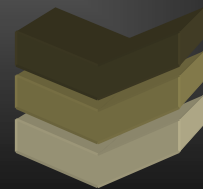


# Grim Darkness – the rules



Hattiesburg Clinic  
Revision .5

author: Stormonu

A tabletop game of battle in the grim darkness of the far future

Last Revision 11/22/2017

# Grim Darkness: War in the Future

What is Grim Darkness? .....	5
Models and Units .....	6
Model Limit .....	6
Modifiers .....	6
Multiple Modifiers .....	6
Attribute Tests .....	6
Attributes .....	6
Movement Stat (Mv) .....	6
Melee Skill (MS) .....	7
Defense Skill (DS) .....	7
Ballistic Skill (BS) .....	7
Psychic Skill (PS) .....	7
Strength Stat (S) .....	7
Resilience Stat (R) .....	7
Psychic Resistance Stat (PR) .....	8
Wounds Stat (W) .....	8
Initiative Stat (I) .....	8
Attack Stat (A) .....	8
Leadership Skill (LD) .....	8
Armor Save Stat (ASV) .....	8
Size Stat (Sz) .....	8
Unit Types .....	9
Subtypes .....	9
Weapon Statistics .....	9
Range Stat (Rng) .....	9
Strength Stat (Str) .....	9
Damage Stat (Dam) .....	9
Armor Piercing Stat (AP) .....	9
Type .....	9
Order of Play .....	10
Drawing Order Tokens .....	10
Activating Enemy Units .....	10
Orders .....	10
Leadership Test .....	10
Leadership Test Modifiers .....	10
Insane Heroism .....	10
Rallying .....	11
Bailed Out .....	11
Fall Back .....	11
Falling Back from Close Combat .....	11
Destroyed Unactivated Units .....	11
Orders Summary .....	12
Brace .....	12
Overwatch .....	12
Shoot/Manifest .....	12
Advance .....	12
Run .....	12
Assault .....	12
Brace .....	13
Effects of Bracing .....	13
Down .....	13
Recover .....	13
Reorganize .....	13

Facing .....	13
Control Range .....	13
Overwatch .....	13
Effects of Overwatch .....	13
Facing .....	13
Losing Overwatch .....	13
Movement .....	14
Movement Distance .....	14
Movement Trays .....	14
Facing .....	14
Control Range .....	14
Unit Coherency .....	14
Elevation Changes .....	14
Terrain Types .....	14
Area Terrain .....	14
Building and Ruins .....	14
Bizarre Terrain .....	14
Open Ground .....	15
Difficult Terrain .....	15
Dangerous Terrain .....	15
Lethal Terrain .....	15
Impassable Terrain .....	16
Environmental Conditions .....	16
Clear .....	16
Deadly Exposure .....	16
Death World .....	16
Debris Storm .....	16
Nighttime .....	16
Obscurement .....	17
Storm .....	17
Manifest .....	18
Manifesting Psychic Powers .....	18
Nominate Psychic to Act .....	18
Select Power .....	18
Non-Psychic Attacks .....	18
Target Priority .....	18
Line of Sight .....	18
Posing .....	18
Infantry Facing .....	18
Attacking Into/From Buildings .....	18
Hull-Mounted Weapon Facing .....	19
Sponson Weapon Facing .....	19
Turret Weapon Facing .....	19
Range .....	19
Manifest Power .....	19
Snap Shots .....	19
Resolving Effects .....	19
Wounding .....	19
Facing .....	20
Multiple Resilience Values .....	20
Wound Pool .....	20
Psychic Strength .....	20
Allocate Wounds and Remove Casualties .....	20
Saves .....	20

# Grim Darkness: War in the Future

Psychic Saves.....	20	Wounding.....	33
Invulnerable Saves.....	21	Allocating Wounds.....	33
Psychic Powers.....	22	Critical Hits.....	33
Biomancy Psychic Powers.....	22	Saves.....	33
Divination Psychic Powers.....	22	Armor Saving Throws.....	33
Sanctic Psychic Powers.....	23	Invulnerable Saves.....	34
Malefic Psychic Powers.....	23	Closing.....	34
Pyromancy Psychic Powers.....	24	Consolidation.....	34
Telekinesis Psychic Powers.....	24	Special Rules.....	35
Telepathy Psychic Powers.....	25	Accurate Weapon.....	35
Shoot.....	26	Acid Weapon ([Ongoing] X).....	35
Facing.....	26	Acute Senses.....	35
Nominate Unit to Shoot.....	26	Afraid Status.....	35
Target Priority.....	26	Ambush.....	35
Split Fire.....	26	AntiAircraft (AA) Weapon.....	35
Vehicles.....	26	Armorbane Weapon.....	35
Range.....	26	Artillery Subtype.....	35
Line of Sight.....	26	Assault Vehicle Subtype.....	35
Posing.....	26	Assault Weapon.....	35
Infantry Facing.....	26	Backstabber.....	35
Attacking Into/From Buildings.....	27	Barrage Weapon.....	35
Hull-Mounted Weapon Facing.....	27	Bailed Out Status.....	35
Sponson Weapon Facing.....	27	Beast Subtype.....	36
Turret Weapon Facing.....	27	Bike Subtype.....	36
Roll the Attack.....	27	Blast.....	36
Cover.....	27	Blessing Psychic Power.....	36
Critical Hit.....	28	Blind Weapon.....	37
Down.....	28	Blind Status.....	37
Focus Fire.....	28	Bomber Subtype.....	37
Snap Shots.....	28	Bomb Weapon.....	37
Suppressing Fire.....	28	Brotherhood of Psychics/Sorcerers X.....	37
Targets in Vehicles/Buildings.....	28	Building Type (Transport B/1/2/3/etc.).....	37
Pinning.....	28	Burn Weapon.....	37
Wounding.....	29	Burning Status.....	37
Facing.....	29	Burrow.....	37
Multiple Resilience Values.....	29	Cavalry Subtype.....	38
Wound Pool.....	29	Character Subtype.....	38
Weapon Strength.....	29	Close Combat Weapon.....	38
Allocate Wounds and Remove Casualties.....	29	Combi-Weapon (X).....	38
Saves.....	29	Combat Deployment.....	38
Armor Saves.....	29	Combat Deployment Node (X).....	39
Invulnerable Saves.....	30	Command (X).....	39
Assault.....	31	Conjuration Psychic Power.....	39
Charge.....	31	Counter Charge.....	39
Charging Multiple Units.....	31	Crew X (Duty).....	39
Disordered Charges.....	31	Crew Injured Status.....	39
Assault Shooting/Manifesting.....	31	Damaging Weapon.....	40
Defender Reacts.....	31	Dissolving Status.....	40
Charge Range.....	31	Dual/Tripled/Quadrupled Weapon.....	40
Close Combat.....	31	EMP Weapon.....	40
Number of Attacks.....	32	Eternal Warrior.....	40
Rolling to Hit.....	32	Falling Back Status.....	40
Shooting Into and Out of Close Combat.....	32	Fear.....	40
Skill Tests.....	32	Fearless.....	40

# Grim Darkness: War in the Future

Feel No Pain.....	40	Rending Weapon .....	45
Fleshbane Weapon .....	40	Repair.....	45
Flight (X) .....	40	Reroll (X).....	45
Force Weapon .....	41	Reserves.....	45
Gargantuan SubType.....	41	Scout .....	45
Graviton Weapon .....	41	Self-Heal/Self-Repair .....	46
Grenade.....	41	Searchlight .....	46
Hammerblow.....	41	Shock & Awe.....	46
Hatred [Type].....	41	Shrouded.....	46
Heavy Vehicle Subtype.....	41	Skimmer Vehicle Subtype .....	46
Heavy Weapon.....	41	Sky Skimmer Vehicle Subtype.....	46
Hit & Run.....	41	Skyborne .....	46
Hover.....	41	Smash.....	46
Ignores Cover Weapon.....	41	Smoke Launchers.....	46
Immobilized Status .....	42	Sniper Weapon .....	46
Independent Subtype.....	42	Spotter.....	46
Infantry Type .....	42	Stealth (X).....	46
Interceptor .....	42	Strafing Run.....	47
Jink.....	42	Stomp.....	47
Jump (X) .....	42	Storm Psychic power .....	47
Knockdown Weapon.....	42	Stubborn.....	47
Lance Weapon.....	42	Super-Heavy Vehicle Subtype.....	47
Low Ammunition Weapon.....	42	Sustained Weapon .....	47
Malediction Psychic Power.....	42	Swarm Subtype.....	47
Master-Crafted Weapon.....	43	Sweep Weapon .....	47
Medic X .....	43	Tank Vehicle Subtype.....	47
Monstrous Type .....	43	Target Lock.....	47
Move Through Cover.....	43	Teleport ([Assault] [Unreliable] X") .....	47
Multiattack .....	43	Template Weapon.....	48
Night Vision.....	43	Tenacious.....	48
No Cover Weapon.....	43	Transport (X) .....	48
Nova Psychic Power .....	43	Torrent Weapon .....	49
Open-Topped .....	43	Triple Weapon .....	49
Ordinance Weapon.....	43	Two-Handed Weapon.....	49
Outflank .....	43	Unwieldy Weapon .....	49
Overheat.....	43	Vector Strike.....	49
Pierce Weapon .....	44	Vehicle Type.....	49
Pinning Weapon.....	44	Weapon Damaged Status.....	49
Pistol Weapon .....	44	Walker Vehicle Subtype .....	49
Poisoned Weapon ([Ongoing] X+) .....	44	Wingover .....	49
Poisoned Status .....	44	Building Your Army.....	50
Portable Weapon .....	44	Required Forces .....	50
Precision Weapon .....	44	Basic Add-Ons.....	50
Preferred Enemy .....	44	Additional Forces .....	50
Prone Status .....	44	Battle Tiers .....	50
Psycholt Psychic Power.....	44	Tier 1 - Skirmish - up to 500 pts.....	50
Psychic Pilot (X) .....	44	Tier 2 – Engaged - up to 1000 pts.....	50
Psychic (X).....	44	Tier 3 – Eternal War - up to 1800 pts .....	51
Psychic Weapon.....	45	Tier 4 – Apocalypse - no points limit .....	51
Quadruple Weapon .....	45	Setting up the Battlefield.....	52
Rage .....	45	Select Scenario .....	52
Regenerate.....	45	Set Terrain .....	52
Reinforced [Rear/Side] .....	45	Determine Environmental Conditions .....	52
Relentless .....	45	Place Objectives .....	52

# Grim Darkness: War in the Future

Deploy Forces .....	52
Reserves .....	52
Ongoing Reserves .....	52
Game Length.....	52
Objectives and Scoring .....	53
Scenarios .....	54
Fair Fights .....	54
Standard Engagement .....	54
Long Engagement .....	54
Corner Engagement.....	54
Partial Engagement .....	54
King of the Hill .....	54
Uneven Battle.....	54
Ambush .....	54
Breakthrough.....	54
Escape .....	54
Surrounded.....	55
Final Stand .....	55
On the Move .....	55
One Man Army .....	55
Outnumbered.....	55
Split Deployment .....	55
Siege.....	55
Take Down the Beast .....	55
Story Scenarios .....	55
Campaigns.....	55

# Grim Darkness: War in the Future

## What is Grim Darkness?

*In the far flung future, humanity has ventured out into the depths of space and colonized worlds crisscrossing the galaxy. So many millenniums have passed that mankind has forgotten its ancient earthbound origins and has truly become children of the stars.*

*When man reached out to the stars, it discovered it was not alone. A myriad of strange – and sometimes ancient – races spread across the stars. Some were friendly and welcomed humanity as brothers among the stars. Others were less welcoming – or even outright hostile. Regardless of the greeting it received, however, humanity spread far and wide. It shared worlds where it was welcome, and displaced those who would not share their wonders. Thus, as it had always been – humanity made far more enemies among the stars than it made friends.*

*Only by uniting could the ancient Terrans keep those who disdained humanity from destroying them. Thus, a great Emperor arose over humanity. It was this Emperor who united the humanity into a great Empire of Mankind and kept its enemies at bay with crusades that stretched the hand of humanity to the far reaches of the galaxy.*

*Yet, even as humanity fought for its place among the stars, humanity itself began to change – among new worlds and amid alien races what humanity was began to change and evolve. Soon, wars would be fought not just against alien races, but even against the descendants of humanity deemed unfit to bear the mantle of the word 'human' – and were instead branded 'mutant'.*

*But it would be internal strife that eventually split the empire in two. At its end, the Emperor himself was felled by this enemy within, and his empire further fractured as his formerly faithful warlords squabbled – and still squabble - over the Empire's carcass.*

*The alien races that humanity displaced to forge their empire now arise or reemerge from their dark hiding places to oust humans from those worlds they desire for themselves.*

*It has become an age of misery and constant war. Mankind has begun its death rattle, and it is time for every faction – human or otherwise - to make their final play for the fate of the galaxy.*

Welcome to Grim Darkness, a 28mm tabletop wargame that pits fantastically futuristic armies against one another for control of the fates of thousands of worlds.

Playing as the commander of a small strike force with a variety of five to ten-man units of infantry with supporting vehicles and other weapons of war, two or

more players will play out one of the myriad battles being undertaken across hundreds of worlds throughout the Grim Darkness galaxy.

# Grim Darkness: War in the Future

best - Cover (+2) from the building and add an additional +1 for the building.

## Models and Units

The following information covers the myriad base statistics of an individual unit.

### Model Limit

Unit groups cannot have more than 20 members. If you can purchase a unit with more than 20 models, split them into groups not exceeding 20 models per group.

The smaller groups can use the primary group's Leadership as long as they remain within 6" of the group containing a leader model. The subgroups are also considered one group for effects that affect an entire unit.

However, keep pins, damage and condition effects separate between the groups. If two or more subgroups lose enough models so that they can be combined into one group of 10 models or less (even if the original groups had more than 10 models), you may combine them as long as the groups are within 2" of each other.

Each subgroup activates separately; make sure you put enough order tokens into the order pile for the total number of subgroups.

### Modifiers

Certain pieces of gear or special rules can modify a model's characteristics positively or negatively by adding to it (+1, +2, etc.), multiplying it (x2, x3, etc.) or even setting its value (1, 8, etc.). No characteristic can be modified below 0.

### Multiple Modifiers

If a model has a combination of rules or gear that modify a characteristic, first apply any multipliers, then apply any additions or subtractions, and finally apply any set values. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength', its final Strength is 9 ( $4 \times 2 = 8$ ,  $8 + 1 = 9$ ). If a model with Strength 4 has both '+1 Strength' and 'strength 8', its final Strength is 8 (ignore +1 Strength and set it at 8).

Multiple instances of the same rule do not stack, with the exception of rules that have a numeric modifier (such as [Multiattack](#), [Cover](#) or [Poisoned](#)). In this case use the best numerical modifier and increase the numerical modifier by +1 for each additional occurrence the model obtains.

For example, if a model has Cover (+1) from bushes and then enters a building that also gains Cover (+2), the model gains Cover (+3), as you would take the

## Attribute Tests

When a model must make an attribute test, it rolls a D6 and adds the named attribute and any appropriate modifiers. If the result is 7 or more, the test is passed. When you are indicated to take an attribute test, the associated text will spell out the results for success or failure. If no such results are indicated for a given outcome (success or failure), then nothing occurs for that result.

## Attributes

Following is a list of various Skills and Stats possessed by a model.

**Skill:** Skills represent abilities that can generally be altered by training. Units with better (or worse) training will often have improved (or worsened) values in these attributes.

**Stat:** Stats represent abilities or features due to the unit's biology. Stats can be modified, but are usually done by means of equipment or other physical/mental alterations.

## Movement Stat (Mv)

This characteristic determines how far the model can move when activated. Typical model movement rates are listed below.

<i>Unit Type</i>	<i>Typical Speed</i>
Infantry	6"
Fast Infantry / Beast	8"
Fast Beasts	10"
Jump Infantry	12"
Monstrous	8"
Gargantuan Creature	10"
Bike	10"
Jetbike	12"
Heavy Vehicle	8"
Vehicle	10"
Fast Vehicle	12"
Skimmer Vehicle	14"
Flyer	24"
Supersonic Flyer	36"

Some movement rates may be anteceded by a letter (such as 12F). This notation is explained below:

# Grim Darkness: War in the Future

<i>Notation</i>	<i>Meaning</i>
B	Burrow
F(H)	Flying (Hover)
S	Skimmer
T	Teleport
X	No Run/Charge at MV

creature finds it is to hit targets with shooting attacks. Typical unit Ballistic Skills are listed below.

<i>Quality</i>	<i>MS</i>
Conscript/Green	2
Regular	3
Elite	4
Hero	5
Great Hero	6

## Melee Skill (MS)

This characteristic defines the close combat skill a model possesses. The higher the characteristic, the more likely the model is to hit an opponent in close combat. Typical Melee Skill for units is listed below

<i>Quality</i>	<i>MS</i>
Conscript/Green	2
Regular	3
Elite	4
Hero	5
Great Hero	6

## Psychic Skill (PS)

This shows how skilled a model is at manifesting psychic powers. The values below give example values for comparison.

<i>Quality</i>	<i>PS</i>
Emergent Human Psychic	2
Natural Human Psychic	3
Psionically Trained Human	4
Sidre Farseer	5
Devourer Hive Tyrant	6

## Defense Skill (DS)

This characteristic defines the ability of the model to avoid being struck in close combat.

The table below shows the average Defense of a unit, based on its combat skill or special ability.

<i>Quality</i>	<i>Defense</i>
Conscript/Green	6
Regular	7
Elite	8
Jump/Skimmer	+1
Flyer	+2

The table below shows the modifier to Defense of a unit, based on size. Note that these values are already calculated into existing unit profiles.

<i>Size</i>	<i>Defense</i>
Small (1/2)	+1
Medium (1-2)	-
Large (3-4)	-1
Huge (5-6)	-2
Gargantuan(7-8)	-3
Titanic (9-10)	-4

## Strength Stat (S)

Strength gives a measure of how physically mighty a model is. It is used to determine how powerful melee attacks are.

<i>Race</i>	<i>Str</i>
Gremlin	2
Human	3
Marauder	4
Ogryn	5
Devourer Beast	6

## Resilience Stat (R)

This is a measure of a model's ability to resist physical damage and pain, and it reflects such factors as the resilience of a creature's flesh, hide or skin. The tougher a model is, the better it can withstand an enemy's blows.

This table below shows the average Resilience and Wounds for living creatures, based on size.

<i>Size</i>	<i>Resilience</i>	<i>Wounds</i>
Small (1/2)	6	1
Medium (1-2)	7	1
Large (3-4)	9	3
Huge (5-6)	11	5
Gargantuan (7-8)	14	9

## Ballistic Skill (BS)

This shows how accurate a model is with ranged weapons of all kinds, from pistols to earth-shaking battle cannons. The higher this characteristic is, the easier a

# Grim Darkness: War in the Future

Titantic (9-10)	15	15
-----------------	----	----

The table below shows the average Resilience, Hull Points (instead of Wounds) and Armor save for vehicles.

<i>Vehicle Type/Size</i>	<i>Resilience</i>	<i>Hull Points</i>	<i>Armor Save</i>
Micro (3)	10	3	+1
Light (4)	11	4	+2
Medium (5)	12	5	+3
Heavy (6)	13	6	+4
Superheavy (7)	14	9	+5
Massive (8)	14	12	+6
Titantic (9)	15	15	+6
Uber (10)	15	18	+7

Walkers generally have -1 Hull and -1 ASV  
Flyers generally have -1 Resilience, -1 Hull and -1 ASV.

## Psychic Resistance Stat (PR)

This is a measure of a model's ability to resist psychic attacks directed against it.

