

GRIMDARK FUTURE

CAMPAIGN TYPES

Campaign Length: Campaigns are played with two or more players, and you must pick one of these campaign types:

- **Game-Limited:** Play D6+4 missions, and after the last match the player with most VP wins.
- **Point-Limited:** The campaign ends when one player has earned D6+4 VP after a match, who wins.
- **Time-Limited:** The campaign ends after D6+4 weeks, and the player with most VP at the end wins.
- **Endless:** The campaign never ends, but instead players keep track of how many VPs they earned on an ongoing campaign leaderboard.

Parallel Play: Usually all armies should participate in every match, but if you want you can allow armies to play matches in parallel. If you do, then each army's VP must be divided by the amount of matches they play, to get their final VP score.

Late Joiners: If you want you can allow players to join the campaign whilst it's already ongoing. If you do, then they start with a regular army, and you must count VP as in parallel play.

PREPARATION

The Armies: Before the first mission each player receives 1000pts to spend on their army. Players may save up to 200pts to be spent later, and they may only buy one unit with the Hero rule.

The Army Sheet: Each army and unit must be given a unique name, which you can fill out on the army sheet.

Campaign Structure: Campaigns are played with the following structure:

1. Mission Setup
2. Play Mission
3. Check for Casualties
4. Earn Experience
5. Upgrade Armies
6. Recruit Units

Each step must be followed in this order and once all steps have been completed you start from the first again.

1. MISSION SETUP

The Armies: There are no point limits in campaign games, however no army may bring over 250pts worth of units more than the army with the lowest point value. Note that players don't have to bring all units from their army when playing a mission.

Underdog Bonus: Any army that has a point value lower than at least one other gets an underdog bonus. You get 1 underdog point for every 50pts difference between your army and the one with the highest value. Each underdog point can be spent to modify all dice in a friendly or enemy roll by +1 or -1, but only one point can be spent per roll.

Special Objectives: In addition to the mission objectives, players may earn a bonus of 75pts by completing special objectives. Roll one die each to see which objective you get:

Result	Objective
1	Mastery - One friendly unit in each table quarter at the end.
2	Honor - No enemy units in own deployment zone at the end.
3	Casting - At least one attempt to cast a spell per round.
4	Recovery - First player to stop a unit from being shaken.
5	Rage - First player to destroy an enemy unit.
6	Destruction - Most expensive enemy unit destroyed.

If you roll an objective which can't be completed, then you must re-roll.

2. PLAY MISSION

Mission Length: Missions are played using the standard rules, however if after 4 rounds there is no winner, the game continues onto the next round until there is one winner.

Conceding: At the beginning of any round players may concede, removing all of their units from the table, which don't count as casualties for this mission.

Random Events: At the beginning of each round players must roll one die, and on a 5+ a random event happens.

Mission Goals: The winning army gets 2 VP and 150pts, whilst all losing armies get 300pts.

3. CHECK FOR CASUALTIES

Casualties: At the end of the game, all units that were fully destroyed or routed count as casualties for this mission.

Regular Units: For every unit that is a casualty roll one die to see what happens:

Result	Casualty
1	Dead - Remove the unit from your army sheet (losing all its points).
2-5	Recovered - Unit recovers and may be used without penalties.
6	Natural Talent - Unit recovers and earns +1 XP.

Hero Units: Follow the same rules as above, however on a 1 it becomes 5pts cheaper and gets an Injury trait, and on a 6 it becomes 5pts more expensive and gains a Talent trait. Each trait (except for Natural Talent) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet.

Result	Injury Trait
1	Dead - Remove the hero from your army sheet.
2	Chest Wound - Gets -1 to rolls when blocking hits.
3	Blinded Eye - Gets -1 to rolls when shooting.
4	Arm Injury - Gets -1 to rolls when in melee.
5	Traumatized - Gets -1 to rolls when taking morale tests.
6	Smashed Leg - Moves -1" on advance and -2" on rush and charge actions.

