

Grim Future

Simple Skirmish rules for Science Fiction Infantry Warfare.

Game Sequence

1. Replenish order chits
2. Assign new orders
3. Movement & Firing (simultaneous).
4. Close Combat

Orders

Type	Movement	Firing	Move to contact?
Assault	Full	None	Yes, charge in
Advance	Full	At end	No
Hold	None	Any time	No
Rally	None	None	No
Withdraw	Half	At end	No
Dig in	None	None	No
Rout	Full	None	No

Demoralisation

Units may receive D-markers for a number of reasons.

- 1 For each casualty taken.
- 1 If being fired upon or assaulted in flank/rear.
- 1 Under heavy weapons fire
- 2 Being assaulted by fear-causing enemy.
- 2 Unit officer killed.

Effects of D-markers

Quantity	Effect
3	Assault/Advance orders become Hold.
5	Hold orders become Withdraw.
7	Withdraw orders become Rout.

Apply effects immediately.

Removing D-markers

Rallying for a phase removes 2 D-markers

Firing/Close combat

Targets must be in line-of-sight and range.

Roll 1D6 per figure:

- Elite troops hit on a 3+
- Veteran troops hit on a 4+
- Experienced troops hit on a 5+
- Raw troops hit on a 6+

The following modifiers apply to firing:

- If enemy in partial cover, -1.
- If enemy in full cover, -2.
- If enemy or firer is moving, -1.

The following apply to firing & close combat:

- Officer or Sergeant, +1.
- +/- Weapon modifiers.

Armour Saves.

Roll 1D6 for each hit on a figure to see if its armour saves it.

- Vehicle, Dreadnought or Robot, 2+.
- Heavy Power Armour, 3+.
- Power Armour, 4+
- Body Armour, 5+.
- Flak Jacket, 6+.

Movement

Standard infantry move is 8".

Halve this if moving through difficult terrain:

- Buildings, Rubble, Tunnels, Woods,
- Thick Undergrowth, Smoke/Fog, Water,
- Deep Mud/Snow, Barbed Wire etc.

Reduce this move by 2" for each obstacle:

- Wall, Fence, Ditch, Window, Doorway,
- Trench etc.

Weapon

Weapon	Range	Effect
Bolt Pistol	6"	+1 to close combat
Bolter	18"	+1 to firing
Las pistol	LOS	+1 to close combat
Lasgun	LOS	
Heavy/Storm Bolter	18"	+2 to firing
Heavy Lasgun	LOS	+1 to firing
		+3 vs Vehicle/Robot
Autocannon	24"	+4 to firing
Missile Launcher	36"	Depends on ammo
Grenade	6"	Depends on type
Frag missile/grenade	n/a	+1 to all within 3"
Krak missile/grenade	n/a	+3 vs Vehicle/Robot
Plasma Gun	18"	+2 to all within 3"
Flame thrower/Melta	6"	+1 to all in template.
Sword/Rifle Bayonet	nil	
Chainsword	nil	+1
Power Sword/Axe	nil	+2
Power Fist	nil	+2
Chain Fist	nil	+1
Genestealer Claws	nil	+3

A figure doesn't have to use all its move.

Jump Packs give troops 12" move and ignore terrain.

Vehicles move 12" off the road, and 18" on one.

Order Chits.

A player initially gets one order chit for

Breaking/destroying an enemy unit in close combat, removes 1D6 D-markers.

Dreadnoughts and Robots move at 6" and ignore terrain penalties.

each squad and one for each officer. These are replenished at two per turn.

Points cost for Troops

Add value of Weapons and Armour and then multiply by Class and/or Rank

Weapons	Points	Armour	Points
Bolt Pistol	1	Vehicle, Dreadnought or Robot	10
Bolter	3	Heavy Power Armour	7
Las pistol	1	Power Armour	5
Lasgun	2	Body Armour	3
Heavy/Storm Bolter	5	Flak Jacket	1
Heavy Lasgun	8		
Autocannon	8	Rank	Modifier
Missile Launcher	10	Soldier	x1
Frag missile/grenade	2/4	NCO	x1.5
Krak missile/grenade	2/4	Officer	x2
Plasma Gun	14		
Flame thrower/Melta	10	Class	Modifier
Sword/Rifle Bayonet	1	Elite	x2
Chainsword	3	Veteran	x1.5
Power Sword/Axe	5	Experienced	x1
Power Fist	5	Raw	x0.5
Chain Fist	5		
Genestealer Claws	4		