## Wounds Stat (W)

This characteristic tells us how much damage a model can take before it dies or is so badly hurt that it can't fight any more. Living or quasi-living beings have Wound points. Vehicles have Hull points.

## Initiative Stat (I)

This represents the swiftness of a model's reactions. It is generally used test against effects based on the model's reaction speed. A model that does not have an initiative score listed is considered to have an Initiative of 1.

<i>Score</i>	<i>General Example</i>
1	Vehicle
2	Monstrous
3	Average Human
4	Stellar Marine
5	Sidrehar Specialist
6	Supernatural reaction

## Attack Stat (A)

This shows the number of times a model attacks when making a ranged, psychic or melee attacks. If the model has more than one legal attack type available to it, it may choose which weapon to perform each attack with. A weapon can be used for any number of attacks during an activation, unless it is [Unwieldy](#) – in which

case it can only be used once per activation, regardless of the number of attacks the model has.

## Leadership Skill (LD)

Leadership reveals how courageous, determined and self-controlled a model is. Units with low leadership are easy to rout, suppress or otherwise disrupt their morale.

<i>Experience</i>	<i>Value</i>
Reluctant	6
Inexperienced	7
Standard	8
Veteran	9
Elite	10
Fanatical	11

## Armor Save Stat(ASV)

A model's Armor Save gives it a chance to avoid harm when it is struck or shot. Models have an Armor Save based on what kind of armor they are wearing, so this characteristic may be improved if they are equipped with better armor. Other creatures may receive a natural save from having thick bony plates or a chitinous shell.

<i>ASV</i>	<i>Example</i>	<i>Notes</i>
+1	Devourer Gaunt chitin	Protects only vital areas
+2	Planetary guard flak armor	Light overall protection
+3	Rho combat armor	Moderate overall protection
+4	Stellar marine armor	Complete overall protection
+5	Stellar marine gothic armor	Complete overall protection; reinforced vitals
+6	Stellar marine battlesuit armor	Impenetrable overall protection

## Size Stat (Sz)

This represents the general bulk of a model. When determining how many models the figure equates to, use this characteristic. Most models are Size 1. Size ranges from 1/2 upwards.

<i>Size</i>	<i>Base Size</i>	<i>Example</i>
1/2	15-20 mm	Marauder Gremlin
1	25-35 mm	Stellar Marine
2	35-50 mm	Stellar Marine Battlesuit / Devourer Warrior
3	50-60 mm	Dire Wolf mount / Bike

# Grim Darkness: War in the Future

4	60-80 mm	Stellar Marine Tank Suit / Devourer Executioner
5	80-100 mm	Warthog Transport / Devourer Brood Mother
6	100-130 mm	Warlord Battle Tank / Devourer Exocrine
7	130-160 mm	Conqueror Heavy Battle Tank / Devourer Pulse Worm
8	160-200 mm	Monarch Main Battle Tank
9	200-250 mm	Titan Class War Machine
10	250 mm+	Emperor Class War Machine

## Unit Types

This defines the unit type. Certain special rules may interact with specific unit types in special or unusual ways. Unit types are further defined in the appendix, but the main types are listed below.

<i>Type</i>
Infantry
Building
Vehicle

## Subtypes

Listed below are the basic subtypes associated with the unit types from above. Some subtypes have special rules associated with them, while others may merely be markers or grouping that can be called out by other special rules (such as Monster Hunter).

<i>Subtype</i>
Artillery
Beast
Bike
Character
Flyer
Gargantuan
Heavy
Independent
Monstrous
Skimmer
Superheavy
Titanic
Transport
Walker

## Weapon Statistics

Each weapon a model uses has several statistics, as noted below. All weapon qualities are Stats.

## Range Stat (Rng)

This is the weapon's base range, in inches. Weapons can be fired beyond this base range, but the attacker takes a penalty to his chances to hit for each range increment beyond the first. Ranged weapons use the attacker's Ballistic Skill to hit.

Weapons with a range of Melee can only be used in assaults, and cannot be used to attack opponents at a distance. Melee weapons use Melee skill to hit.

## Strength Stat (Str)

This represents how deadly the weapon is to a target. Ranged weapons have a set Strength, while melee weapons add a modifier to the wielder's Strength score for inflicting wounds.

As a general rule, weapons with a Strength from 1-6 are considered anti-infantry weapons; they have generally no chance to affect a vehicle, but often have a large volume of fire that makes them excellent for dealing with groups of troops.

Weapons with a Strength of 7 or more are often referred to as Anti-Tank weapons, designed moreso to damage and destroy vehicles. Though such weapons will generally pulp infantry, they generally do not produce enough volume of fire to deal with a large number of enemy troops at once.

## Damage Stat (Dam)

Most anti-personnel weapons deal a single Wound of damage per hit. Heavy and anti-vehicular weapons are often so potent that they may cause multiple wounds with a single hit. Note that multiple wounds caused from a single hit by a high-damage weapon does not spill over to other models; excess wounds beyond a single model's Wound stat are simply lost.

## Armor Piercing Stat (AP)

This represents how effective the weapon is against armor. This value is applied to the Armor roll the defender makes to negate a wound.

## Type

This section contains the special rules associated with the weapon. The descriptions for these special abilities can be found in the Special Rules section.

# Grim Darkness: War in the Future

## Order of Play

Each side places one die, counter or other marker into a bag or other container. It should be easy for players to distinguish their marker from the other player's, but they should be the same general shape. Draw one of the markers and that unit performs its actions. Continue to draw and act until all markers have been used. After all units have been activated, the turn ends and all markers for surviving units are returned to the container to begin another turn.

## Drawing Order Tokens

At times, you may be given the option to draw an order token or draw a random order token. The difference between each is described below.

When you are ordered to **draw an order token**, you remove one of your own order tokens from the order token pool and place it beside an eligible unit of your choice. You may immediately interrupt the activation of another unit (friendly or enemy) to complete the activated unit's order, and then return to completing the former unit's action. Place the drawn order token by the activated unit when the order is complete, and return to any former activations awaiting completion and complete them.

When you are ordered to **draw a random order token**, take an order token from the token pool without looking. If the drawn order token belongs to you, you may immediately activate a friendly eligible unit of your choice and then place the used order token beside the activated unit. If the drawn order token does not belong to you, replace the drawn token to the order pool and resume with any remaining unit activations.

## Activating Enemy Units

Some abilities may allow a player to activate enemy units. When this occurs, the active player takes an extra order token/die and places it by the enemy-controlled unit. This means by the end of the turn, the player whose units were controlled will have extra unused order tokens – an enemy-activated unit cannot also be activated by its controlling player in the same turn.

Do not place the enemy-activated order tokens back into the draw pile at the end of the turn; instead place them to the side when the next turn begins.

## Orders

When activated, a unit may be given one of several orders - [Brace](#), [Advance](#), [Run](#), [Shoot](#), [Manifest](#)

or [Assault](#). If a unit has one or more Pin markers on it, it must make a Leadership test. This test has a penalty equal to the number of Pin markers assigned it. However, for every 5 surviving members of the squad (or fraction thereof), one Pin marker may be ignored.

## Leadership Test

When you wish to give a unit an order, it may immediately activate without any sort of check if it has not taken any losses (including lost Wounds or Hull points) or has no Pin markers on it. If it has suffered any losses it must first take a leadership test to see if it can act. Leadership tests are made by rolling 2D6 and adding the unit's Leadership score to the total. If the result is 12 or greater, the test is passed.

- If the test is failed by 1-2 points, the unit can only take a Brace action. By Bracing, it may remove 1 pin marker, if it has one.
- If the test is failed by more than 2 points, the unit will immediately Bail Out (if a vehicle) or Fall Back (all other units), as described below.
- If the test is succeeded, the unit may be ordered as normal. If the unit has any Pin markers, you may remove one such Pin marker.

A flying unit that fails the Leadership test is moved back to Reserves, regardless of the amount the test is failed by. The unit can return from reserves in future turns if it makes a subsequent successful Leadership test.

## Leadership Test Modifiers

Certain circumstances can make the Leadership Test harder for a unit to pass. This is represented by applying leadership modifiers to the test.

- -1 per Pin marker on the unit (ignore one Pin marker for every 5 full models – or equivalent - in the unit)
- -2 Warlord has been slain
- -1 Unit has suffered 25% losses or more (total Wounds/Hull points)

<i>Wounds/Models</i>	<i>25% losses</i>
20	5
19-16	4
15-12	3
11-8	2
7-2	1
1	N/A

## Insane Heroism

A natural roll of double 6's on the check always passes a Leadership check, regardless of any modifiers.

# **Grim Darkness: War in the Future**

## **Rallying**

A unit that is falling back must attempt to Regroup by taking a Leadership Test when activated, modified by losses and pin markers.

If the unit successfully makes its Leadership Test, it may be given an order normally. If it fails, it is Bailed Out (if a vehicle) or Falls Back (any other unit).

## **Bailed Out**

Vehicles that fail a morale check do not fall back, but instead their crew is temporarily disorientated and cannot operate the vehicle until their situation improves. The vehicle cannot move or shoot until it rallies. If a Bailed Out vehicle fails a subsequent attempt to Rally and Bails Out a second time, the crew abandons the vehicle completely. In such a case, treat the vehicle as destroyed – leave the model on the board as a wreck, but it cannot be given further orders and scores VP's to the enemy as if it had been destroyed.

## **Fall Back**

Non-vehicle units that fail their morale check fall back away from the enemy. If they fail to rally when activated they move their full movement rate back towards their own deployment zone table edge. If there is no deployment edge or enemy units completely block their escape, the unit is immediately destroyed.

## **Falling Back from Close Combat**

Models falling back from a combat can freely move through all enemy models that were involved in that combat. This is an exception to the normal rules for moving that state that a model cannot move through a space occupied by another model. If any models would end their move less than 1" from one of these enemies, extend the Fall Back move until they are clear.

## **Destroyed Unactivated Units**

If a unit is destroyed before it could be activated, remove one of your order tokens from the order token pool and discard it. No unit is activated when this is done, and the order token is not returned to the order token pool.

# Grim Darkness: War in the Future

## Orders Summary

The orders that a unit may be given are listed below. Each order is discussed in detail over the next few pages.

### Brace

A bracing unit does not move and attempts to use hard cover to protect itself against attack and attempts to regroup. Bracing does not require a Leadership test.

### Overwatch

An overwatching unit prepares to shoot or manifest psychic powers against an approaching unit.

An overwatching unit gives up its movement to delay taking its shooting or manifest action until an enemy unit approaches or moves in its arc of fire.

### Shoot/Manifest

A shooting unit does not move, but may fire its weapons to full effect. A unit that does not have a ranged attack cannot be given a shoot order.

A unit that chooses to manifest psychic powers may move up to its normal movement rate and activate one or more psychic powers as its action. When manifesting psychic powers you may move or manifest in any order. A unit that does not have some form of psychic ability cannot be given a manifest order.

### Advance

An advancing unit may move its movement rate and shoot ranged weapons or manifest psychic powers. It may make its attack before or after making its move.

### Run

A unit may choose to move at the double. A unit moving Run can move twice its normal movement rate, but can only shoot by taking snap shots. It may make the attack before or after making its move.

### Assault

An assaulting unit can move twice its normal movement rate and must end in hand-to-hand combat with enemy units. An assaulting unit can make shooting attacks with assault weapons or manifest assault psychic powers at any point along its movement. A unit that lacks some form of close combat attack cannot assault.

# Grim Darkness: War in the Future

## Brace

A unit that braces is attempting to collect its wits and is either awaiting further orders or the right moment to strike. [Flying](#) units that cannot [Hover](#) cannot Brace. Likewise, a unit that has not maintained unit coherency cannot Brace, and must [Advance](#) in an attempt to regain coherency.

## Effects of Bracing

A unit does not need to make a [Leadership test](#) to be given a Brace order. The unit cannot [move](#), [shoot](#) or [manifest](#) psychic powers. It may choose to perform any one of the following sub actions.

## Down

A unit that Braces can optionally choose to go Down (gaining a +1 bonus to Defense) and removes 1 Pin marker.

## Recover

A model or unit suffering from a status effect can attempt to remove the ill effects of the status effect. If the model rolls a 4+, it can remove one negative status effect from itself. Status effects include [Crew injured](#), [Weapon damaged](#), [Immobilized](#), [Burning](#), [Dissolving](#), [Poisoned](#), [Prone](#), or [Out of Ammunition](#).

## Reorganize

The unit can optionally choose to attempt to recover from pinning attacks. If the unit takes and passes a Leadership test, it may remove D6 additional Pin markers from the unit. However, attempting to Reorganize may subject a unit that fails the [Leadership test](#) to [Falling Back](#) or [Bailing Out](#).

## Facing

When a non-flying unit braces, it may change its facing in any direction it wishes.

## Control Range

A model cannot move within 1" of an enemy model unless they are charging into close combat. To move past, they must go around any enemy model in the way.

## Overwatch

A unit that goes into overwatch is on alert for approaching enemies.

## Effects of Overwatch

A unit that goes on overwatch cannot [move](#) – other than to rotate to face any direction.

However, until the end of the current turn, if an enemy unit moves within or into [Short range](#) (and into the [firing arc](#)) of the overwatching unit, the overwatching unit may immediately interrupt the moving unit's activation to [shoot](#) or [manifest](#) psychic powers.

Note that for the purposes of shooting or manifesting, the overwatching unit is considered to have moved, even though it has not actually done so.

An enemy unit that shoots or manifests without moving does not trigger a unit's overwatch. In this case, if the overwatching unit does not lose overwatch to enemy fire, it may immediately activate – changing its order to shoot or manifest – to return fire against the unit that attacked it.

## Line of Sight

An overwatching model must have line of sight to at least one enemy model in the unit it is attacking to make an attack.

## Facing

### ADVANCED OVERWATCH (Optional)

Instead of the normal rules above for facing when firing, if at least 1/3 of the unit is facing a target of Overwatch, you may turn from none to all remaining models to face the target of Overwatch. Note that this encourages a "circle the wagons"/square defense sort of defensive posture when holding an area against enemy approach.

Also, as an even more advanced option, if you and your opponent agree, you can track Overwatch attacks per model – if an Overwatching unit had models facing various directions, in this case they may fire at different enemy units instead of all the models unleashing on the first approaching or kiting enemy force. In this case, no model can react more than once per turn to fire weapons or manifest powers. We suggest placing a token or marker beside each model that has fired/manifested to prevent them from activating more than once in a turn.

As noted above, when the order to Overwatch is first given, the models may choose to change their facing to any direction they choose in preparation to shoot or manifest. When actually activated to perform Overwatch, models may not change facing when shooting or manifesting.

## Losing Overwatch

If the overwatching unit receives any pin markers (pin markers it already has does not count), it loses its overwatch action. Likewise, if the overwatching unit is currently engaged in hand-to-hand combat, it loses any overwatch it had.

In either case, the formerly overwatching unit can take no action for the remainder of the turn.

# Grim Darkness: War in the Future

## Movement

A unit that advances is concentrating on closing with the enemy and/or shooting it. There are four orders that allow a unit to move as part of its activation:

- **Advance:** The unit can move and take a shooting action
- **Manifest:** The unit can move and manifest a psychic power
- **Run:** The unit can move twice its movement rate, but cannot shoot
- **Assault:** If the unit is not already in base-to-base contact, it can move twice its movement rate and make a melee attack.

## Movement Distance

Models can move up their movement rate, but the unit must remain in coherency at the end of the movement.

## Movement Trays

If you are playing a large battle (1500 points or more) or games with large groups of infantry, it is suggested that you use movement trays to speed up the game. Movement trays should either be circular, oval or rectangular in nature, with the models spaced 2" apart for circular or oval trays and within 1" for rectangular trays. For circular or oval trays, models should be placed with one model in the center and radiating rings of models, or in an "X" pattern - like the 5-pip side of a D6 die.

The tray should not extend more than ¼" past the outermost model. It is strongly suggested that movement trays not be larger than 14" across. We generally suggest placing either 3 (for size 3 or larger models), 5 (for size 2 models) or 10 (for size 1 models) models in a single movement tray.

When using movement trays, treat the tray as one model for the purposes of performing movement, determining if the unit needs to take terrain tests and for measuring distances for shooting and assaults. In the case of assaults, the trays need only touch the enemy model or movement tray to conduct the assault and all models should participate as if they can touch the enemy.

## Facing

Models can turn at any point before, during or after movement. A model's facing does not affect their ability to shoot or charge, but may affect the models ability to defend itself from an attack to its rear (see Shooting and Assault).

## Control Range

A model cannot move within 1" of an enemy model unless they are charging into close combat. To move past, they must go around any enemy model in the way.

## Unit Coherency

Once a unit has finished moving, the models in it must form an imaginary chain where the distance between one model and the next is no more than 2". If a unit fails to be coherent at the start of an activation, it **MUST** attempt to move back into a coherent unit before approaching an enemy.

## Elevation Changes

Units changing elevation – such as climbing or descending a hill or changing levels in a building must spend 1" of their movement for each 1" or fraction thereof of elevation change.

## Terrain Types

### Area Terrain

Area Terrain can be [Bizarre](#), [Difficult](#), [Dangerous](#), [Impassible](#), or [Lethal](#) terrain. Its location is marked by a visible boundary, generally a base upon which the terrain resides. Area terrain can grant cover saves, depending on its type.

Area Terrain provides a +1 Cover bonus to Defense per inch to the Defender when fired into or through. Area Terrain, or cumulative patches of Area Terrain that is 4" or wider block Line of Sight through them.

### Building and Ruins

Buildings should be divided into rooms - or sections, if a room is larger than 6" X 6". Models can move from one room/section, or change floors, with an order. A large unit can be spread into adjacent rooms if there is not enough space to fit them in a single room/section as long as there is an opening between the areas.

Models may only enter, leave or move about within a building through designated access points (such as doors or open door frames).

### Bizarre Terrain

Unusual and alien terrain can be a fun way to break up a game. Both players should collaborate before the game to determine the effects of any unusual terrain before the game begins. A few examples are listed below.

# Grim Darkness: War in the Future

## **Energy Crystals (Reflective)**

These large, pulsing crystal nodes cause energy weapons, such as Laser and Plasma weapons to become stronger. When such weapons are fired within 6" of such a node, the weapon is +1 Strength if the target is in the first Range band of the weapon.

## **Energy Crystals (Absorptive)**

*These dark, broken crystal nodes absorb energy from nearby energy-based weapons.*

When a Laser or Plasma weapons are fired within 6" of such a node, the weapon is -1 Strength.

## **Storage Tanks**

*Whether storing electricity, fuel or even bullets, these canister supply ready ammunition for nearby troops.*

The players should agree before play what sort of ammunition is actually stored in the scenery, and what weapon(s) would be affected. Models within 3" of the scenery cannot suffer [Out of Ammo](#) results and treat attacks with such weapons as being a [Master-crafted](#) weapon.

## **Open Ground**

*Open ground covers everything from asphalted or dirt roads, through dusty plains to slightly uneven or softly sloping ground.*

Open ground is any area not containing features that would impede or hinder a model's movement. Models on open ground are often said to be 'out in the open'. No additional rules are needed and, unless otherwise specified, special rules and abilities that affect terrain do not affect open ground.

## **Difficult Terrain**

*Difficult terrain includes a variety of terrain that slows or restricts the maneuvering of models through the area, such as rubble, brush, fences, shallow rivers and woods.*

Difficult terrain is split into two groups; **Difficult Infantry Terrain** and **Difficult Vehicular Terrain**. Difficult terrain of both types costs double to move through. So, for example, it counts as 6" of movement for a unit to move 3" through Difficult terrain.