Result	Talent Trait
1	Natural Talent - Gets +1 XP.
2	Motivated - Always passes the first morale test of the match.
3	Crazed - Gets +1 attack in melee when charging.
4	Bitter Rivalry - Gets +1 to hit against enemy heroes.
5	Horrible Scars - Enemy units get -1 to hit when in melee against the hero.
6	Toughened - Gets Tough(+1).

No Permdeath: Optionally you can play without units being removed from the army when they die, but instead they lose all XP earned during the match and must sit out the next D3 matches.

4. EARN EXPERIENCE

Earning XP: Units earn XP in battle for each of the following things:

- **+1 XP:** Not a casualty
- **+1 XP:** Killed a unit
- **+2 XP:** Killed a hero unit
- **+3 XP:** Killed a hero and its unit

Mark earned XP on the army sheet in order to see when units level up. Note that heroes attached to units also earn XP with the unit.

Regular Units: When a unit earns 5 XP it becomes 25pts more expensive and you roll one die to see what trait it gets:

Result	Trait
1	Agile - Moves +1" on advance and +2" on rush and charge.
2	Headstrong - Gets +1 to rolls when taking morale tests.
3	Specialist - Gets +1 to hit rolls in melee or shooting (pick one).
4	Resilient - Gets +1 to rolls when blocking hits.
5	Elite - May re-roll one roll of any kind once per game.
6	Fast Learner - May pick any other trait from the list.

Each trait (except for Specialist) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. Units can't earn more than 30xp, so they can level up max. 6 times.

Hero Units: Follow the same rules as above, but heroes become 55pts more expensive (instead of only 25pts) when they level up and get skill traits on top of regular traits. The first time a hero levels up roll one die and pick one skill set:

Result	Skill Set
1-2	Captain or Support
3-4	Fighter or Shooter
5-6	Pathfinder or Healer

Every time the hero levels up, including the first time, roll one die to see what skill trait it gets from its skill set. Each trait can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. If a hero already has all 3 traits of its skill set, then it may roll on the table again to get a new second skill set.

Captain: The hero shines as a leader and their men follow with pride.

Result	Skill Trait
1-2	Leader - Friendly units within 6" of the Hero get +1 to morale test rolls.
3-4	Instigator - Friendly units that activate within 6" of the Hero get +1 to hit when in melee.
5-6	Tactician - Friendly units that activate within 6" of the Hero get +1 to hit when shooting.

Support: The hero user powerful tools to buff allies and debuff enemies.

Result	Skill Trait
1-2	Vanguard - Friendly units that activate within 6" move +4" when using Charge actions.
3-4	Scavenger - Friendly units that activate within 6" of the Hero get +6" range when shooting.
5-6	Mastermind - Enemy units within 6" of the Hero get -1 Defense.

Fighter: The hero has perfected close combat techniques beyond compare.

Result	Skill Trait
1-2	Duellist - Enemy units get -1 in melee against the hero.
3-4	Fanatic - The hero gets +1 attack when in melee.
5-6	Berserker - Enemies get -1 to morale tests when in melee with the hero.

Shooter: The hero expertly handles all sorts of weapons and equipment.

Result	Skill Trait
1-2	Hunter - The hero may shoot even after rush actions.
3-4	Destroyer - The hero gets AP(+1) when shooting.
5-6	Suppressor - Enemies that are shot at by the hero get -1 to hit when shooting until the end of the round.

Pathfinder: The hero is a true master at sneaking and collecting intel.

Result	Skill Trait
1-2	Runner - The hero always moves +2" (even in Difficult terrain).
3-4	Prowler - Enemy units further than 12" get -1 to hit rolls when shooting at the hero.
5-6	Climber - The hero ignores difficult terrain effects.

Healer: The hero mends and protects allies from terrible injuries with ease.

