3) Heroes).

1 VP for:

-Vehicle/Monster with Tough(6+)

-Units (3 models) with Tough(3)

-two single Model-Units with Tough (6+)

2 VP for:

-Vehicle/Monster with Tough(12+)

-Units (3 Models) with Tough(6)

-Units (6 Models) with Tough(3)

**Terrain**

-Ruins block Line of Sight and uses the Transport Rules (small 11+, big 22+, see big rulebook)

-small Cover (barricades, pipes, crates etc.) only provides Cover-bonus for models within 3", no cover for units from the Vehicle/Monster-Section (Army Forge)