**Difficult Infantry Terrain** includes areas that would slow infantry units such as fine rubble, brush & scrub, fences, razor wire and shallow rivers/fords. Difficult Infantry Terrain has no effect on slowing Vehicles, nor can vehicles be [Immobilized](#) in such terrain.

**Difficult Vehicular Terrain** would include areas that would slow both Infantry and Vehicles encountering it. It includes areas of rubble, woods, ruins, brush and scrub, rocky outcrops, boggy ground, low walls, razor wire, barricades, steep hills, streams and other shallow water, as well as terrain features that combine several of these types.

## **Bogging Down**

Vehicles that attempt to move through Difficult Vehicular Terrain must make a Size test. If the test is successful, the vehicle has forced its way through the terrain and may move normally. If the test is failed, the vehicle moves half its movement rate and then stops. The vehicle is then [Immobilized](#).

## **Dangerous Terrain**

*Some terrain features do more than hinder troops - they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.*

**Dangerous terrain** slows movement just like Difficult terrain, doubling the cost of movement through the area. Likewise, Dangerous terrain can be harmful to models and requires them to make a Dangerous Terrain test when moving through, stopping or standing in such terrain.

Each piece of Dangerous terrain has a Strength (and AP value) associated with it. To make a Dangerous terrain test, make a melee attack against the model using the Strength of the Dangerous Terrain. The model receives its normal Armor and Invulnerable saves against the wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same activation. However, if the model activates again in the same or another area of Dangerous Terrain, another test is made.

Vehicles that attempt to move through Dangerous Terrain must make a Size test. If the test is successful, the vehicle has forced its way through the terrain and may move normally. If the test is failed, the vehicle moves half its movement rate and then stops. The vehicle is then [Immobilized](#).

## **Lethal Terrain**

*Some locales are so hazardous that to seek ingress is also to invite a nasty death. Lava flows, toxin vats, bottomless ravines, reactor cores and other suitably fatal environs all use the rules for lethal terrain.*

**Lethal terrain** is assigned a Strength and AP value when placed on the battlefield. When a unit enters or remains in an area of lethal terrain, it takes an

# Grim Darkness: War in the Future

automatic hit at the Strength assigned to the terrain. Armor and invulnerable saves are taken as normal (see the Shooting or Assault rules for details). It costs double movement to move through an area of lethal terrain.

Vehicles that attempt to move through Lethal Terrain must make a Size test. If the test is successful, the vehicle has forced its way through the terrain and may move normally. If the test is failed, the vehicle moves half its movement rate and then stops. The vehicle is then Immobilized.

## Impassable Terrain

*Sheer rock faces, bottomless chasms, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other impossible to traverse terrain follow the rules for impassable terrain.*

**Impassable terrain** covers those areas of the board that models cannot physically enter. Models cannot enter, cross or move into or through impassable terrain - they must go around. Note that this category is used for terrain that is actually, physically impassable. If you want terrain that is more or less lethal, look to dangerous terrain and lethal terrain, covered later.

## Environmental Conditions

Besides terrain, sometimes overriding conditions may affect a battle. Ranging from fighting in a blowing sandstorm or snowstorm, early morning fog, nighttime conditions, the void of space or even a meteor shower, these conditions have unique effects on the outcome of the battle. You can combine one or more environmental conditions for even more variety.

## Clear

*This is the default condition, no special rules apply.*

**Effect:** None

## Deadly Exposure

*This covers areas of vacuum or other extreme conditions where exposure can be deadly to troops or vehicles. While all troops on the battlefield are assumed to have protected themselves against exposure, tears or punctures of that protection by enemy fire and attacks makes even minor wounds possibly more lethal.*

**Effect:** Weapon attacks gain +1 Strength. Any multi-wound model takes +1D3 wounds when wounded by an attack. Roll saves for each additional wound separately.

**Optional:** Add 1D3 areas of Deadly Terrain to the board. These areas should be 3"-12" across apiece.

## Death World

*This covers worlds with thick fauna and deadly wildlife – wildlife that does not cower or run in the face of an army fighting in its midst.*

**Effect:** Double the number of terrain items placed on the board. No more than one Building per player may be placed on the battlefield. All non-building terrain placed on the board is treated as Lethal Terrain (S 5).

**Optional:** At the beginning of each turn, both players roll 1D6. The player that rolled higher may place a Size 3 base in melee contact with a single enemy unit to represent one of the planet's vicious carnivores. The placed unit has MV 6", SZ 3, MS 4, S 6, W 3, Att D3, Dam 1, AP -1, Def 6, Res 10, AV +2. If the attacked unit is destroyed or moves 7" or more from the deathworld creature, remove the base from play.

## Debris Storm

*This includes meteor showers, tornados, falling pyroclast, artillery barrages and other events that can obscure vision on the battlefield as well as introduce dangerous falling or swirling debris that can damage or destroy troops and vehicles.*

**Effect:** At the start of the game, divide the board into six relatively equal sections.

At the beginning of each turn, roll a D6. On a roll of 4+, a deadly barrage strikes the battlefield. Roll an additional 1D6 to see which section is affected. The affected section is bombarded by 1D3 STR 6 [Large Blast](#) attacks. If a unit is in the affected section, the opponent may place the Blast template; no template may overlap. If both players are in an affected section, alternate placing Blast templates; draw a random order token to determine who places the first Blast marker.

**Optional:** Place 1D3 areas on the board at the start of the game in non-deployment areas. These areas should be 3"-7" across apiece. At the start of each turn, randomly move each area 2D6". Any model that enters or is within the area after the movement is completed suffers a STR 6 attack that automatically hits.

## Nighttime

*This covers darkness – whether natural or artificial where vision is obscured.*

**Effect:** Up to 50% of your army may be initially deployed as if they had the Ambush rule. Likewise, units arriving from Reserves can be set up as if they had Ambush.

All units more than 12" apart are considered to be Shrouded. If a unit fires ranged weapons, it loses the Shrouded gained by this condition until its next activation.

Searchlights can illuminate targets up to 24" away, negating the [Shrouded](#) bonus on the illuminated

# Grim Darkness: War in the Future

target, but the model performing the illumination likewise loses any Shrouded bonus. A searchlight can be activated or turned off at the start of the model's activation. A Searchlight can also reveal or remove a single Ambush counter per activation.

## Obscurement

*This includes areas of vision-disrupting regions such as fog, dust storms, falling snow and other atmospheric effects that can move during the course of battle.*

**Effect:** All units are considered to be [Shrouded](#) and may take advantage of the [Stealth](#) and [Ambush](#) rules.

**Optional:** Place 1D3 areas on the board. These areas should be 3"-12" across apiece. These areas are treated as area terrain that does hamper movement but provides Cover (obscurement). At the start of each turn, these areas drift 2D6" in a random direction.

## Storm

*This includes dangerous storms such as sandstorms, monsoons, snowstorms, ash storms and other detrimental storms that obscure vision and can adversely affect the operation of troops and equipment*

**Effect:** At the start of each turn, roll D6. On a result of 4+, all models not in melee gain Shrouded (+2 Cover save).

**Optional:** At the start of each turn, roll D6. On a result of 5+, draw an order token. The owner of the token can place a [Blast](#) template anywhere on the board and resolve it as a S6 AP – hit. Return the token to the order pool after resolving the attack.

# Grim Darkness: War in the Future

## Manifest

Instead of making a ranged attack with the [Advance](#) or [Shoot](#) order, a psychic model may choose to instead manifest psychic powers.

The model may move its full Movement rate, as discussed under the previous [Movement](#) section – before or after manifesting any psychic powers.

## Manifesting Psychic Powers

### Nominate Psychic to Act

A model (or unit) may be chosen to manifest psychic powers if it meets the following criteria

- Possesses the [Psychic](#) or [Brotherhood of Psychics](#) keyword,
- Possesses a Psychic skill of 1 or more

### Select Power

Select a psychic power available to your Psychic.

You may not exceed manifesting one Blessing OR one Malediction per Psychic (or Brotherhood). The use of a Blessing or Malediction does not count against the number of psychic attacks the model can make.

A psychic may use any number of [Psybolt](#), [Storm](#) or [Nova](#) powers up to equal to its Attack trait in a single activation. A given psychic power may be used more than once per activation, as long as it follows the limitations above.

This means a psychic with one Attack may actually manifest up to three powers – one Blessing, one Malediction and one Psybolt, Storm or Nova power. A psychic with two Attacks may therefore manifest four powers – one Blessing, one Malediction and two Psybolt, Storm or Nova powers.

### Non-Psychic Attacks

A manifesting model may choose to use its Attacks to perform ranged weapon or melee attacks in place of manifesting any number of psychic attack powers. A model may replace manifested psychic attacks with ranged or melee attacks on a one-for-one basis.

### Target Priority

A unit generally attempts to manifest a [Malediction](#) or [Psibolt](#) at the closest enemy combatant in range and with the clearest line of sight. [Blessings](#) are generally bestowed upon the closest friendly unit in

range with the clearest line of sight. [Novas](#) and [Storms](#) have no target priority and may simply be manifested since they effect everything in range.

If a unit wishes to shoot at a different target, it must make a [Leadership test](#). If this test is failed, the unit must follow the normal target priority but suffers no additional ill effects.

All of the models in the attacking unit fire at the same time regardless of whether or not all of the dice are rolled together.

To fire at an enemy unit, the target must meet the following guidelines.

- You must have line of sight to the target.
- The target must be in range of the psychic power
- If the power is a Psibolt, the target must not be engaged in hand-to-hand combat with a friendly unit.

All powers target a single model or unit. You may target the same or a different unit or model (as appropriate) with each different psychic power utilized. When targeting different models/unit, you may only select a different number of targets up to equal to the manifesting models Attack characteristic.

## Line of Sight

The attacker must be able to draw a line of sight from its model to the torso/head or hull of the enemy model. If the target is obscured in such a way that it can only see the extremities or components extruding from the model's main body/head/hull – or cannot see the enemy model at all – the target cannot be fired upon.

## Posing

All lines of sight are drawn as if the model were standing erect in a casual pose, regardless of the model's actual pose (crouching, flying, modeled upon a pedestal, obscured by base scenery, etc.).

## Infantry Facing

Infantry have a 90 degree fire arc to their front, 45 degrees to each forward side.

Infantry armed with Assault weapons have a 180 degree fire arc to their front, split 90 degrees to each forward side.

## Attacking Into/From Buildings

Models may attack from, or be attacked at, any designated access points or fire points within the building. Enemy units may only attempt to assault through designated access points in the building.

# Grim Darkness: War in the Future

## Hull-Mounted Weapon Facing

A hull-mounted weapon has a 90 degree fire arc to the front, split 45 degrees on each forward side. A hull-mounted Assault weapon has a 180 degree fire arc to the front, split 90 degrees on each forward side.

## Pintle-Mounted Weapon Facing

Pintle-mounted weapons can be rotated 360 degree, but only cover a 90 degree fire arc in the direction they are facing, with a 45 degree split on each side of the gun line. A pintle-mounted assault weapon covers a 180 degree fire arc in the direction they are facing, with a 90 degree split on each side of the gun line.

## Sponson Weapon Facing

A sponson weapon has a 180 degree arc along the side of the vehicle, split 90 degrees on each forward side. If a target falls in the arc of sponson weapons from both sides of a vehicle, the attack is treated as having the [Dual](#) special rule.

## Turret Weapon Facing

Turrets can be rotated 360 degree, but only cover a 90 degree fire arc in the direction they are facing, with 45 degree split on each side of the gun line. A turret also has a blind spot of 1" around the vehicle.

## Range

Each psychic power has a Range listed for it. If a target is within the power's listed range, there is no range penalty to the attack. Opponents beyond this range band can be attacked, but there is a -1 penalty to the attacker's Psychic skill for each additional range band the opponent is from the attacker.

A model cannot extend the range beyond three range increments. Sometimes these range bands may be referred to as Short (no penalty), Long (-1 BS) and Extreme (-2 BS).

You cannot more than double the range of a Nova or Storm power.

For example, a psychic using the Smite Biomancy power would have no penalty to hit (Short range) at 0" to 12", a -1 penalty (Long range) at 12.1" to 24", and a -2 penalty (Extreme range) at 24.1" to 36". The psychic could not effect anyone over 36" away.

## Manifest Power

Once you have chosen your target, you make a Psychic Skill test by rolling 1D6 and adding the model's Psychic skill. If the result is a 7 or more, the power is successfully manifested. Further, if the target(s) include enemy units, the total must equal or beat the target(s) Defense, modified for Range, Movement and Cover. It

is possible some models or units may be affected by a power due to modifiers, while others are not.

If the psychic fails the Psychic Skill test, the power does not activate. If the power fails to manifest, it may not be used again that turn, even if the psychic has multiple attacks.

Even if the power successfully activates, any enemy model targeted by a psychic power may make a Psychic Resistance roll to attempt to nullify the power's effect. If the power does not target an enemy unit – if it targets the Psychic or friendly units only – no Psychic Resistance roll is made.

## Psychic Peril

If the Psychic rolls a natural 1 on the D6 roll, make another roll of D6. If this roll is a 1 as well, the model suffers a mishap as the mysterious forces of the mind tear at the Psychic. The target immediately suffers a Strength 5 AP +4 hit that deals D3 wounds.

## Ultimate Force

If, when manifesting a psychic power, the attacker rolls a natural 6 when Manifesting, the attacker should roll an additional D6. On a natural roll of 6 on the second die, the power manifests with Ultimate Force, and the defender receives no psychic save.

## Snap Shots

A model forced to make snap shots attacks with a -3 penalty to Psychic Skill and can only fire at targets in its front facing. Snap shots suffer an additional -1 penalty to Psychic skill with [Portable](#), [Heavy](#) or [Ordnance](#) weapons.

## Resolving Effects

If the psychic power is a Blessing or Malediction, the power is effective if the psychic is able to successfully manifest the ability. In the case of a Malediction, the defender may attempt to negate the effect as if they had taken a Wound (no wound is actually inflicted, but the defender gets Psychic Resistance and Invulnerable saves to negate the power).

If the psychic power is a Psybolt, Storm or Nova power, any wounds caused by the attack must be resolved following the wounding procedure below.

## Wounding

To determine whether a Psychic attack power causes a telling amount of damage, roll D6 and add the power's Strength characteristic to the total.

# Grim Darkness: War in the Future

If the attacker's total equals the Resilience characteristic of the defender exactly, the target takes one wound.

If the attacker's total exceeds the Resilience characteristic of the defender, the target takes a number of wounds based on the power's Strength (see Psychic Strength below).

## Facing

If a non-vehicle target suffers a wound from a 90 degree arc to its rear, treat the target's Resilience as 1 lower, to a minimum of 1. When a unit of multiple models is attacked, use the majority facing of the entire unit to determine the rear arc. If models are split evenly (or within 1 model) use the facing that most benefits the target.

## Vehicle Facing

If a vehicle is struck from a 90 degree arc to either side, treat the target's Resilience as 1 lower, to a minimum of 1. If the vehicle is struck in a 90 degree arc to its rear, treat the target's Resilience as 2 lower, to a minimum of 1.

If a vehicle squadron is struck allocate hits to vehicles that would be hit in the rear first, the side second and against the front last. Target unobscured vehicles before obscured vehicles, regardless of facing.

## Multiple Resilience Values

If a unit contains models with differing Resilience characteristics, roll to Wound using the Resilience characteristic of the majority of the target unit. If the two or more Resilience values are tied for majority, use the highest of these tied values.

## Wound Pool

Total the number of Wounds caused by attacks and combine them to create a 'pool', where each dice represents a Wound. If there are Wounds with different Strengths, AP values or special rules, keep them separated into groups of Wounds in the pool. If all the Wounds are the same, the Wound pool will consist of only one group.

## Psychic Strength

Psychic attacks with exceptional Strength can cause more than one wound to a target, as shown on the table below. If a high Strength psychic attack result matches the defender's Resilience exactly, only one wound is taken. If the high Strength psychic attack result exceeds the defender's Resilience, the full number of Wounds listed below is taken. All wounds from a

single hit are applied to the same model, and any excess wounds past the target's Wound value are lost and not allocated to additional targets.

<i>Strength</i>	<i>Wounds</i>
1-6	1
7-8	D3
9-10	D6
11-12	2D6
13-14	3D6
15-16	4D6

## Allocate Wounds and Remove Casualties

To determine how many casualties are caused, you will need to allocate the Wounds caused and resolve any saving throws the target is allowed. The defender chooses to apply to wounds to models as he sees fits, except in the case of Precision or Critical Hits - in which case the attacker chooses who the wound applies to. When allocating non-Precision/Critical Hit wounds to multi-wound targets, apply wounds until the target is removed before applying wounds to other targets.

## Saves

Once hits have been turned into wounds, the defender has one last chance to negate the damage. To do so, the defender may make a Psychic Resistance or Invulnerable save. It may make one or the other, but not both.

## Psychic Saves

If a target takes a Wound or is subject to a Malediction, it may attempt an Psychic Resistance Save (PR) to soak the wound or negate the effect. The target must have a Psychic Resistance Save of +1 or better to take a save. A power's AP can make attacks harder to save by forcing the target model to roll higher to successfully save.

To make a Psychic Resistance save, the target rolls D6 + PR. A psychic power's AP value may inflict a penalty to this result, but a weapon will not (unless it has the Psychic keyword). If the roll is 7 or more, the model does not take a Wound. The target must make the save for each Wound it suffers separately, regardless of the number or source of the Wound - the model's resistance may stop all, some or none of the wounds inflicted. A natural roll of 1 always fails the Psychic Resistance save. Only one Psychic Resistance Save per wound can be made, regardless of the number of Saves it may have available.

# Grim Darkness: War in the Future

If a model's Psychic Resistance Save is reduced below +1, it is not allowed a Psychic Resistance save, but may make an invulnerable save if it has one.

## Invulnerable Saves

If a target takes a Wound (but not affected by a Malediction), it may attempt an Invulnerable Save to soak the wound. A model with an invulnerable save is usually designated as have an ++X save in its stat block, where X is the numerical value of the save. The target must have an Invulnerable Save of ++1 or better to take a save. Invulnerable Saves are unaffected by a weapon's Armor Penetration (AP) value.

To make an invulnerable save, roll D6 + Invulnerable save. If the result is 7 or more, the save is successful and no wound is taken.

A natural roll of 1 always fails an Invulnerable Save. Invulnerable Saves cannot be rerolled. An invulnerable save may be taken in place of, but not in addition to, a Psychic Resistance Save (It is generally accepted to use the better one for each check). If a model has a rerollable Psychic Resistance save and an Invulnerable save and the initial save is failed, it may reroll to see if it makes the *Psychic Resistance* save value.

# Grim Darkness: War in the Future

## Psychic Powers

### Biomancy Psychic Powers

#### SMITE (Fundamental)

Psybolt; Range: 12"; Target: One enemy unit; Target suffers a S4 AP – hit with the Blast special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
<b>Smite</b>	<b>12"</b>	<b>4</b>	<b>1</b>	<b>-</b>	<b>Blast, Psybolt</b>

#### ENDURANCE

Blessing; Range 6"; Target: One friendly unit; Target gains +1 Resilience until the psychic's next activation.

#### ENFEEBLE

Malediction; Range 12"; Target: One enemy unit; Target suffers -2 Strength and -2 Melee skill until the psychic's next activation.

#### HEMORRAGE

Nova; Range 6"; Manifest: -1; Target: All enemy units in range; Target suffers a S4 AP +2 hit.

#### IRON ARM

Blessing; Range 6"; Target: One friendly model; Target gains +2 Strength and +2 Resilience until the psychic's next activation.

#### LIFE LEECH

Psybolt; Range 12"; Target: One model; Target suffers a S8 Dam D6 AP -2 hit.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
<b>Life Leech</b>	<b>12"</b>	<b>8</b>	<b>D6</b>	<b>-2</b>	<b>Psybolt</b>

#### SPEED

Blessing; Range 6"; Target: One friendly unit; Target increases its Move stat by 3" until the psychic's next activation.