Result	Skill Trait
1-2	Chemist - Friendly units within 6" of the Hero get +1 to morale tests when in melee.
3-4	Herbalist - Friendly units within 6" may ignore wounds on a roll of 6+.
5-6	Warden - When the hero is activated all friendly units within 6" of the hero stop being shaken.

5. UPGRADE ARMIES

Buying Upgrades: Players may buy upgrades for their units as detailed in their army page by spending any points they have available. When buying upgrades worth less than 0pts, you gain those points instead of spending them.

Selling Upgrades: Players may sell any of their upgrades at half of their original price (rounding down to the nearest multiple of 5). If an item is only worth 5pts roll one die, on a 1-3 the item can't be sold, on a 4+ it can be sold for 5pts (you can only try to sell a 5pts item once after each mission). When selling upgrades worth less than 0pts, you must spend their full points cost instead of gaining them.

6. RECRUIT UNITS

Recruiting Heroes: Players may recruit up to one new hero after each mission, and may only have 3 heroes in their army at once.

Recruiting Regular Units: Players may recruit as many regular units as they want after each mission. One of the new recruited units may also start with 5 XP if the player pays +50pts for it.

Disbanding Units: Any unit may be freely disbanded, losing all of its XP and upgrades. There is no benefit to disbanding units, and it only serves as a way to remove unwanted units from an army. Players may also choose to disband their full army, losing all units, VP, points, etc. and start a new army from scratch.

RANDOM EVENTS

Rolling for Random Events

When rolling for random events, roll two separate dice one at a time, where the first one represents the first number, whilst the second one represents the second number, and resolve that event.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that event 21 is chosen.

Rolling for Random Units

If a random event calls for randomly selecting a unit from any warband you must first randomly select a warband for the event, and then randomly select a unit to be the target.

11 - P.O.W.

A unit was captured by a local militia and is now being held as prisoners of war.

Select one random unit, and remove it from play. At the end of the mission it may be bought back for D3 * 50pts or else it's disbanded.

12 - Bring me their Heads

A local warlord wants one of the armies dead, and is willing to pay for it.

Select one random army. Enemy armies get 25pts at the end of the mission for every unit from it that they destroyed.

13 - Fragile Guns

After walking through a psychic field some weapons suddenly start breaking.

Select D3 random units, which can't use one random ranged weapon or upgrade until the end of the mission.

14 - Monstrous Spawn

A unit accidentally walks into a beast's nest and is brutally mauled.

Select one random unit, which takes D3+3 automatic hits with AP(1).

15 - Low Supplies

The army's supply routes have been cut, leaving some units without ammo.

Select D3 random units, which can't shoot until the end of the mission.

16 - Combat Fatigue

One of the armies has been fighting for too long and has become exhausted.

All units from one random army get -1 to morale until the end of the game.

21 - Carnivorous Fauna

The local terrain is infested with vicious creatures, always ready to attack.

Until the end of the mission whenever a unit enters terrain roll one die, on a 1 it takes a dangerous terrain test.

22 - Toxic Fumes

Strange fumes start building in the area, choking anyone caught in them.

Select one random table quarter. All of the units within that table quarter take D3+4 automatic hits.

23 - Rigged to Blow

Sometimes you might just walk into a ridiculous amount of explosives...

Select one random player, who may note down one piece of terrain in secret. The first unit to enter that terrain takes D3+3 automatic hits with AP(2).

24 - Earthquake

A sudden earthquake makes everything crumble, burying units in the rubble.

All units with most models within 1" of terrain must take a dangerous terrain test.

25 - Dark Clouds

Psychic clouds cover the area, reducing visibility to a minimum.

Select one random table quarter. All of the units within that table quarter get -6" range when shooting.

26 - Finish Them!

The armies are eager to finish the fight at all cost, even if it means killing the enemy with their bare hands.

All units get +1 attack in melee and earn +D3 XP when destroying enemies in melee until the end of the round.

31 - Psychic Anomaly

A psychic anomaly has formed, casting electric bolts at anyone nearby.