Examples:

Space Marine (Tactical Squad)

Bolter & Bayonet

Power Armour

Soldier

Veteran

= (2+1+5)x1x1.5= 13.5 points

Imperial Guardsman

Lasgun & Bayonet

Flak Jacket

Soldier

Experienced

=(2+1+2)x1x1=5 points

Space Marine Terminator

Storm Bolter & Power Fist

Heavy Power Armour

Soldier

Veteran

=(5+5+7)x1x1.5=24.5

Darkest Sun Trooper

Bolt Pistol & Sword

Plate Armour

Genestealer

Claws

Plate Armour

Space Marine Officer

Bolt Pistol & Power Sword

Power Armour

Soldier
Experienced


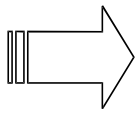
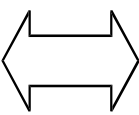
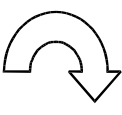
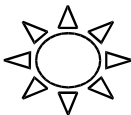
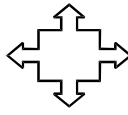
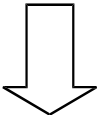

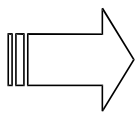
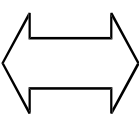
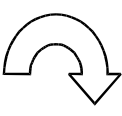
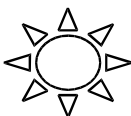
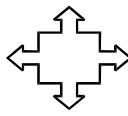
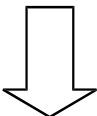

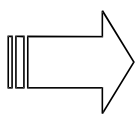
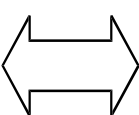
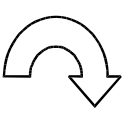
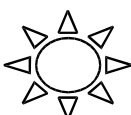
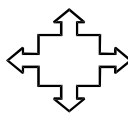
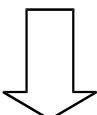

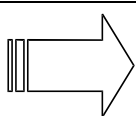
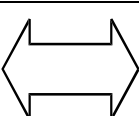
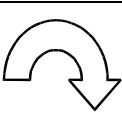
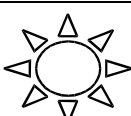
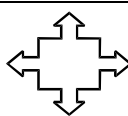
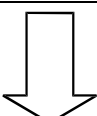

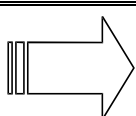
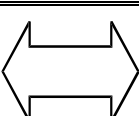
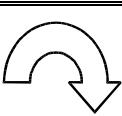
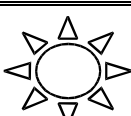
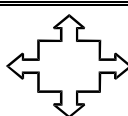
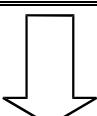

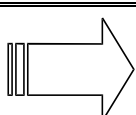
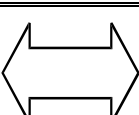
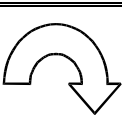
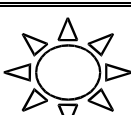
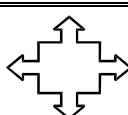
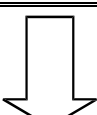

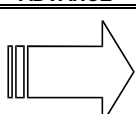

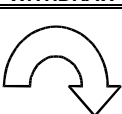

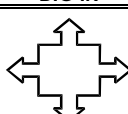


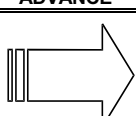
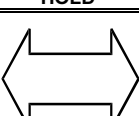


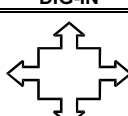
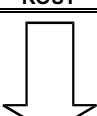
$$=(1+1+3) \times 1 \times 1 = 5 \text{ points}$$

Soldier
Veteran

$$=(4+3) \times 1 \times 1.5 = 10.5 \text{ points}$$

Officer
Veteran

$$=(1+5+5) \times 2 \times 1.5 = 22 \text{ points}$$

 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT
 ASSAULT	 ADVANCE	 HOLD	 WITHDRAW	 RALLY	 DIG-IN	 ROUT