## Divination Psychic Powers

#### PRESCIENCE (Fundamental)

Blessing; Range 6"; Target: 1 unit; Target unit gains a +1 bonus to Ranged or Melee skill on their next activation.

#### FOREBODING

Storm; Range 6"; Target: All units in range; Target friendly units in range gain a +2 bonus to Leadership and enemy units in range suffer a -2 penalty to Leadership until the Psychic's next activation.

#### FOREWARNING

Blessing; Range 6"; Target: 1 friendly unit; Target unit gains a +2 bonus to Invulnerable saves. If the target does not have an Invulnerable save, it gains a +2 Invulnerable save.

#### MISFORTUNE

Malediction: 12"; Target: 1 enemy unit; Target unit reduces its Armor Value by 2 until the Psychic's next activation.

#### PERFECT TIMING

Blessing; Range 6"; Target: 1 friendly unit; Target unit gains Ignore Cover on its next activation

#### PRECOGNITION

Blessing; Range 6"; Target: 1 friendly unit; Target gains Interceptor on its next activation.

#### SCRIBER'S GAZE

Blessing; Range special; Target: special; Until the psychic's next activation, Friendly units arriving by Combat Drop reroll scatter results for arriving and reduce any scatter on arrival by the Psychic's Initiative skill.

# Grim Darkness: War in the Future

## Sancti Psychic Powers

### BANISHMENT (Fundamental)

Malediction; Range: 24"; Target: single demonic unit;  
Effect: -1 to Invulnerable save

### CLEANSING FLAME

Nova; Range: 9"; Manifest: -1; Target: One unit; Target suffers a S5 AP – hit with Large Blast, Soul Burning special rules.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Cleansing Flame	9"	5	1	-	Burning, Large Blast, Nova

### GATE OF INFINITY

Blessing; Target: Psychic; Redeploy the model as per Combat Deployment

### HAMMERHAND

Blessing; Target: Psychic and unit; Unit gain +2 Strength

### PURGE SOUL

Psybolt; Range: 24"; Target: One model; Both models make a contested Leadership test. Loser suffers one S5 AP +5 Wound per point the test was failed by

### SANCTUARY

Blessing; Target: Psychic; +1 to Invulnerable save and all demons treat 12" area around psychic as Dangerous Terrain (S5)

### VORTEX OF DOOM

Psybolt; Range: 12"; Manifest: -2; Target: One unit; Target suffers a S11 AP +5 hit with Blast special rule

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Vortex of Doom	12"	11	2d6	+5	Blast, Psybolt

## Malefic Psychic Powers

### SUMMONING (Fundamental)

Conjuration; Range: 12"; Manifest: -1 per 50 points summoned; Target: Special. Create one unit of Beyonders of up to 50 points per -1 penalty to Manifest.

### CURSED EARTH

Blessing; Range: Psychic and unit; Psychic and Beyond models in unit gain +1 Invulnerable save until psychic's next activation.

### DARK FLAME

Psybolt; Range: Template; Target: One unit; Target takes a S4 AP – hit with Burn special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Dark Flame	T	4	1	-	Burn, Psybolt, Template

### INCURSION

Storm; Range: 12"; Manifest: -1; Target: All units in range; Target takes a S4 AP – hit with the Fleshbane special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Incursion	12"	4	1	-	Fleshbane, Storm

### INFERNAL GAZE

Psybolt; Range: 18"; Target: One unit; Target takes S6 AP – hit with Assault special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Infernal Gaze	18"	6	1	-	Assault, Psybolt

### POSSESSION

Malediction; Range: 12"; Manifest: -1; Target: One psychic; The target suffers a S8 AP +4 hit. If the target is eliminated, replace it with a Beyond model or unit equal to the points value of the original model(s) + 50 points. If this is used on a friendly unit, the owning player may choose to make the To Wound automatically successful, deal maximum damage (3 wounds) and fail any Armor or Invulnerable saves.

### SACRIFICE

Conjuration; Range: 6"; Target: One friendly model or unit; Remove a friendly non-Beyond model or unit and replace it with a Beyond model or unit of a points value equal to the replaced model(s) + 50 points.

# Grim Darkness: War in the Future

## Pyromancy Psychic Powers

### FLAME BREATH (Fundamental)

Psybolt; Range Template; Target Template; Targets under the template suffer a S4 AP – hit with the Burn special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Flame Breath	T	4	1	-	Burn, Psybolt, Template

### FIERY FORM

Blessing; Range 0; Target Psychic; Enemy models in base-to-base combat suffer a S4 AP – hit with the Burn special rule. Also, the psychic's melee attacks gain the Burn special rule. This effect lasts until the psychic's next activation.

### FIRE SHIELD

Blessing; Range 0; Target Psychic's unit; The psychic's unit gains a 5++ save and any unit charging the psychic's unit suffers a Wall of Death effect. This power lasts until the psychic's next activation.

### INFERNO

Nova; Range: 6"; Target: All enemy units; Each enemy model in range suffers a S4 AP – hit with the Burn special rule.

### MOLTEN BEAM

Psybolt; Range 12"; Manifest: -1; Target: One model; Target suffers a S6 AP +2 hit with the Armorbane special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Molten Beam	12"	6	1	+2	Armorbane, Psybolt

### SPONTANEOUS COMBUSTION

Malediction; Range 12"; Target: One model; Target unit suffers a S4 AP – hit with the Fleshbane special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Spontaneous Combustion	12"	4	1	-	Fleshbane, Malediction

### SUNBURST

Storm; Range 6"; Target: All units in range; Target models in range must make an Initiative test or be Blinded until the psychic's next activation.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Sunburst	6"	-	-	-	Blind, Storm

## Telekinesis Psychic Powers

### ASSAIL (Fundamental)

Psybolt; Range 6"; Target: One enemy unit; Unit takes S4 AP – hits with the Large Blast and Knockdown special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Assail	6"	4	1	+2	Large Blast, Knockdown, Psybolt

### CRUSH

Psybolt; Range 12; Target: One model; Target unit suffers a S- AP +2 hit with the Graviton special rule

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Crush	12"	*	*	+2	Graviton, Psybolt

### FORCE FIELD

Blessing; Range 6"; Target: One unit; Manifest: -1 for every 5 points of Size. Target(s) gain a +2 Invulnerable save

### LEVITATION

Blessing; Range 6"; Target: One unit; The target gains Moves Through Cover until the psychic's next activation.

### DEFLECT

Blessing; Range 6"; Target: One model; The target gains Regenerate until the psychic's next activation.

### PSYCHIC MAELSTROM

Nova; Range 6"; Target: All enemy units in range; Target suffer a S4 AP- hit with the Pinning special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Psychic Maelstrom	6"	4	1	-	Nova, Pinning

### SHOCKWAVE

Storm; Range 6"; Target: All units in range; Target models suffer a S4 AP – with the Knockdown special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Shockwave	6"	4	1	-	Knockdown, Storm

# Grim Darkness: War in the Future

## Telepathy Psychic Powers

### PSYCHIC SHRIEK (Fundamental)

15 pts.; Nova; Range 6"; Target: All enemy units in range; Target suffers a S4 AP - hit with the Pin special rule.

	<i>Rng</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Special</i>
Psychic Shriek	6"	4	1	-	Nova, Pin

### DOMINATE

50 pts. ; Malediction; Range 12"; Manifest: -1 for every 5 points of Size; Target: One unit; Activate Target as if it was a friendly unit under your control. Place an order token beside the unit after activating.

### HALLUCINATION

10 pts.; Blessing; Range 12"; Manifest: -1 for every 5 points of Size; Target: One unit; The unit gains Ambush until the psychic's next activation.

### INVISIBILITY

15 pts.; Blessing; Range: 6"; Manifest: -1 for every 5 points of Size; Target: variable; Target gains Shrouded and Stealth until the Psychic's next activation.

### MENTAL BOND

5 pts.; Blessing; Range: 6;" Target: One unit; Target unit may Activate after the Psychic finishes its activation. Place an order token beside the unit once it has completed its activation.

### MENTAL FORTITUDE

3 pts.; Blessing; Range 6"; Target: One friendly unit; Target gains a +2 bonus to Leadership until the psychic's next activation.

### TERRIFY

3 pts.; Malediction; Range 12"; Target: One enemy unit; Target suffers 2 Pin markers.

# Grim Darkness: War in the Future

## Shoot

The following rules are used for conducting ranged attacks.

## Facing

Before shooting, non-vehicle models may change their facing by any degree to aim at their target. This is not considered movement for the purposes of modifying the model's chance to hit.

Although vehicles cannot shift their hull facing, they may rotate their turret, sponsons or pintle-mounted weapons to aim at targets. Like non-vehicle models, this weapon motion does not count as movement for the purpose of modifying the model's chance to hit.

No model may shift facing between shots; all targets must be within the model's final facing and weapon arcs.

## Nominate Unit to Shoot

A unit may choose to shoot if it meets the following criteria

- Possesses a ranged weapon attack,
- Possesses a Ballistic Skill of 1 or better,
- Is not locked into close combat with an enemy unit

## Target Priority

A unit generally attempts to shoot at the closest enemy combatant in range and with the clearest line of sight.

If a unit wishes to shoot at a different target, it must make a Leadership test. If this test is failed, the unit must follow the normal target priority but suffers no additional ill effects.

All of the models in the attacking unit fire at the same time regardless of whether or not all of the dice are rolled together.

To fire at an enemy unit, the target must meet the following guidelines.

- The target is not in close combat with a friendly unit or model
- The target is in range of the attacker's weapon (see Range below)
- The attacker can draw a line of sight to the target (see Cover below)

## Split Fire

Models with special, [Portable](#), [Heavy](#) or Ordinance weapons can attempt to target different enemies from the rest of the unit.

The model in question makes a [Leadership test](#). If successful, it may fire at the target of its choice. If the test is failed, the model must fire at the target selected by the rest of the group; there is no further negative effect.

## Vehicles

Many vehicles have more than one crew member, and each crew member may make an attack with a single, different weapon on the vehicle. If a vehicle moves, all crew members treat their attack as if they had moved.

## Range

Each ranged weapon has a Range listed for it. If a target is within the weapon's listed range, there is no range penalty to the attack. Opponents beyond this range band can be attacked, but there is a -1 penalty to the attacker's Ballistic skill for each additional range band the opponent is from the attacker.

A model cannot extend the range beyond three range increments. Sometimes these range bands may be referred to as Short (no penalty), Long (-1 BS) and Extreme (-2 BS).

For example, a Stellar Marine firing an Assault Rifle would have no penalty to hit (Short range) at 0"-12", a -1 penalty (Long range) at 12.1" to 24", and a -2 penalty (Extreme range) at 24.1" to 36".

## Line of Sight

The attacker must be able to draw a line of sight from its model to the torso/head or hull of the enemy model. If the target is obscured in such a way that it can only see the extremities or components extruding from the model's main body/head/hull – or cannot see the enemy model at all – the target cannot be fired upon.

## Posing

All lines of sight are drawn as if the model were standing erect in a casual pose, regardless of the model's actual pose (crouching, flying, modeled upon a pedestal, obscured by base scenery, etc.).

## Infantry Facing

Infantry have a 90° fire arc to their front, 45° to each forward side.

Infantry armed with Assault weapons have a 180° fire arc to their front, split 90° to each forward side.

# Grim Darkness: War in the Future

## Attacking Into/From Buildings

Models may attack from, or be attacked at, any designated access points or fire points within the building. Enemy units may only attempt to assault through designated access points in the building.

## Hull-Mounted Weapon Facing

A hull-mounted weapon has a 90° fire arc to the front, split 45° on each forward side. A hull-mounted Assault weapon has a 180° fire arc to the front, split 90° on each forward side.

## Pintle-Mounted Weapon Facing

Pintle-mounted weapons can be rotated 360°, but only cover a 90° fire arc in the direction they are facing, with a 45° split on each side of the gun line. A pintle-mounted assault weapon covers a 180° fire arc in the direction they are facing, with a 90° split on each side of the gun line.

## Sponson Weapon Facing

A sponson weapon has a 180° arc along the side of the vehicle, split 90° on each forward side. If a target falls in the arc of sponson weapons from both sides of a vehicle, the attack is treated as having the Dual special rule.

## Turret Weapon Facing

Turrets can be rotated 360°, but only cover a 90° fire arc in the direction they are facing, with 45° split on each side of the gun line. A turret also has a blind spot of 1" around the vehicle.

## Roll the Attack

Roll a D6 and add the Firer's BS skill to the result. If the result equals or beats the target's Defense skill (D), a hit is obtained. If the D6 roll is a natural 6, you may roll an additional D6-3 (treat results less than 1 as 0) and add it to the total. This may be repeated for multiple rolls of 6 on a given attack roll. A natural roll of one on the initial attack is an automatic miss.

The attack roll can be modified by the situations listed below:

<i>BS Modifier</i>	<i>Situation</i>
+1	Attacker did not move
+1	Defender did not move
-1	Defender moved 10" or more
-1	Per 3 pin markers
+1	Attacking opponent's rear
+1	Per Range band past the first

- If the attacker or defender did not move, the attacker gains a +1 bonus to BS. If both the attacker and defender did not move, the attacker gains a +2 bonus to BS.
- If the defender moved 10" or more on its last activation, the Attacker takes a -1 penalty to BS.
- If the attacker has 3 or more Pin markers on it, the attacker suffers a -1 penalty to BS
- If the attacker is in the majority of the defender's back arc, the attacker gains a +1 bonus to BS
- For each Range band the defender is away beyond the first, the attacker suffers a -1 penalty to BS
- If the defender is in cover, the defender gains a bonus to Defense (see cover below)
- If the defender goes to ground, the defender gains a +2 bonus to Defense (see Downing)

## Cover

A model in cover applies a bonus to a target's Defense against Ranged attacks, and in some cases, it gains an improved Armor Save. It has no effect on Melee attacks.

<i>Cover</i>	<i>Defense</i>	<i>ASV</i>
No Cover	0	-
Light Obscurement	+1	-
Heavy Obscurement	+2	-
Hard Cover	+3	+1
Fortification	+4	As Vehicle/Building

**Light Obscurement** covers things such as fog, fences or other blockage to line of sight that is opaque and provides no protection or deflection against attacks.

**Heavy Obscurement** covers things such as smoke, bushes, trees and other items that block line of sight completely to the target, but provide minimal or no protection against attacks.

**Hard Cover** includes things such as ruins, low walls, the interiors of open-topped vehicles and other objects that block line of sight and provide some protection against attacks.

**Fortifications** are those things such as bunkers, buildings and other sealed locations where the target is well-hidden and protected by solid barriers.

# Grim Darkness: War in the Future

## OPTIONAL

**Obscuring Units:** If you wish a bit more realism, treat other units (friendly or enemy) as Light Obscurement area terrain for the purposes of ranged or psychic attacks.

If the obscuring unit is Friendly, the attacking unit must make a successful Leadership roll to take the shot.

Furthermore, natural attack rolls of a 1 count as a hit against the obscuring. If the attacking unit could not hit the obscuring unit, rolls of natural 1 cannot affect the obscuring unit either. You cannot score a critical hit against an obscuring unit.

## Critical Hit

If a regular attack rolls a 6 on the 'To Hit' roll and follows with a natural 6 on the additional roll - and the final result exceeds the target's Defense, it is a Critical Hit.

If a model suffers a critical hit, the attacker may specify which target in the unit was the recipient of the hit. Also, the attacker may choose to not only wound the target, but to also apply a status effect to the target.

A model struck by a Critical hit still makes the normal check to be Wounded. If the critical hit does inflict a wound, however, the defender cannot use any special abilities that would negate or transfer the wound to another model or unit (such as [Armor saves](#), [Invulnerable saves](#), and [Feel No Pain](#)). The check to wound is otherwise resolved normally, and if the attack has any other special abilities it is resolved against the selected targeted model.

If the attacker desires, on a Critical hit, a status effect of their choice on the enemy model from the following list: Afraid, [Blind](#), [Crew Injured](#), [Immobilized](#) or [Weapon Damaged](#). This status effect is applied regardless whether the model is wounded or not.

## Down

Units under fire can choose to go "Down" to improve their chances of not being hit by enemy fire. A unit that has not activated or that has Braced may go Down at any time after the enemy has declared they are attacking the unit, but before To Hit dice are rolled. A unit that goes Down gains a +1 bonus to Defense. Draw and place an appropriate order token by the unit to indicate they have acted – no Leadership test is required to perform the order. Models can combine the effects of Cover and going Down.

Note that a unit that goes Down when fired upon does not get to remove a Pin as per the normal Brace activation.

## Focus Fire

If enemy units are in cover, the attacker may choose to Focus Fire by stating such an intent before making To Hit rolls.

If the attacker chooses to Focus Fire, choose a cover value (including *No Cover*). The attacker can only target defender models in the selected range band or worse (see Cover). This is useful for hitting enemy squads who have members in the open, ignoring the models that are in cover.

## Snap Shots

A model forced to make snap shots attacks with a -3 penalty to Ballistic and Psychic Skill and can only fire at targets in its front facing. Snap shots suffer an additional -1 penalty to Ballistic/Psychic skill with [Portable](#), [Heavy](#) or [Ordnance](#) weapons.

## Suppressing Fire

This is a special form of shooting where the attacker is not so much focused on hitting the enemy as forcing the enemy to seek cover. When making performing suppressing fire, the squad shoots as normal, but ignores penalties to hit due to cover. On a hit, the attack does no damage, but pins as normal - with the exception of natural rolls of 6 To Hit, which may hit and wound if the total result beats the defender's Defense.

A weapon that could not beat the Defender's Resistance with an initial To Wound roll of 6 cannot be used for suppressive fire against a given enemy model. For example, a Laser Rifle (Str 3), could not be used to suppress a model whose Resistance was 10 or greater.

## Targets in Vehicles/Buildings

A model in a vehicle or building can only be targeted if the vehicle/building is [Open-topped](#) or those inside have used a Firing Port to make attacks, OR the attacker is making a [Precision hit](#). When attacking models in [Vehicles/Buildings](#), the model gains a bonus as above for Cover, and if the ASV of the Vehicle/Building is greater than the models own ASV, it uses the better score from the Vehicle/Building. Note that melee attacks are not modified by Cover.

## Pinning

A unit hit by enemy fire (regardless whether any wounds are inflicted), gains 1 pin counter for every three hits (rounded down). Attacks that have no chance of beating a target's Resilience with a basic D6 roll cannot add pin markers to a unit ( $BS + 6 < Defense$ ).

# Grim Darkness: War in the Future

## Wounding

To determine whether a hit causes a telling amount of damage, roll D6 and add the weapon's Strength characteristic to the total.

If the attacker's total equals the Resilience characteristic of the defender exactly, the target takes one wound.

If the attacker's total exceeds the Resilience characteristic of the defender, the target takes a number of wounds based on the weapon's Strength (see Weapon Strength below).

## Facing

If a non-vehicle target suffers a wound from a 90° arc to its rear, treat the target's Resilience as 1 lower, to a minimum of 1. When a unit of multiple models is attacked, use the majority facing of the entire unit to determine the rear arc. If models are split evenly (or within 1 model) use the facing that most benefits the target.

## Vehicle Facing

If a vehicle is struck from a 90° arc to either side, treat the target's Resilience as 1 lower, to a minimum of 1. If the vehicle is struck in a 90° arc to its rear, treat the target's Resilience as 2 lower, to a minimum of 1.

If a vehicle squadron is struck allocate hits to vehicles that would be hit in the rear first, the side second and against the front last. Target unobscured vehicles before obscured vehicles, regardless of facing.

## Multiple Resilience Values

If a unit contains models with differing Resilience characteristics, roll to Wound using the Resilience characteristic of the majority of the target unit. If the two or more Resilience values are tied for majority, use the highest of these tied values.

## Wound Pool

Total the number of Wounds caused by attacks and combine them to create a 'pool', where each dice represents a Wound. If there are Wounds with different Strengths, AP values or special rules, keep them separated into groups of Wounds in the pool. If all the Wounds are the same, the Wound pool will consist of only one group.

## Weapon Strength

Weapons with exceptional Strength can cause more than one wound to a target, as shown on the table below. If a high Strength weapon attack result matches

the defender's Resilience exactly, only one wound is taken. If the high Strength weapon attack result exceeds the defender's Resilience, the full number of Wounds listed below is taken. All wounds from a single hit are applied to the same model, and any excess wounds past the target's Wound value are lost and not allocated to additional targets.

<i>Strength</i>	<i>Wounds</i>
1-6	1
7-8	D3
9-10	D6
11-12	2D6
13-14	3D6

## Allocate Wounds and Remove Casualties

To determine how many casualties are caused, you will need to allocate the Wounds caused and resolve any saving throws the target is allowed. The defender chooses to apply to wounds to models as he sees fits, except in the case of Precision or Critical Hits - in which case the attacker chooses who the wound applies to. When allocating non-Precision/Critical Hit wounds to multi-wound targets, apply wounds until the target is removed before applying wounds to other targets.

## Saves

Once hits has been turned into wounds, the defender has one last chance to negate the damage. To do so, the defender may make an Armor or Invulnerable save. It may make one or the other, but not both.

## Armor Saves

If a target takes a Wound, it may attempt an Armor Save to soak the wound. The target must have an Armor Save of +1 or better to take a save. A weapon's AP can make attacks harder to save by forcing the target model to roll higher to successfully save.

To make an Armor save, the target rolls D6 + ASV. A weapon's AP value may inflict a penalty to this result. If the roll is 7 or more, the model does not take a Wound. The target must make the save for each Wound it suffers separately, regardless of the number or source of the Wound – armor may stop all, some or none of the wounds inflicted. A natural roll of 1 always fails the Armor save. Only one Armor Save per wound can be made, regardless of the number of Armor Saves it may have available.

# Grim Darkness: War in the Future

If a model's Armor Save reduced below +1, it is not allowed an armor save, but may make an invulnerable save if it has one.

## Invulnerable Saves

If a target takes a Wound, it may attempt an Invulnerable Save to soak the wound. A model with an invulnerable save is usually designated as have an ++X save in its stat block, where X is the numerical value of the save. The target must have an Invulnerable Save of ++1 or better to take a save. Invulnerable Saves are unaffected by a weapon's Armor Penetration (AP) value.

To make an invulnerable save, roll D6 + Invulnerable save. If the result is 7 or more, the save is successful and no wound is taken.

A natural roll of 1 always fails an Invulnerable Save. Invulnerable Saves cannot be rerolled. An invulnerable save may be taken in place of, but not in addition to, an Armor Save (It is generally accepted to use the better one for each check). If a model has a rerollable Armor save and an Invulnerable save and the initial save is failed, it may reroll to see if it makes the *Armor* save value.

# Grim Darkness: War in the Future

## Assault

Units that are currently engaged in Hand-to-Hand combat, or wish to initiate such combat against the enemy use assault.

A unit that is not engaged in close combat must Charge an opponent to begin an assault. A unit already engaged in close combat immediately moves to the Fight Subphase (skip the Charge and Assault Shooting phase).

## Charge

Choose a unit that is declaring a charge and nominate the enemy unit it is attempting to charge. You cannot declare a charge for a unit if any of the following is true:

- The target unit is out of charge range (normally more than double the attacker's Movement rate)
- The target unit cannot be seen
- The attacking unit is locked in close combat (A unit already engaged in close combat skips immediately to the Fight subphase)
- The attacking unit has "Gone to Ground"
- The attacking unit is Falling Back

## Charging Multiple Units

We break a multiple charge declaration into two different categories: the primary target, and secondary targets.

- **Primary Target:** The primary target is the charging unit's main target. A charging unit can only shoot its assault weapons at a squad it has targeted to charge as the primary target.
- **Secondary Targets** are other targets of opportunity that you think the charging unit can engage at the same time as the primary assault. Remember that a unit cannot declare a charge against a unit it cannot reach or cannot see, and all targets being charged by the assaulting unit must be declared at the same time.

## Disordered Charges

If a unit declares a charge against multiple units, or against units in cover, it treats the charge as disordered. A unit making a disordered charge does not gain the +1 Charge bonus to its number of attacks.

## Assault Shooting/Manifesting

Before moving, if the attacker is armed with Assault (or Pistol) weapons or Assault Psychic powers, it may make a single ranged attack against the defending unit before assaulting. This is treated as a normal ranged attack, but the Assault weapon or psychic power cannot attack opponents beyond the weapon's base Range.

## Defender Reacts

When charged, if the charged unit had [Braced](#) or [Overwatched](#), it may attempt to take an action to react to the charge.

If the charged unit had [Overwatched](#), it may fire at the charging unit at any point during the charge, up to 1" away, as per the [Shoot](#) or [Manifest](#) action rules.

If the charged unit had [Braced](#), it may choose to continue to Brace or it may change its order to one of the orders given below.

All normal rules apply to the Defender's actions, with the following limitations below.

- [Assault](#) - the charged units make melee attacks of their own against the charging unit once the attacking unit makes base-to-base contact, striking before the charging unit. The defending unit may not Shoot or Move as part of its counter-assault.
- [Brace](#) - the charged unit does not move or attack, but gains a +1 bonus to Defense.
- **Withdraw** (Advance) - the charged units move away from the assaulting unit at their normal movement rate before the attackers move, back towards their deployment zone. The defending unit may not shoot.

## Charge Range

Once all reactions have been resolved, the attacker can move up to double its Movement (MV) value. This is the number of inches your assaulting unit can charge. The whole unit must charge at the speed of the slowest model. When charging, you must attempt to move all models in the unit into base-to-base contact with the enemy, or as close as possible. All the normal rules for movement - including terrain effects - apply.

## Close Combat

In close combat, the attacker makes to-hit rolls with melee attacks for all units participating in the charge. Attacks that hit have a chance to wound. The wounded model gets a chance to save, and if it fails, is (generally) removed as a casualty. Models 2" or closer to an enemy model in the charged unit may make hand-to-hand attacks.

# Grim Darkness: War in the Future

If the defender performed a "Meet" action in reaction to the charge, the defender will get a chance to counterattack before casualties are removed.

## Number of Attacks

Each engaged model makes a number of Attacks (A) as indicated on its characteristics profile, plus the following bonus Attacks:

- **+1 Charge Bonus:** Engaged models that charged into a close combat this turn get +1 bonus to Melee skill for the initial attack. Remember that models in units that made a disordered charge do not get this bonus.
- **Other bonuses:** Models may have other special rules and gear that confer extra Attacks.

## Rolling to Hit

The attacker rolls a D6 and adds his Weapon Skill (WS) to the total. If the total equals or exceeds the target's Defense Skill (D), the attack is a hit. If the attacker rolls a natural 6, roll an additional D6-3 and add it to the final result to hit. If the subsequent rolls are a natural 6, an additional D6-3 may be rolled and added until the attacker no longer rolls a natural 6. A natural roll of 1 on the initial attack roll is an automatic miss.

## Cover Saves

Models do not get cover saves against any attacks in close combat, and for obvious reasons, cannot go [Down](#).

## Critical Hit

If a regular attack rolls a 6 on the 'To Hit' roll and follows with a natural 6 on the additional roll - and the final result exceeds the target's Defense, it is a Critical Hit.

If a model suffers a critical hit, the attacker may specify which target in the unit was the recipient of the hit. Also, the attacker may choose to not only wound the target, but to also apply a status effect to the target.

A model struck by a Critical hit still makes the normal check to be Wounded. If the critical hit does inflict a wound, however, the defender cannot use any special abilities that would negate or transfer the wound to another model or unit (such as [Armor saves](#), [Invulnerable saves](#), and [Feel No Pain](#)). The check to wound is otherwise resolved normally, and if the attack has any other special abilities it is resolved against the selected targeted model.

If the attacker desires, on a Critical hit, a status effect of their choice on the enemy model from the following list: Afraid, [Blind](#), [Crew Injured](#), [Immobilized](#)

or [Weapon Damaged](#). This status effect is applied regardless whether the model is wounded or not.

## Targets in Vehicles/Buildings

A model in a [vehicle](#) can only be targeted if the target model is [Open-topped](#) or those inside have used a Firing Port to make attacks, OR the attacker is making a [Precision hit](#) OR may attack models with via Access Points in the vehicle/building.

Melee attacks are not modified by Cover provided from Vehicles/Buildings in those cases where the attacks are allowed.

## Shooting Into and Out of Close Combat

Models belonging to units locked in close combat can shoot at enemy units outside the close combat within their weapon's base Range if they make a successful [Leadership test](#). However, such shots are [Snap Shots](#) and the attacker takes a -3 penalty to Defense until their next activation for daring to turn their back on assaulting opponents.

Likewise, nearby models from other units can fire into a close combat containing allies if they are within their weapon's base Range and make a successful [Leadership test](#) at a -3 penalty. However, wounds are allocated randomly among the engaged figures. Generally, this means that on a D6 roll of 1-3, an ally is struck, and on a 4-6 an enemy is struck. Adjust the ratio based on the number of models (and their size) in each side.

Units that are locked in close combat must still make [Leadership tests](#) for wounds caused by shooting and cannot go [Down](#).

## Units With Different Melee and Defense traits

A few units contain models with different Melee Skills. When the models attack, roll the attacks in groups based on the Melee skill.

Units will sometimes be composed of models with different Defense Skills. In such a case, use the Defense of the majority of the defending unit.

## No Specified Melee Weapons

If a model is not specifically stated as having a weapon with the Melee type, it is treated as being armed with a single close combat weapon.

## Skill Tests

Some weapons or attacks do not use Ballistic tests to hit, and instead require some form of Skill test by the Defender. The attribute to use will be indicated in the name of the Skill test – such as a Size Test, Initiative

# Grim Darkness: War in the Future

Test or Strength Test. In these cases, roll a D6 + the named attribute. If the result is 7 or more, the Skill test is passed and the attack misses. A natural roll of 1 on the Skill Test is an automatic failure.

## Wounding

After a hit has been scored, roll a D6 and add your weapon's Strength to the roll.

If the attacker's total equals the Resilience characteristic of the defender exactly, the target takes one wound.

If the attacker's total exceeds the Resilience characteristic of the defender, the target takes a number of wounds based on the weapon's Strength (see Weapon Strength below).

## Multiple Resilience Values

If a unit contains models that have different Resilience characteristics. When this occurs, roll To Wound using the Resilience value of the majority of the engaged foe. If two or more Resilience values are tied for majority, use the highest of those tied values.

## Weapon Strength

Weapons with exceptional Strength can cause more than one wound to a target, as shown on the table below. If a high Strength weapon attack result matches the defender's Resilience exactly, only one wound is taken. If the high Strength weapon attack result exceeds the defender's Resilience, the full number of Wounds listed below is taken. All wounds from a single hit are applied to the same model, and any excess wounds past the target's Wound value are lost and not allocated to additional targets.

<i>Strength</i>	<i>Wounds</i>
1-6	1
7-8	D3
9-10	D6
11-12	2D6
13-14	3D6

## Allocating Wounds

After determining the number of Wounds inflicted, Wounds are allocated, saves taken and casualties removed. Wounds are allocated and resolved by the defender. To resolve casualty removal allocate each Wound as follows:

- A Wound must be allocated to an enemy model within 2" of enemy assaulting models.
- If there is more than one eligible candidate, the player controlling the models being attacked

chooses which model it is allocated to - unless the attack was a [Precision](#) or Critical hit, in which case the attacker assigns the wound to a model of their choice. Roll the model's saving throw (if it has one) and remove the casualty (if necessary).

Once a model has a non-Precision/Critical Hit Wound allocated to it, you must continue to allocate Wounds to it until it is either removed as a casualty or the Wound pool is empty. Note that it is possible for all of the models in the target unit to be hit, wounded and killed. You can speed up this process by allocating Wounds in groups. Remember that multiple wounds from a high Strength weapon do NOT spill over to other models.

## Critical Hits

If a model suffers a critical hit, the attacker may choose one of two results – the attacker may choose the specific model to be wounded, or apply a status effect to the target.

If the attacker chooses the model to be wounded, the defender cannot use any special abilities that would transfer the wound to another model or unit. The check to wound is otherwise resolved normally, and if the attack has any other special abilities it is resolved against the targeted model.

If the attacker desires, it may instead choose to inflict a status effect of their choice on the enemy model from the following list: [Blind](#), [Crew Injured](#), [Immobilized](#) or [Weapon Damaged](#).

## Saves

Once hits has been turned into wounds, the defender has one last chance to negate the damage. To do so, the defender may make an Armor or Invulnerable save. It may make one or the other, but not both.

## Armor Saving Throws

If a target takes a Wound, it may attempt an Armor Save to soak the wound. The target must have an Armor Save of +1 or better to take a save. A weapon's AP can make attacks harder to save by forcing the target model to roll higher to successfully save.

To make an Armor save, the target rolls D6 + ASV. A weapon's AP value may inflict a penalty to this result. If the roll is 7 or more, the model does not take a Wound. The target must make the save for each Wound it suffers separately, regardless of the number or source of the Wound – armor may stop all, some or none of the wounds inflicted. A natural roll of 1 always fails the Armor save. Only one Armor Save per wound can be

# Grim Darkness: War in the Future

made, regardless of the number of Armor Saves it may have available.

If a model's Armor Save is reduced below +1, it is not allowed an armor save, but may make an invulnerable save if it has one.

## Invulnerable Saves

If a target takes a Wound, it may attempt an Invulnerable Save to soak the wound. A model with an invulnerable save is usually designated as have an X++ save in its stat block, where X is the numerical value of the save. The target must have an Invulnerable Save of 1++ or better to take a save. Invulnerable Saves are unaffected by a weapon's Armor Penetration (AP) value.

To make an invulnerable save, roll D6 + Invulnerable Save. If the result is 7 or more, the save is successful and no wound is taken.

A natural roll of 1 always fails an Invulnerable Save. Invulnerable Saves cannot be rerolled. An invulnerable save may be taken in place of, but not in addition to, an Armor Save (It is generally accepted to use the better one for each check). If a model has a rerollable Armor save and an Invulnerable save and the initial save is failed, it may reroll to see if it makes the Armor save value.

## Closing

After the assault has been resolved, if the two units are still engaged, any unengaged model in either unit within 2" of the assault may move towards base-to-base contact with enemy units, starting with the attacker's models. This move does not require a Leadership test nor take an order to perform.

## Consolidation

At the end of a combat, if either a unit's opponents are all destroyed or falling back or after Closing was insufficient, so that the units are no longer locked in combat with each other, they may Consolidate. Consolidating models move up to 3" in any direction, but must first move into unit coherency before moving elsewhere, if such is possible.

Units making a Consolidation move are not slowed by difficult terrain but do trigger Dangerous Terrain and Lethal Terrain tests where appropriate. A Consolidation move may not be used to move into base contact with enemy models, as this can only be done with a charge move. Consolidating models must therefore stop 1" away from all enemy models, including any that might have just fallen back from the combat that the consolidating unit has fought in.

# Grim Darkness: War in the Future

## Special Rules

### Accurate Weapon

If a model equipped with an accurate weapon does not move, it gains a +2 bonus to BS instead of the normal +1 bonus for not moving.

### Acid Weapon ([Ongoing] X)

In addition to doing normal damage, a model struck by this attack must make an Initiative save ([Vehicles](#) that do not have an Initiative value automatically fail). If the save is failed, check to see if the model suffers a wound, with a Strength equal to the value in parentheses. Armor saves may be made as normal. This rule is only effective in Melee or [Short range](#).

If this attack has the Ongoing keyword, any victim struck by the attack gains the [Dissolving](#) condition.

### Acute Senses

This model ignores an enemy's bonus to Defense due to [Stealth](#) and can ignore up to +2 Defense bonus due to [Cover](#) on enemy targets.

### Afraid Status

A unit with this status is considered to have 3 additional Pin markers beyond any it may actually have for the purpose of Leadership tests as long as the status is in effect.

Even if activated, the unit suffers a -1 penalty to Melee, Psychic and Ranged skill for any actions it performs. It may take a [Brace](#) activation to attempt the [Recover](#) action for an additional chance to remove the status. It is advisable to mark the target with a counter or other marker to denote this condition.

### Ambush

The unit must be in cover or out of [Line of Sight](#) of enemy units to activate this ability. However, a unit may begin deployment, arrive from reserves or perform a [Combat Deployment](#) with this ability activity, regardless of Line of Sight.

When this ability is activated, place 2 ambush tokens, +1 additional token for each unit with this ability. Make a note of which tokens have real units and which are fake (two will be fakes). Ambush tokens cannot be targeted by ranged attacks until revealed.

If an enemy unit comes within its Initiative score or charges an ambush token - and can reach it, you must reveal it.

You may skip giving an order to an ambush token in a turn, but if you do give an ambush token an order, reveal it. When revealing, place all models for the unit as close to the token as possible, displacing nearby models if necessary. Once revealed, this ability is lost for the unit.

### AntiAircraft (AA) Weapon

A weapon with this ability negates the cover bonus from [Jink](#) against attacks made by the weapon.

### Armorbane Weapon

When making an attack with a weapon in melee or at Short range, the target does not make an Armor save (but can still make Invulnerable saves).

### Artillery Subtype

A model with this ability can be activated from [Reserves](#) like a normal unit, though it may only be given a [Shoot](#) order. When the model attacks, it may only use [Heavy](#) or [Ordinance](#) weapons and measures all distances from a friendly board edge, adding +12" to the range. The artillery vehicle unit must reroll any direct weapon hits on the scatter dice for [Blast](#) attacks performed from off-board.

Artillery may be started in [Reserves](#), and is considered off-board artillery unless it exits reserves and is brought onto the table. If artillery leaves the board, it cannot reenter an off-board artillery status.

### Assault Vehicle Subtype

Passengers disembarking from Access Points on a vehicle with this special rule can [Assault](#) on the turn they disembark, even on a turn that the vehicle was destroyed.

### Assault Weapon

Assault weapons can be fired before the model moves when performing an assault. In such cases, treat the model as having moved.

### Backstabber

A model with this special rule can [fire into assaults](#) containing friendly troops without making a [Leadership test](#).

### Barrage Weapon

Barrage weapons can fire indirectly. This means they can fire at a target they do not have a [line of sight](#) to a target at a -1 penalty To Hit, ignoring any other modifiers for Cover.

# Grim Darkness: War in the Future

## Bailed Out Status

[Vehicles](#) that fail a [Leadership test](#) do not fall back, but instead their crew is temporarily disorientated and cannot operate the vehicle until their situation improves. The vehicle cannot move or shoot until it [Rallies](#). If a Bailed Out vehicle fails a subsequent attempt to [Rally](#) and [Bails Out](#) a second time, the crew abandons the vehicle completely. In such a case, treat the vehicle as destroyed – leave the model on the board as a wreck, but it cannot be given further orders and scores VP's to the enemy as if it had been destroyed.

## Beast Subtype

This subtype generally covers quadruped creatures or mounts of subhuman intellect. Most beasts have movement rates in excess of their bipedal counterparts.

## Bike Subtype

Bikes are treated as vehicles. Unless otherwise indicated, they grant the model Move 10", Size 3, - 1 Defense, Resilience 10, +1 Wound and give the [Open-Topped](#) and [Hammerblow](#) rules. They have a [Crew](#) 1 (Driver).

## Blast

A weapon's profile will designate it as being of several blast sizes;

- **Blast:** 3" diameter blast marker,
- **Large Blast:** 5" diameter blast marker,
- **Huge Blast:** 7" diameter blast marker
- **Mega Blast:** 10" diameter blast marker.

All blasts follow the same basic rules. When firing a blast weapon, place the blast marker at the location you wish to hit. You may only place the template so that it includes friendly models if the firing unit succeeds a Leadership test, at a -2 penalty.

Roll to hit each individual model completely or partially underneath the blast template. If no model is under the center point of the blast template, there is a -1 penalty To Hit.

## Blast Weapons and Rerolls

If a model has the ability to reroll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must reroll To Hit for each model missed under the blast template.

## Blast Weapons and Snap Shots

Blast weapons cannot be fired as [Snap Shots](#).

### -----OPTIONAL-----

If both players agree, instead of using blast templates, you may use the following:

Select the unit to be attacked; if there are additional enemy units within 2" of the initial nominated unit, you may include the additional units as part of the attack, splitting any hits as evenly between the units as possible.

Roll dice as indicated on the table below, according to the size of the blast.

**Blast:** 1d6 size targets

**Large Blast:** 2d6 size targets

**Huge Blast:** 4d6 size targets

**Mega Blast:** 7d6 size targets

Once the dice has been rolled, the accrued target points are assigned to targets. You must assign target points to a single model until you equal the target's model size, you may then target the next model in the affected group(s). Target points in excess of total model size for a unit is lost. If you are targeting multiple units, you must apply the target points to at least one model in the primary selected enemy unit.

After all targets have been assigned, roll to hit each model once. The resulting 'To Hit' roll is made at - 1.

***Example:** A Large Blast hits a Devourer Executioner and an adjacent 12 model Gun Gaunt unit. The attacker rolls 7 size hits. The first 4 target points must be allocated to the Executioner (Size 4), and the remaining 3 are allocated to one Gun Gaunt (Size 1) apiece. One 'To Hit' roll is then made for each of the five distinct targeted models, at a -1 penalty to hit.*

### -----OPTIONAL-----

## Blessing Psychic Power

Blessings grant extra abilities to the Psychic's allies, such as characteristic boosts or additional special rules. Blessings target a friendly unit(s) and, unless otherwise stated, last until the end of the following turn. Blessings can affect units that are locked in close combat and can affect the Psychic himself.

Note that bonuses and penalties from different Blessings and [Maledictions](#) cannot be stacked, and only the most beneficial bonus or harmful penalty of each type is used. The only exception to this is when both a benefit and a penalty are applied to the same trait. In this case, the most beneficial bonus from a Blessing and harmful penalty from a Malediction are added together to determine the result. For example, if a unit received a

# Grim Darkness: War in the Future

benefit that adds +2 to STR, but then also suffered a -1 penalty to STR from another power, the result would be a +1 bonus to STR.

## Blind Weapon

Any model hit by a model or weapon with this special rule must immediately take an [Initiative test](#). If the Initiative test is failed, the model suffers the Blind status. The attacking unit cannot be affected by its own Blind attack. Blind effects only work in Melee or at [Short range](#).

## Blind Status

A model that is blinded the model is reduced to Weapon Skill (WS) and Ballistic Skill (BS) 1. At the end of its activation, the model can negate the status on a D6 roll of 4+. It may take a [Brace](#) activation to attempt the [Recover](#) action for an additional chance to remove the status. It is advisable to mark the target with a counter or other marker to denote this condition.

## Bomber Subtype

A model with this ability that performs an [Advance](#) order may, after moving, resolve one [bomb](#) attack against an enemy it passed over at any point while moving. If a bomber is in [Reserves](#), it may make bomb attacks against enemy units in Reserves if given an Advance order. In this case, the Bomber is considered to have passed over the enemy unit, and any scatter of 3" or more misses the target.

## Bomb Weapon

A bomb weapon does not have a range. Instead, when a model carrying a bomb takes an Advance order, it may choose to drop the bomb at any point it has moved over, resolving the attack as normal (most bombs are [Blasts](#)).

## Brotherhood of Psychics/Sorcerers X

A unit with this special rule counts as having a Psychic Mastery Level of X. If X is not specified, assume it is 1. The unit follows all the normal rules for Psychics, with the following clarifications:

- The unit as a whole [Manifests](#) psychic powers as if it were one model. When it is required to determine which model "used" the power, the owner may choose any one model in the unit with this ability. As one model performs the manifesting, the others may use ranged weapons as if given a [Shoot](#) order.
- If the unit suffers the [Psychic Perils](#), or any other attack that specifically targets

Psychics, it is resolved against a character model in the unit, if there is one present. If there is no character model in the unit, the owning player may choose which model with this ability that suffers the detrimental effects.

## Building Type (Transport B/1/2/3/etc.)

A building is controlled/owned by the player whose models occupy the building. They are otherwise treated as immobile [vehicles](#) for the purpose of being given [orders](#) or taking damage.

Unless a building has some sort of automated defenses, it cannot be given an order, although units within the building may be given orders normally. If it does have automated defenses, it may be given a [Shoot](#) order.

If a building is occupied when it is destroyed, all models within suffer a S5 AP – hit as it collapses and must make an [Emergency Debarkation](#) (see [Transports](#)). Replace a collapsed building with an appropriate area of ruins or rough terrain, which is treated as [Difficult Terrain](#).

All buildings have a transport capacity, which determines the number (and size) of models that can enter it. If the [Transport](#) capacity has several numbers separated by slashes, each set of number indicates the size of a floor in the building starting with the first and working upwards. If there is a basement, the transport capacity will be preceded with a "B".

## Burn Weapon

If a non-vehicle model suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn - it gains the [Burning status](#), if the target is attacked in Melee or [Short range](#).

## Burning Status

At the end of each turn, roll a D6 for each burning model. On a 3 or less, the flames die out and the model is no longer ablaze - remove your reminder counter. On a 4+, the unit takes a Strength 4, AP - hit. A model can [Brace](#) to take the [Recover](#) action for an additional chance to end the Burning Status.

## Burrow

A model with this movement type can ignore intervening [non-hazardous terrain](#). It cannot use this movement rate to enter or exit fortifications. It must cease burrowing to perform an [assault](#) or take an objective. While burrowing, the model gains an Armor save of +5. A model without the Burrow ability cannot remain with a burrowing unit.

# Grim Darkness: War in the Future

## Cavalry Subtype

Cavalry are mounted on [Beasts](#). Unless otherwise indicated they grant the model Move 8", Size 3, -1 Defense, +1 Resilience, +1 Wound and grant the [Hammerblow](#) special rule.

## Character Subtype

A model with this subtype can use its Leadership skill for the unit it is joined with instead of the unit's normal Leadership skill. Models with the character subtype often have access to advanced armory options when generating an army.

A character model cannot leave or join other units beyond the unit it was purchased for unless it also has the [Independent](#) subtype.

## Close Combat Weapon

Close combat weapons use the attacker's Strength to deal damage and have no AP values or special rules.

## Combi-Weapon (X)

Combi-weapons are weapons that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon, indicated in parentheses. If the To Hit roll with the secondary weapon is a natural 1, the secondary weapon has exhausted its ammunition. Mark the model with a token or other indicator to indicate that the weapon cannot be fired again.

A model armed with a combi-weapon can choose to fire either the primary weapon, or the secondary weapon. You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

## Combat Deployment

In order for a unit to be able to Combat Deployment, all models in the unit must have the Combat Deployment special rule and the unit must start the game in [reserve](#). When placing the unit in reserve, you must tell your opponent that it will be arriving by Combat Deployment.

## Arriving By Combat Deployment

Give the unit an order to begin deployment. If the order is successful then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a [vehicle](#) scatters when arriving via Combat Deployment, do not change its

[facing](#) - it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are deployed. Models must be placed in accordance to [unit coherency](#) rules, and no more than 6" from the initial model being placed. No model can be placed within an enemy's control range (i.e., within 1" of enemy units).
- Models deploying via Combat Deployment treat all [difficult terrain](#) as [dangerous terrain](#).

Once the models are placed, perform the order given to the unit. If the order allows it to move, reduce the unit's movement by its base Movement rate (This generally means the unit can only move if it Assaults or Runs, and its movement will be significantly reduced)

Units cannot disembark from [transports](#) in the turn they arrive. Units combat deploying into ruins or buildings are placed on open areas – they cannot combat deploy into the interior of [buildings](#).

Combat deploying units that [Assault](#) are considered [Disordered](#) and cannot [shoot](#) prior to assaulting.

## Combat Deployment Mishaps

If any of the models in a combat deploying unit cannot be deployed, because at least one model would land partially or fully off the table, in [impassable terrain](#), on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Combat Deployment Mishap table and apply the results. If the unfortunate unit is also a Transport, the Combat Deployment Mishap result applies to both the unit and anything embarked within it.

## Combat Deployment Mishap Table

D6	Effect
1	<b>Terrible accident!</b> Each model in the unit (including those in transports) takes a STR 5 AP +2 hit and returns to Reserves (if not destroyed)
2	<b>Misplaced.</b> Your opponent may deploy the unit anywhere on the table (excluding impassable and lethal terrain, but including difficult terrain), in a valid Combat Deployment formation, but without rolling for scatter.
3-6	<b>Delayed.</b> The unit is placed back into Reserves. If the unit is still in reserve on turn 6 or later, it counts as destroyed.

# Grim Darkness: War in the Future

## Combat Deployment Node (X)

A model with this rule allows units that are [combat deploying](#) to arrive within 2" of the model as if were the arrival point, with no chance of mishap or deviation. The type of unit that can be deployed is restricted to the type listed in parentheses. If no type is indicated, any model with Combat Deploying may use the model as an arrival point.

## Command (X)

A model with this rule allows all units in range to use its leadership score for [Leadership tests](#). The range of this ability, in inches, is denoted in parentheses.

Furthermore, if you give this model an [Advance](#), [Shoot](#) or [Manifest](#) order, you may draw an additional order token to activate another unit.

If you give this model a [Brace](#) action, you may draw an addition two order tokens to activate another two units. Complete the first additional unit's orders before drawing the order token for the second unit.

## Conjuration Psychic Power

Each conjuration specifies the number and type of models to be conjured. When the power is resolved, the new unit then arrives on the battlefield via [Combat Deployment](#), within the power's maximum range. A unit that suffers a [Combat Deployment mishap](#) and ends up in Ongoing Reserves is lost (no VP's are scored for the loss). Note that conjured units arrive with only their basic gear - they do not have any upgrades. Conjured units can never be scoring units.

## Counter Charge

When charged, the unit may use the [Assault](#) order to react if it has not already been activated for the turn or had taken a [Brace](#) action. The unit does not need to randomly draw an order token to see if it reacts, the player may automatically draw one of his order tokens from the order pool to Assault. The unit must still take a [Leadership test](#) to activate if it is suffering from any morale effects.

## Crew X (Duty)

[Vehicles](#) are manned by crew members, and their position/duty of each will be listed in parentheses separated by a slash. If a crew member is rendered unable to perform their duties, the following effects take place:

**Driver/Pilot:** The driver allows the vehicle to move and may also fire the vehicle's hull-mounted weapon systems. Loss of the driver prevents the vehicle from moving or changing facing until their position is

replaced. If the Vehicle is a [flyer](#), it immediately crashes (see the Flight rule for details).

**Gunner:** A gunner may operate any one weapon system on the vehicle per Attack in its statline. The loss of a gunner prevents the weapon they administrate from firing until their position is replaced.

**Commander:** The commander co-ordinates and directs the actions of the vehicle's crew. When not directing, the commander can operate a weapon – either one indicated in the vehicle's entry or a pintle-mounted weapon. Loss of the commander incurs a -1 penalty to the Vehicle's Leadership until the position is replaced. A commander may give up his position to replace any other crewmember knocked out of commission.

## Crew Injured Status

A vehicle that has suffered a Critical hit can suffer the loss of one or more crewmen, reducing its effectiveness (as noted in the Crew special rule).

If the vehicle takes a [Brace](#) activation, it may attempt a [Recover](#) action to negate the status. The status may also be negated by the [Medic](#), [Regenerate](#) or [Self-Heal](#) special rule. It cannot be negated by [Repair](#) or [Self-Repair](#).

# Grim Darkness: War in the Future

## Damaging Weapon

The weapon deals additional wounds to a single target based on its strength as follows

<i>STR</i>	<i>Wounds</i>
5-6	1D3
7-8	1D6
9-10	2D6
11-12	3D6
13-14	4D6

Each wound received is saved for individually. Note that most weapon profiles have already incorporated the extra wounds into their damage profile.

## Dissolving Status

At the end of each turn, affected models make a Resilience test. On a success, remove the Dissolving status from the model. On a failure, the unit takes a Strength 4, AP - hit. A model can take a [Brace](#) activation to attempt the [Recover](#) action to remove the Dissolve status.

## Dual/Tripled/Quadrupled Weapon

Weapons with this ability gain a +1 bonus To Melee or Ranged skill, as appropriate for the weapon. The attack also gains a +1 bonus to Strength. This is increased to a +2 bonus to Strength for Tripled and a +3 bonus to Strength for Quadrupled, and so forth – the To Hit modifier remains at +1.

## EMP Weapon

When a weapon with this special rule hits a vehicle, roll a D6 and apply the effect listed below:

<i>D6</i>	<i>Result</i>
1	No effect
2-5	Vehicle Immobilized; if immobilized, it suffers a Weapon Disabled hit instead
6	1 Hull Point and Vehicle is Immobilized

The vehicle receives an [Armor save](#) or [Invulnerable save](#) (if it has one) to negate the effect. EMP is only effective in Melee or [Short range](#).

## Eternal Warrior

A model with this special rule takes only 1 Wound from any single weapon hit, regardless of the number of wounds the weapon normally inflicts.

## Falling Back Status

Non-vehicle units that fail their [Leadership test](#) fall back away from the enemy. If they fail to [rally](#) when activated they move their full movement rate back towards their own deployment zone table edge. If there is no deployment edge or enemy units completely block their escape, the unit is immediately destroyed.

## Fear

When [Assaulting](#) an enemy or making a ranged attack within 6" against an enemy with this ability, the opposing unit must make take a [Leadership test](#) (called a Fear test) before any attacks are made.

If the test is passed, there is no ill effect. If the test is failed, the unit gains the [Afraid](#) status.

A model that causes Fear is not itself immune to Fear.

## Fearless

Units containing one or more models with the Fearless special rule may reroll failed [Leadership tests](#).

## Feel No Pain

When this model takes a wound from a weapon with a Strength less than or equal to its Resilience, the attacker must reroll To Wound.

Note that you cannot force the attacker to reroll a die that has already been rerolled. In the case where the attacker has a special ability to reroll failed To Wound rolls, this ability would not inflict a third reroll – the second roll stands, pass or fail.

This ability has no effect on [Vehicles](#), but can affect [crew criticals](#).

## Fleshbane Weapon

When this weapon hits a non-vehicle model in melee or at Short range, it wounds automatically. The target may still make Armor and Invulnerable saves. While this rule has no effect against vehicles, it can affect [crew criticals](#).

## Flight (X)

A model with this special movement rule can ignore all terrain while flying. While flying, use the number in parentheses as its Movement rate. To maintain flight, it must move at least 12". A flyer can only make a single pivot on the spot of up to 90° before it moves. Unless otherwise indicated, a unit may activate or deactivate this ability for a turn when given an order. The ability remains active or inactive until the next time the unit is given an order.

A flying model can only be assaulted by other models with Flying, [Jump](#) or [Skyborne](#) special rules, and

# Grim Darkness: War in the Future

can always automatically disengage from Assaults. A flying unit cannot initiate an [Assault](#).

If a flyer fails a [Leadership test](#) to activate, remove the unit to Reserves until it can successfully activate in a following turn.

Flyers always start the game as [Reserves](#). If they leave the board while flying, they are placed back into the Reserves pool.

Flyers in Reserves can hunt enemy models in Reserves. If given an [Advance](#) order, but not placed on the board, they may attack one enemy unit in Reserves with its weapon(s) as [Snap Shots](#) (treat the range as 12" for this attack). The defending unit gains all normal saves against this attack and may thereafter in that turn be given a [Shoot](#) order to counterattack the Flying unit if it has the Flyer, Jump, Skyborne or Interceptor rules.

## Force Weapon

The model deals an extra wound to a target for each Mastery Level the wielder possesses in Melee or at Short range. For purposes of this weapon, models with [Brotherhood of Psychics](#) are considered to have a Mastery level of 1, regardless of their actual Mastery Level.

## Gargantuan SubType

This is a subtype indicating exceptionally large and hardy war machines or creatures. It can utilize [Portable](#), [Heavy](#), and [Ordinance](#) weapons with no penalty to movement or to hit.

## Graviton Weapon

A graviton weapon deals damage based on the bulk of the target, instead of working against Resistance. A model or unit struck by this weapon must make a Size test. A model that *succeeds* the Size test takes 1 Wound and is [Immobilized](#). The model may take an Initiative test or [Invulnerable save](#) to negate the wound, but cannot take an [Armor save](#). Graviton weapons are only effective in Melee or at [Short range](#).

## Grenade

Grenades can only be used at [Short range](#). They are [Low Ammunition](#) weapons.

## Assault Grenades

A unit armed with these offensive grenades can use them to force enemies out of cover. Roll the attack for the grenade(s) before any other weapons – if the grenade hits one or more targets, the defenders lose their cover bonus against subsequent attacks for the activate unit.

## Defensive Grenades

A unit equipped with defensive grenades that is able to react may deploy one or more of these grenades to gain [Shrouded](#) until their next activation. Each grenade used covers an area equal in size to a Blast template; the squad must deploy enough defensive grenades to screen the entire unit to gain the Shrouded effect.

## Hammerblow

When a model with this rule makes an [Assault](#), its melee attacks are at least AP -2. Also, when assaulting its melee attacks it may choose to give up all its normal attacks to make a single attack at +4 STR, Dam by STR, AP -4 with no additional special rules if it charges as part of the assault.

## Hatred [Type]

A model shooting, manifesting or making melee attacks against foe with the type or subtype listed in parentheses rerolls all misses. If no type/subtype is listed, the model rerolls ALL attacks that miss.

## Heavy Vehicle Subtype

A vehicle with this subtype can fire [Heavy weapons](#) with an [Advance](#) order without penalty to hit or movement.

## Heavy Weapon

A model with this weapon cannot [Advance](#), [Run](#) or [Assault](#) and use this weapon during its activation; the attacker can only fire it with a [Shoot](#) order. The model's movement rate is reduced by 2".

## Hit & Run

After a unit with this ability has made an [Assault](#), it may move its base Movement Rate away from the unit it assaulted (even if it just charged), with all normal rules for [movement](#) applied. It may not use this ability to engage in an assault with another unit.

## Hover

A model with this rule can remain in place or move slowly while in the air above. The model ignores all terrain, but cannot end its movement on top of another model. The model cannot [assault](#) or be assaulted while actively hovering except by [Flying](#) or [Skyborne](#) units.

## Ignores Cover Weapon

The weapon ignores penalties to Ballistic Skill checks due to [Cover](#) or [Shrouded](#).

# Grim Darkness: War in the Future

## Immobilized Status

A model suffering from this status cannot be given an [Advance](#), [Run](#) or [Assault](#) order. A non-vehicle immobilized model given a [Shoot](#) order can alter its facing before firing. An immobilized vehicle cannot change its [facing](#) before shooting, but can realign any weapons (such as a turret or pintle mount) before shooting.

If the model is part of a unit, the other models may choose to abandon the immobilized model. If this occurs, and the model is non [Independent](#), the model is treated as destroyed. Unless otherwise specified, an Immobilized model may take a [Brace](#) activation to attempt a [Recovery](#) action to remove the Immobilized status.

An Immobilized flyer or hovering model immediately crashes after scattering 3d6" – Initiative stat and takes a STR 6, Dam 1, AP -4 hit for each Size point (likewise, any units under the flyer's final location take a number of STR 6, Dam 1, AP -4 hits equal to the model's size). The Immobilized condition can be removed by a model with the [Medic/Self-Heal](#) special rule (if a non-vehicle model) or the [Repair/Self-Repair](#) special rule (if a vehicular model) or [Regenerate](#) special rule.

## Independent Subtype

The model can join or leave a unit at the start of its activation.

To join a unit, you must activate the independent model and it must start within 2" of the inactivated unit it will join. The independent model and the joined unit are both activated as one unit until the independent model chooses to leave the unit. Until the independent model leaves the unit, remove an order token for the acting player from the order token pool of unused tokens.

To leave a unit, the entire unit must not have been activated yet for the turn. The independent model is activated and must end at least 1" away from the unit it had previously been joined to. After the independent model has finished its activation, place an order token to represent the remaining unit into the order token pool.

## Infantry Type

This is the basic unit type.

## Interceptor

When an order is given to an enemy unit, you may draw an order token (if the unit has not yet acted) or convert a [Brace](#) action (if the unit has not gone [Down](#)) for this friendly unit to interrupt the enemy's action.

The friendly unit is activated with a [Shoot](#) action – if this unit has not acted already for the turn. After

resolving the interrupting action, the enemy unit may complete its ordered action.

## Jink

A model with this special rule that has not activated and is targeted by an enemy attack may draw an order token to take a [Run](#) action to move and gain a +2 [Cover](#) save.

## Jump (X)

A model with this special move can ignore intervening terrain (except [Impassible Terrain](#)) and grants it the Movement Rate indicated in parentheses when used. The model cannot end its movement on another model and cannot be used to enter a [building](#) (but can be used to land atop it). If the unit lands in [Difficult terrain](#), it treats it as [Dangerous terrain](#) instead. Jump movement can be used to perform an [assault](#).

## Knockdown Weapon

A model hit by this weapon that has a Strength equal to or less than the weapon's Strength must make an Initiative test or be knocked [Prone](#). Knockdown effects are only effective in Melee or at [Short range](#).

## Lance Weapon

Weapons with the lance special rule count Resilience values higher than 12 as 12. Lance effects are only effective in Melee or at [Short range](#).

## Low Ammunition Weapon

When this weapon is used, roll a D6. If a "6" is indicated on the die, the weapon works normally, but gains an Out of Ammunition status. While this status exists, the weapon cannot be used again until the model takes a [Brace](#) action to reload/rearm. It is advised to mark the unit as Out of Ammunition with a marker or other token.

## Malediction Psychic Power

Maledictions weaken the Psychic's enemies by reducing their characteristics or inflicting penalizing special rules. Maledictions target one or more enemy units and, unless otherwise stated, last until the end of the following turn.

Note that bonuses and penalties from different [Blessings](#) and Maledictions cannot be stacked, and only the most beneficial bonus or harmful penalty of each type is used. The only exception to this is when both a benefit and a penalty are applied to the same trait. In this case, the most beneficial bonus from a Blessing and harmful penalty from a Malediction are added together to determine the result. For example, if a unit received a

# Grim Darkness: War in the Future

benefit that adds +2 to STR, but then also suffered a -1 penalty to STR from another power, the result would be a +1 bonus to STR.

## Master-Crafted Weapon

Weapons with the Master-crafted special rule allow the bearer to reroll failed To Hit results with that weapon.

## Medic X

When a non-vehicle model within 3" of this model or in the same unit takes a wound, roll a D6. On a roll of X or higher (default 6 if not noted), the model ignores the wound. The value of X can never be greater than 3+. If a model/unit took more than 1 wound, the medic may attempt to negate each wound separately.

Likewise, if a non-vehicle model is suffering from a status result ([Blinded](#), [Burning](#), [Crew Injured](#), [Dissolving](#), [Immobilized](#), [Poisoned](#), [Prone](#), etc.) the medic may automatically negate the status result if they are within 3" of the affected model or in the same unit. Only one status result can be negated per turn.

No model can benefit from more than one medic per turn.

## Monstrous Type

A Monstrous creature is a large living being that is often capable of directly injuring armored vehicles or sweeping aside swathes of troops. It can utilize [Portable](#) weapons while moving without penalty.

## Move Through Cover

A unit that contains at least one model with this special rule ignores the movement penalty when moving through any sort of terrain (except [Impassable Terrain](#)). It can still be injured by moving through [Lethal terrain](#), but is not harmed by [Dangerous terrain](#).

A unit with Move Through Cover does not treat a charge through or into cover as a [Disordered charge](#).

## Multiattack

When a model with this ability makes a Close combat attack and rolls a 6, it may inflict an extra wound for each point on the additional To Hit roll it makes that exceeds the defender's Defense score (note this additional roll is D6-3, minimum 0).

No model can receive more than one hit apiece.

Note that if the attack is a Precision Hit/Critical, only one model receives a critical effect.

## Night Vision

A unit that contains at least one model with this special rule ignores the effects of [Night Time](#) environmental conditions.

## No Cover Weapon

Weapons with ability ignore any To-Hit modifiers for [Cover](#). Likewise, the weapon can be fired at targets the attacker cannot see, though such shots are considered to be Snap Shots.

## Nova Psychic Power

A nova power automatically targets and hits all enemy units within the psychic power's maximum range as if it had the [Blast](#) special rule (with no Scatter)

## Open-Topped

Open-topped [vehicles](#) can be Pinned by weapons with a Strength of 6 or less, regardless of the vehicle's Resistance.

If an open-topped model suffers a [Critical Hit](#), the attacker can target the crew within instead of the vehicle. Unless otherwise noted, treat a crew member as having a statline of a basic trooper from the army the vehicle is associated with. A vehicle with no crew remaining is treated as destroyed.

Transported models in an open-topped vehicle are also susceptible to [Precision](#) and [Critical](#) attacks regardless of the vehicle's Resistance. In such a case, the attacker may choose to target models within the vehicle instead of wounding the vehicle itself.

Models who assault open-topped vehicles may choose to attack crew or transported models. In such a case the defender MUST take losses from crew and/or transported models. The defender may choose the specific model/crew lost, unless the attack was also a Precision or Critical hit.

Model transported by an Open-Topped vehicle are affected by the [Fleshbane](#) special rule as if they were Infantry.

## Ordinance Weapon

Models can only utilize this weapon when given a [Shoot](#) order and cannot fire it when [Advancing](#) or [Assaulting](#). A model with this weapon cannot fire it when using [Overwatch](#). The model's movement rate is reduced by 4".

## Outflank

When a unit with this rule arrives from [Reserves](#), the owning player may choose any table edge to deploy from – including an opponent's deployment area - as long as no enemy unit is within 12" of the arrival point.

## Overheat

When firing a weapon that Overheats, roll To Hit as normal. On a To Hit roll of natural 1, the weapon suffers a Weapon Damaged status result.

# Grim Darkness: War in the Future

If the model does not normally roll 'To Hit', roll a D6 along with the weapon. On a result of 1, the weapon overheats as above.

If you are allowed to reroll an attack, the weapon only overheats if the reroll results in a natural 1.

## Pierce Weapon

When an attack is made with this weapon, draw an imaginary line from the model to the edge of the board, of 1 mm thickness. Any model overlapped by this line is a target of the attack. Apply all normal modifiers for Range, Cover and all other modifiers. This effect is only effective in Melee or at Short range.

## Pinning Weapon

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it receives an additional Pin marker. A unit can only place one additional pin marker on the target unit, regardless of the number of unsaved wounds the enemy unit receives. This effect is only effective in Melee or at Short range.

## Pistol Weapon

All pistols are effectively [Assault](#) weapons, allowing them to be fired by Assaulting models and giving the model a 180 degree arc of fire (90 degrees to each front side). A Pistol also counts as a close combat weapon in [Assaults](#).

## Poisoned Weapon ([Ongoing] X+)

If a model has the Poisoned special rule, or is attacking with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required.

If the Poison weapon has the Ongoing qualifier, any target hit by the attack gains the Poisoned status.

Poison has no effect on Vehicles and is only effective in Melee or at Short range.

## Poisoned Status

At the end of each turn, roll a D6 for each poisoned model. On a 3 or less, the poison has run its course and the model is no longer in danger - remove your reminder counter. On a 4+, the unit takes a Strength 4, AP -6 hit. A model that takes a Brace action can make an extra attempt to shake off the poison; roll a D6 and on a 3 or less, the poison is neutralized and the Poisoned counter is removed with no ill effect.

## Portable Weapon

A model with this weapon can fire while Advancing, but at a -1 BS penalty to hit. Likewise, the model's movement rate is reduced by 1".

The weapon can be fired with a [Shoot](#) order at no penalty to hit. The weapon cannot be used to attack when [Assaulting](#) or to perform an [Overwatch](#) attack.

## Precision Weapon

If any model with this rule 'To Hit' roll is a natural 6, these are [Critical Hits](#) - if the total equals or exceeds the target's Defense. See the Shooting and Assault rules for the effects of Critical Hits.

## Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule rerolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both [shooting](#) and [close combat](#) attacks.

## Prone Status

A prone model loses 1 Attack, is [Immobilized](#) and takes a -2 penalty to Defense, regardless of the angle of the attack. At the end of its activation, the model automatically stands back up on a D6 roll of 4+. If the model takes a [Brace](#) activation to [Recover](#), it can take an additional attempt to remove the status.

[Vehicles](#) – except [Walker](#) subtypes – cannot be knocked prone. They are instead [Immobilized](#).

It is advisable to mark the prone target with a counter or other marker to indicate its status.

## Psybolt Psychic Power

Psybolt powers are often referred to as psychic shooting attacks, though you do not need to make a Ranged attack to hit; a successfully manifested psybolt hits the target normally. Note that if the psybolt affects one model, you must make a [Precision hit](#) or [Critical hit](#) to strike the target of your choice, otherwise the defender chooses the actual model from the available targets.

## Psychic Pilot (X)

A vehicle with this special rule is considered a [Psychic](#) and can take the [Manifest](#) action. The number in parentheses is the model's Mastery level.

## Psychic (X)

A model with this special rule is a Psychic and can take the [Manifest](#) action. The number in parentheses is the model's Mastery level.

# Grim Darkness: War in the Future

[Weapon Damaged](#), [Dissolving](#), [Out of Ammunition](#), etc. – but not [Crew Injured](#)). The vehicle model cannot be repaired above its starting Hull points.

## Psychic Weapon

A model wounded by this weapon cannot take Armor saves but may make Psychic Resistance saves.

## Quadruple Weapon

See [Dual Weapon](#).

## Rage

When this model charges to make Close combat attacks, it gains +2 Melee Attacks instead of +1 Melee Attack. If the charge is Disorganized, the models still gain +1 Melee Attack.

## Regenerate

If the model is below its starting Wound count or is suffering from an adverse status effect at the start of an activation, roll a D6. On a result of 4+, the model regains one Wound or it can remove one status effect. The model cannot exceed its starting Wound score.

## Reinforced [Rear/Side]

A vehicle with this trait reduces the penalty to Resistance from side or rear shots by 1. If it has the Rear or Side keyword, the penalty is only reduced on attacks in the listed arc.

Reinforced Rear or Reinforced Side reduces Move by -1". Reinforced reduces Move by -2".

## Relentless

Relentless models can shoot with [Portable](#), [Heavy](#) or [Ordinance weapons](#) as if they were stationary even if they moved. They may also fire Heavy or [Burst weapons](#) in an [Assault](#) as if they were [Assault weapons](#).

## Rending Weapon

When this weapon is used to make To Wound rolls, a natural roll of 6 allows the model to roll an additional D6-3 (treating any result less than 1 as 0) and add it to the total result. If any of the subsequent rolls are a natural 6, an additional roll of D6-3 may again be added to the result. When combined with [Fleshbane](#) and [Armorbane](#) special rules, if any of the dice come up a natural 6, an additional D6 (instead of D6-3) is rolled and added to the total. This effect is only effective in Melee or at Short range.

## Repair

As a [Brace](#) or [Advance](#) action, a model with this rule that ends in base to base contact with a vehicle model can, in the place of [shooting](#), restore a lost Hull point on a D6 roll of 4+, or automatically negate one vehicle status effect ([Immobilized](#), [Blinded](#), [Burn](#),

## Reroll (X)

A model with this ability may reroll any die directly affecting them the number of times indicated **per game**. The reroll may not be used for the benefit of another model or unit if it does not also affect the model with ability. These may be rolls made by the owning player or an opponent. Make sure to mark the model in some way to clearly indicate the reroll was used. Rolls that can be affected include To Hit rolls, To Wound rolls, Armor saves, Invulnerability saves, scatter rolls, Skill tests, Charge distances, and Leadership tests.

## Reserves

Units or models placed in Reserves can deploy onto the board in the second turn or later. You may not choose to bring in a reserve unit with your first activation in any turn.

The unit must be given an [Advance](#) or [Run](#) order and cannot enter within 6" of an enemy unit and must enter along the owning player's table edge - unless arriving by [Outflank](#) or [Combat Deployment](#).

Measure the unit's movement as if the front of the unit were starting at the edge of the board. If any model in the unit is unable to completely be brought onto the board, place it so its rear edge touches the edge of the board.

## Ongoing Reserves

A unit placed in ongoing reserve can be deployed onto the board from the second turn onward. The unit must be given an Advance or Run order to be activated. Once it is activated, roll a D6. On a roll of 2+, the unit may be placed on the board.

Measure the unit's movement as if the front of the unit were starting at the edge of the board. If any model in the unit is unable to completely be brought onto the board, place it so its rear edge touches the edge of the board.

Units in Ongoing Reserve - except [Flying](#) units and off-board [Artillery](#) - when the game ends count as destroyed.

## Scout

After both sides have deployed (including [Ambush](#) units), but before the first turn begins, randomly draw an order token.

Starting with the player whose token was drawn, both players alternate moving units containing at least one model with this special rule. These units may

# Grim Darkness: War in the Future

redeploy within 12" of its original position, ignoring terrain costs, as long as it remains at least 12" away from any enemy units. Units deployed in a Scouting [transport](#) cannot disembark during Scout movement.

After redeploying all Scout units, return the used order tokens to the order token pile.

## Self-Heal/Self-Repair

If the model takes a [Brace](#) or [Shoot](#) action, at the end of its activation it restores a lost Hull or Wound point on a D6 roll of 4+. Instead of recovering a Hull or Wound point, the model may instead remove one ongoing status condition ([Burning](#), [Dissolving](#), [Immobilized](#), [Poison](#), [Prone](#), [Weapon Damaged](#), etc.) The model cannot be repaired above its starting Hull or Wound points.

## Searchlight

Searchlights are used to negate Light Obscurement (Cover) or Heavy Obscurement (Cover). If a vehicle has a searchlight, it can, before firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself (the model should be marked to indicate it is illuminated).

Illumination lasts until the model's next activation. Illuminated units gain no benefit from [Cover](#) bonuses gained from Obscurement.

## Shock & Awe

When charging into an [Assault](#), the attacker uses its Size in place of its melee skill. If the model is already engaged in an Assault, the attacker uses its Melee skill instead.

## Shrouded

A unit that contains at least one model with this special rule imposes a +2 Cover bonus to the model's Defense.

Shrouded and [Stealth](#) special rules are cumulative and stack. However, Shrouded is considered to be [Cover](#), and does not stack with other Cover bonuses.

## Skimmer Vehicle Subtype

A vehicle with this subtype ignores all terrain - except [Impassable terrain](#) - when moving. A skimmer cannot end its movement in [Area Terrain](#) or on top of another model. If they end their movement in [Dangerous terrain](#) or [Lethal terrain](#), they need to make a terrain test at the end of their movement and when activated.

## Sky Skimmer Vehicle Subtype

Sky skimmers float above the battlefield at heights of 2" to 18" high. Upward or downward move costs 1" per 1" of ascent or descent. If a sky skimmer moves above 18", place it into [Ongoing Reserves](#). If a sky skimmer is forced below 2" to the ground, it crashes and is [Immobilized](#).

## Skyborne

A model with this special move ignores all terrain while moving. However, if the model begins or ends its move in [Difficult Terrain](#) or [Dangerous Terrain](#) or [Lethal Terrain](#), it must take a terrain test (treat Difficult terrain as STR 4, Dam 1, AP -). A model with skyborne cannot end its move on top of other models or Impassable terrain. A skyborne model can only be assaulted by an enemy unit with the skyborne rule or if the unit is currently engaged in hand-to-hand combat.

## Smash

This model makes Close Combat attacks at AP -2. Additionally, when making Close Combat attacks, it may forgo all its normal attacks to make one attack at STR +2, Dam by STR, AP -2 that has no additional special rules if it charges as part of the attack.

## Smoke Launchers

Once per game, a vehicle with smoke launchers can trigger them. Smoke launchers create a Large [Blast](#) area of cover within 6" of the vehicle that lasts until the vehicle's next activation. This area is subject to scatter.

## Sniper Weapon

The model using this weapon ignores To Hit penalties for Long and Extreme range. Any hits with the weapon are automatically considered to be a [Critical Hit](#) against targets the same size or smaller than the attacker. Against larger targets, the normal Critical Hit procedure is used.

**Note:** You cannot directly target a vehicle crewman with a Sniper weapon, and must target the vehicle instead – but you may inflict a [Crew Injured](#) critical if you successfully inflict a Critical hit.

## Spotter

When this unit is given a Shoot order and can draw a line of sight to an enemy within 12", you may forgo conducting an attack with the unit and instead immediately draw an order token to activate an Artillery or Flyer unit in Reserves.

## Stealth (X)

A unit that contains at least one model with this special rule gains a +1 bonus to Defense when it does

# Grim Darkness: War in the Future

not make ranged attacks, manifest offensive psychic powers or participate in close combat when activated. This rule is often presented as [Stealth \(X\)](#) where X indicates a specific type of terrain, such as [Stealth \(Forests\)](#) or [Stealth \(Ruins\)](#). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

**Stealth** stacks with [Cover](#) bonuses, including [Shrouded](#).

## Strafing Run

When shooting [Assault](#), [Portable](#) or [Burst weapons](#) at models without the [Aerial](#), [Skyborne](#) or [Skimmer type](#), this vehicle has +1 Ballistic Skill.

## Stomp

When [Advancing](#) or [Assaulting](#) (you cannot Stomp when [running](#)), if the model with this ability passes over models 3 or more sizes smaller, it can make a stomp attack against that enemy, using its Melee skill to hit. The Strength of these attacks is equal to the model's basic Strength characteristic and is AP +2.

## Storm Psychic power

A storm power automatically targets and hits all units, friendly and enemy, within the power's maximum range as if it had the [Blast](#) special rule (with no scatter).

## Stubborn

When a unit that contains at least one model with this special rule takes [Leadership tests](#), they ignore any negative Leadership modifiers.

## Super-Heavy Vehicle Subtype

A vehicle with this subtype is not slowed by [Difficult](#) or Dangerous Terrain (but can still be damaged by [Dangerous Terrain](#), and must still make [Bogged Down](#) checks).

It cannot be given a [Run](#) order, and if given an [Assault](#) order it only moves its Movement rate.

It can fire [Portable](#), [Heavy](#), and [Ordinance](#) weapons while Advancing without penalty.

## Sustained Weapon

When a model with this ability makes a shooting attack and rolls a 6, it may make an additional attack against the target unit or an adjacent unit within 3" of the original unit. These additional attacks cannot generate more attacks.

These wounds can spill over to other models, but no model can receive more than one hit apiece.

Note that if the attack is a [Critical Hit](#), only the original model receives a critical effect.

Burst weapons may only cause extra hits at [Short range](#).

## Swarm Subtype

If a Swarm suffers an unsaved Wound from a Blast (any size) or Template weapon, each unsaved Wound is multiplied to two unsaved Wounds.

Swarms are not slowed by Difficult Terrain, but must test for Dangerous Terrain as normal.

## Sweep Weapon

If a model strikes with an attack that causes multiple wounds due to high Strength, rather than apply all the wounds to a single target it may transform the number of wounds that would be caused to instead be hits, up to one hit per model that causes one wound apiece at the weapon's normal Strength.

Using this version of the weapon's attack must be declared before the number of wounds are rolled, and cannot be further changed for the attack.

## Tank Vehicle Subtype

This model is specially designed to deal with rough terrain and add +1 to [Bog Down](#) rolls.

## Target Lock

Weapons fired by a vehicle with this special rule scatter D6" rather than 2D6".

## Teleport ([Assault] [Unreliable] X")

When models with this ability are given a [Run](#) order, they may move the distance indicated in parentheses. Movement in this manner ignores terrain between the starting and ending point and cannot trigger [Overwatch](#) or [Ambush](#) attacks. The models cannot use Teleport movement to [Advance](#). The models can use Teleport to [Assault](#) if the ability has the Assault keyword.

Teleport cannot bring a unit within 1" of an enemy unit (unless it has the Assault keyword), nor inside a [building](#) or [impassible terrain](#). If the unit arrives in [Dangerous Terrain](#), they must take a Dangerous Terrain test.

All of the models in a unit must possess the Teleport special rule to use it. Any models (such as independent characters or transports) that do not have the rule are left behind.

If this ability contains the Unreliable keyword, move one model to the destination point and then roll to scatter the direction and final location 2D6". Place all remaining teleporting models in unit coherency at the destination and within 6" of the first moved model. If any model cannot be placed at the destination, it is destroyed and removed from the game.

# Grim Darkness: War in the Future

## Template Weapon

A template weapon uses the small (6") teardrop-shaped template to calculate its area of effect. Place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit - no To Hit roll is made. A Template weapon never hits the model firing it. Wounds inflicted by Template weapons are allocated following the normal rules, and considered Short range.

Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armor facing is hit. If the vehicle is Open-topped, the template weapon strikes 1D6 passengers inside the vehicle.

Template weapons cannot be fired as Snap Shots.

### -----OPTIONAL-----

If you and your opponent agree, instead of using a template, the model makes a single attack with a Range of 6" and strikes 1D6 models on a hit. Reduce the total hits by 1 for every 1" the closest target is from the attacker. Only models in Short range can be hit.

### -----OPTIONAL-----

## Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

## Wall of Death

Template weapons can fire Overwatch, even though they cannot fire snap Shots. If a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Do not use the template when inflicting these hits, they are automatic and ignore distance between attackers.

## Tenacious

Units that are in close combat with models with this rule cannot move away during an activation from the unit with this rule unless they have the [Hit and Run](#) special rule or are 3 or more sizes larger than the models with this rule.

## Thermal Bomb

Thermal bombs are specialized fusion charges designed to destroy large creatures and vehicles. They can only be used in close combat and have the following profile:

	<i>Range</i>	<i>S</i>	<i>AP</i>	<i>Type</i>
Thermal bomb	-	8	+4	Armorbane, Melee

## Transport (X)

Models with this special rule can carry other models two sizes or more smaller than itself. The number in parentheses indicates the number of models the transport can accommodate at any one time.

Buildings have transport capacity, which determines the number (and size) of models that can enter it. If the Transport capacity has several numbers separated by slashes, each set of number indicates the size of a floor in the building starting with the first and working upwards. If there is a basement, the transport capacity will be preceded with a "B".

## Embarking

A unit can embark onto a vehicle by moving each model to within 1" of its Access Points. Difficult and Dangerous Terrain tests should be taken as normal. A unit can partially embark if all members cannot reach the transport, but unit coherency must be maintained with units inside and without. The transport cannot move until all models in the unit are either embarked or disembarked.

## Disembarking

Models can disembark from a transport by Advancing or Running as long as the transport has only Braced, Shoot or Advanced itself. Movement is measured from the exit point on the model. Only transports with an Assault Ramp allow models to disembark with an Assault order.

## Emergency Disembarkation

If the transport model is destroyed, all surviving models within the transport must make an immediate emergency embarkation. The embarked unit must be placed within D6" inches of the transport's Access Points. Any of the unit models that cannot be placed are considered slain.

## Attacking Models in Transports

If a vehicle or building is Open-topped or the models within perform an assault, enemy Assaults may choose to attack the transported models instead of the

# Grim Darkness: War in the Future

vehicle itself. Such assaulting models treat each Access point on the vehicle as an enemy model, and each Assault Ramp as 3 enemy models for determining Base-to-Base contact. Open-topped vehicles treat all enemy models in Base-to-Base contact with the Assaulting model.

## *Attacking from Transports*

If a transport has Firing Ports, it may be given a Shoot order to utilize the Firing ports. If the vehicle is in base-to-base combat with enemy troops, models inside the transport can be given an Assault order to engage such troops. In such a case, two models may attack with 2 models per access point on a vehicle, and 5 per Assault ramp.

## Torrent Weapon

A template weapon uses the large (12") teardrop-shaped template to calculate its area of effect. Place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit - no To Hit roll is made. A Template weapon never hits the model firing it. Wounds inflicted by Template weapons are allocated following the normal rules, and considered Short range.

Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armor facing is hit. If the vehicle is Open-topped, the template weapon strikes 1D6 passengers inside the vehicle.

Template weapons cannot be fired as Snap Shots.

### -----OPTIONAL-----

If you and your opponent agree, instead of using a template, the model makes a single attack with a 12" range and strikes 2D6 models on a hit. Reduce the total hits by 1 for every 1" the closest target is from the attacker. Only models in Short range can be hit.

### -----OPTIONAL-----

## Triple Weapon

See [Dual Weapon](#).

## Two-Handed Weapon

A model attacking with this weapon can never gain the advantage of Dual while using this weapon, and cannot employ a secondary weapon in their "off" hand.

## Unwieldy Weapon

A weapon with this rule can only be used once per activation, regardless of the number of attacks the model has. The wielder can use other weapons for its remaining attacks.

## Vector Strike

When Flying with an Advance or Assault order, after moving, nominate any one enemy unit the model has moved over that turn. This unit may even be an enemy Flyer or Skyborne model.

The model then may make close combat attacks against the chosen unit as if it had Assaulted, without the need to be in base-to-base contact with the enemy.

## Vehicle Type

A vehicle is a machine crewed by one or more individuals, who are in some way dislocated from the actual ambulation and reaction of the machine.

A vehicle can fire [Portable weapons](#) with no penalty To Hit or to Movement due to the weapon.

A vehicle cannot be [Pinned](#) by weapons with a Strength that cannot match or beat their Resilience stat (Attack STR + 6 >= Resilience) on a non-exceptional roll.

## Weapon Damaged Status

A model with this status cannot use the affected weapon. If the model takes a [Brace](#) activation and attempts the [Recover](#) action, it can remove the status. The status can also be removed by [Repair](#), [Self-Repair](#) or [Regeneration](#).

## Walker Vehicle Subtype

A vehicle with this subtype is treated as infantry for the purposes of movement and assaults.

## Wingover

A model with this special rule can make an additional pivot on the spot of up to 90 degrees when Advancing.

# Grim Darkness: War in the Future

## Building Your Army

The following rules listed below are designed for use in tournament games and pick-up games.

## Required Forces

Your basic army is required to have one Headquarters unit and two troops. Each troop unit may take one dedicated transport. The HQ unit may take a personal transport.

## Basic Add-Ons

The basic army may field ONE of the following additional troop types:

- 0-1 Specialist
- 0-1 Recon
- 0-1 Heavy Asset
- 0-1 Cavalry
- 0-1 Batteries

## Additional Forces

You may take up to four additional troop choices. Each troop choice may take a dedicated transport. For each additional troop choice, you may take TWO of the following troop types (but not the same type):

- 0-1 Headquarters
- 0-1 Specialist
- 0-1 Recon
- 0-1 Heavy Asset
- 0-1 Cavalry
- 0-1 Batteries

For every 500 points, you may have:

- 0-1 Aerial Assets
- 0-1 Tank Assets

For every 2,000 points, you may have:

- 0-1 Epic Asset

No single unit in your army can cost more than 25% of your total force points.

If you take the same type of unit in a non-troop slot that you have already included in your army (such as an elite Battlesuit unit), you pay +25 points for the 2nd

copy, +50 points for the 3rd copy, +75 points for the 4th copy, and so on. Note that if a single slot allows you take multiple models (such as three bikes as a single Recon slot), it counts as only one copy.

If you and your opponent agree, your army may take units from another army as an allied force. An allied force must contain at least one Headquarter and two troop choices, and can be expanded as above. An allied force cannot cost greater than 30% of your entire army.

## Battle Tiers

### Tier 1 - Skirmish - up to 500 pts

In this sort of fight, small groups of infantry are battling against one another. Heavy support and heroic characters are generally unavailable. These sort of games stress the importance of individual troopers. Vehicles and monsters are to be feared - but thankfully rare.

- Models limited to Resistance 11 or less and must be 3 wounds or less
- No models with an ASV of +6 or more
- No Aerial Assets
- No Tank Assets
- No Artillery Assets
- No Epic Assets
- Independent Characters Limited to 50 points or Less
- Limited to STR 6 Weapons or less
- Limited to Psychic Mastery Level 1

### GAME RULE SUGGESTIONS:

- Units should be minimum size
- No more than one special weapon per squad
- Ignore unit coherency rules; treat each model as an independent character.

### Tier 2 – Engaged - up to 1000 pts

In this sort of fight, heavier weapons and vehicles start to appear. Individual soldiers become less important as bigger and more powerful weapons appear on the battlefield, but an individual heroics are still possible.

- Models limited to Resistance 12 or less; one model may be up to Resistance 14
- Models must have 5 wounds or less
- No Aerial Assets
- No Epic Assets
- Independent Characters Limited to 100 points or Less
- Limited to STR 8 Weapons or less
- Limited to Psychic Mastery Level 2

# **Grim Darkness: War in the Future**

## **Tier 3 – Eternal War - up to 1800 pts**

At this level almost anything goes; this is truly a combined arms battle. Common infantry weapons begin to pale against the fearsome might of heavy weapons; vehicles become commonplace though they can be more easily whisked aside. Individualism among troops becomes meaningless - soldiers must work as groups to bring down the enemy.

- No Epic Assets

## **Tier 4 – Apocalypse - no points limit**

In these scenarios, the whole world has gone to war. Every force imaginable has been brought into the battle. Common infantry are like ants amid the massive machines of war these sort of fights encompass.

- Squad size can be double the normal maximum
- solo non-unique models can be taken in squadrons of up to three models.

## **GAME RULE SUGGESTIONS:**

- Use movement trays for infantry.
- Ignore the Critical Hit rules
- Ignore the Maximum Unit size rules

# Grim Darkness: War in the Future

## Setting up the Battlefield

### Select Scenario

Select or choose one of the scenarios listed in the next section as a starting point for your battle, or create your own.

### Set Terrain

Divide the playing board into one foot square sections. Each player then selects one piece of terrain (minimum of 3" in size) per section to place into a "terrain pool".

To determine who places first, draw a random order token (don't forget to return it to the order pile before the start of the game).

Each player then places one piece of terrain from the terrain pool in any of the sections; no more than three pieces of terrain may be placed in one given section.

<i>Table Size</i>	<i>Terrain Pieces</i>
3' X 3'	9
4' X 4'	16
4' X 6'	24
4' X 8'	32

### Determine Environmental Conditions

If you wish to play with any special environmental conditions – such as Nighttime, they should be decided now. A table is provided below if you wish to randomly determine environmental conditions.

<i>D66 Roll</i>	<i>Environment</i>
11-26	Clear
31-43	Nighttime
44-46	Obscurement
51-53	Storm
54-61	Debris Storm
62-63	Death World
65-66	Deadly Exposure

### Place Objectives

Each player selects three objective markers and places them on the board. No more than one objective

marker can be placed per board section, and the player cannot place an objective in his own deployment area.

### Deploy Forces

After terrain and objective markers have been placed, each player alternates placing one of their starting units on the board. Determine who places their first unit by drawing a random order token (make sure to replace the order token back to the order token pile before starting the game).

### Reserves

Units or models placed in Reserves can deploy onto the board in the second turn or later. You may not choose to bring in a reserve unit with your first activation in any turn.

The unit must be given an [Advance](#) or [Run](#) order and cannot enter within 6" of an enemy unit and must enter along the owning player's table edge - unless arriving by [Outflank](#) or [Combat Deployment](#).

Measure the unit's movement as if the front of the unit were starting at the edge of the board. If any model in the unit is unable to completely be brought onto the board, place it so its rear edge touches the edge of the board.

### Ongoing Reserves

A unit placed in ongoing reserve can be deployed onto the board from the second turn onward. The unit must be given an Advance or Run order to be activated. Once it is activated, roll a D6. On a roll of 2+, the unit may be placed on the board.

Measure the unit's movement as if the front of the unit were starting at the edge of the board. If any model in the unit is unable to completely be brought onto the board, place it so its rear edge touches the edge of the board.

Units in Ongoing Reserve - except [Flying](#) units and off-board [Artillery](#) - when the game ends count as destroyed.

### Game Length

A typical game lasts six complete turns of each side activating all of their units.

If you wish to randomly determine the length of a game, after the 5<sup>th</sup> turn, roll a D6. On a result of 1-3, the game ends, with no 6<sup>th</sup> turn. On a result of 4-6, the game continues for another turn.

At the end of the 6<sup>th</sup> turn, roll the D6 again. The game ends on a result of 1-4, but continues to a 7<sup>th</sup> turn on a result of 5 or 6.

At the end of the 7<sup>th</sup> turn, the game ends.

# **Grim Darkness: War in the Future**

## **Objectives and Scoring**

At the end of each turn, any non-Aerial Asset unit within 2" of an objective, with no opposing unit likewise within 2" of the objective scores 1 Victory Point, 2 Victory Points if the securing unit is a Troop. If two or more units contest an objective, but one unit is a Troop unit and the other(s) are not, the owner of the Troop unit scores 1 Victory Point. Aerial Assets cannot gain Victory Points for Objectives or contest units holding an Objective.

Each time a Troop unit is lost, the opponent gains 1 Victory Point per 5 models lost. At the end of the game, any Troop unit with less than 5 models remaining (but still containing at least 1 model) gives the opponent 1 Victory point.

If a Specialist, Recon, Heavy Asset or Aerial Asset is lost, the opponent scores 2 Victory Points. At the end of the game, if the unit has lost 5 or more models, the opponent scores 1 Victory Point.

If a Headquarters or Epic Asset is lost, the opponent scores 1 Victory Point per wound the Asset started with. At the end of the game, if the unit still exists but is has been reduced to 25% of its wounds or less, the opponent scores 2 Victory Points.

At the end of the game, add together all Victory Points. The player with the most Victory Points is the winner. If there is a tie, add up the points value of the units lost on each side. The side with the least points value of lost units is the winner.

# Grim Darkness: War in the Future

## Scenarios

### Fair Fights

*In a “fair fight”, two opposing forces of roughly equal strength meet on the battlefield to fight.*

### Standard Engagement

In this scenario, the two sides choose opposite long edges of the table. There should be at least 24” distance between the opposing forces, and the deployment area is at least 12” deep on each side.

No more than 25% of the force can be placed into Reserves.

### Long Engagement

In this scenario, the two sides choose opposite short edges of the table. There should be at least 36” distance between the opposing forces, and the deployment area is at least 12” deep on each side.

No more than 25% of the force can be placed into Reserves.

### Corner Engagement

In this scenario, the two sides deploy from opposite corners of the table. There should be at least 24” distance between the opposing forces and the deployment area must be at least 18” square.

No more than 25% of the force can be placed into Reserves.

### Partial Engagement

In this scenario, the two sides choose opposite long edges of the table. There should be at least 24” distance between the opposing forces, and the deployment area is at least 12” deep on each side.

No more than 25% of the force can be placed onto the table, the remaining forces must arrive from Reserves, starting on turn 2.

### King of the Hill

### Uneven Battle

*In real war, rarely are the engaged forces on equal footing. Whether surrounded, outnumbered, ambushed and/or simply ill-prepared, this is not merely a fight for victory – but for survival itself.*

In these scenario, the two sides choose opposite long edges of the table. There should be at least 24” distance between the opposing forces, and the deployment area is at least 12” deep on each side.

A single objective area is placed along the center of the board (left, right or center). This objective area must be at least 12” in diameter/square. At the end of each turn, if one player has units in the objective area with no enemy units within the same area, the holding player receives 2 Victory Points.

If the area is contested by units from both players at the end of a turn, each player receives 1 Victory point.

When deploying, no more than 25% of the force can be placed into Reserves.

## Ambush

### Breakthrough

In this scenario, the two sides choose opposite long edges of the table. There should be at least 12” distance between the opposing forces, The Defender’s board edge is at least 24” deep, while the Attacker’s deployment area is at least 12” deep and no more than 48” wide.

No more than 25% of the Defender’s force can be placed into Reserves.

At least 25% of the Attacker’s force must start in Reserves, and up to 75% may be placed in Reserves. The Attacker cannot use Combat Deployment to place units arriving from Reserves.

The Attacker receives 2 Victory Points for each unit that leaves via the Defender’s deployment edge. Units that leave the battlefield in the manner do not count as destroyed at the end of the game.

## Escape

In this scenario, the one player, designated the Defender, places troops in a 24” square at the center of the board. The opposing player may set up their forces 12” or more away from this central square.

The Defender must place all units on the battlefield; none may be held in Reserve.

The Attacker may deploy from any board edge, and may deploy from multiple board edges if they so desire.

The Defender receives 1 Victory Point for each unit that leaves via any table edge. Units that leave the battlefield in this manner do not count as destroyed at the end of the game.

# **Grim Darkness: War in the Future**

**Split Deployment**

**Siege**

**Take Down the Beast**

**Story Scenarios**

**Campaigns**

## **Surrounded**

In this scenario, the one player, designated the Defender, places troops in a 24" square at the center of the board. The opposing player may set up their forces 12" or more away from this central square.

No more than 25% of either force can be placed into Reserves. The Defender may designate any board edge for deploying reserves, but all future reserves must arrive from the same edge. The Attacker may deploy from any board edge, and may deploy from multiple board edges if they so desire.

## **Final Stand**

In this scenario, the two sides choose opposite long edges of the table.

There should be at least 12" distance between the opposing forces.

One side is designated the Attacker, and the other the Defender. The Attacker builds a force twice the points value of the Defender.

The Defender sets up first, along a board edge that is at least 24" deep, while the Attacker's deployment area is at least 12" deep and no more than 48" wide.

No more than 25% of either's force can be placed into Reserves.

## **On the Move**

### **One Man Army**

In this scenario, the two sides choose opposite long edges of the table. There should be at least 24" distance between the opposing forces, and the deployment area is at least 12" deep on each side.

One side is designated the Attacker, the other side is designated the Defender. The Attacker builds a normal force, but the Defender builds a force with at least 75% of its points devoted to a single model.

No more than 25% of either force can be placed into Reserves.

The Attacker wins if the singular, most expensive Defender's model is reduced to 25% of its total wounds or less by the end of the game.

## **Outnumbered**