Place an anomaly marker in the center of one random table quarter. All units that move within 3" of it take D3+3 hits.

32 - The Walking Dead

The battlefield is covered in corpses ready to rise again from the grave.

Place a unit of D6+4 Zombies (Qua 5+, Def 5+, Claws (A3), Slow) in the center of one random table quarter. At the end of each round the zombies must charge or rush the nearest unit.

33 - Crazy Sniper

A local farmer is sick of the fighting and has taken justice in his own hands.

Place a sniper on the highest piece of terrain with most line of sight on the table. Select one random unit, and at the end of each round if it is in line of sight of the sniper it takes D3 hits.

34 - Old Friend

Out of pure chance an army runs into an old friend that is ready to lend a hand.

Place a Mercenary (Qua 3+, Def 3+, Carbine (18", A3)) as part of a random unit and that player may control it until the end of the mission.

35 - Escort Mission

A unit was hired by a local warlord to take them through enemy lines.

Select one random unit. If it manages to exit the table through an opponent's deployment zone it gets D3 * 25pts.

36 - Enemy Intel

A data core filled with enemy intel has been found, which could change the tide of this conflict.

Place an intel marker at the center of a random table quarter. Units can pick it up by moving into contact with it, and if they are shaken or destroyed, they drop it within 1" (placed by the opponent). If a unit ends its activation within 1" of the opponent's deployment table edge, the unit is removed, and the army gets 1 VP.

41 - Surprise Attack

A local militia has ambushed one of the units, trying to steal its gear.

Select one random unit that is inside a piece of terrain. That unit is shaken.

42 - Grave Miscalculation

A stray shot accidentally hits a cache of ammo, causing a massive explosion.

The first time during this round when a unit rolls a 1 to hit for shooting it takes D3+3 automatic hits with AP(2).

43 - Berserker

One of the warriors is enraged and cuts the enemy's heads off clean.

The first time during this round when a unit rolls a 6 to hit in melee the target takes D3 automatic wounds.

44 - No Mercy

Some warriors are ready to cut down their foes even when they surrender.

The first time during this round when a unit destroys an enemy unit that was shaken it receives +1 XP.

45 - Weak Spot

If you hit your enemy where it hurts most you can kill even mighty giants with the smallest projectile.

The first time during this round when a unit with tough rolls a 1 to block from shooting or melee it takes +D3 wounds.

46 - Countdown

High command has promised a large bonus if the battle can be ended quickly.

If an army manages to win the mission by the end of the round it gets a bonus of 5 XP, which must be split as evenly as possible amongst units.

51 - Hearts & Minds

The locals are friendly to our cause, and are ready to take in our wounded.

Select one random army which may pay 50pts to re-roll results of 1 once per unit when checking for casualties.

52 - Moral Victory

An enemy unit has managed to inflict enough casualties to become a priority target for everyone in the army.

Select one random player, who may note down one enemy unit in secret. If that unit is destroyed then all units in the army get +1 XP.

53 - Flash Grenades

Nothing confuses the enemy more than a blinding light followed by a punch.

Select one random army. Enemy units get -1 in melee when attacking units from the selected army until the end of the round.

54 - Suppressing Fire

Continuous fire is bound to take out even the most resilient of enemies.

Select one random unit, which doubles its shooting attacks during this round.

55 - War Shout

In desperate times a shout of war can bring warriors back in fighting spirit.

Select one random unit that is shaken, which immediately stops being shaken.

56 - Covered in Blood

A unit is covered in blood from all the fighting, terrifying all enemies around.

Select one random unit. Enemy units within 6" of it get -1 to morale until the end of the mission.

61 - Ancient Relic

In the midst of fighting a unit found an ancient relic, which provides the unit with unprecedented wisdom.

Select one random unit, which immediately gets D3 * 1 XP.

62 - Abandoned Outpost

Intel from our scouts has revealed an abandoned outpost filled with gear, and one of the units decided to inspect it.

Select one random army, which may remove one unit that is not shaken from play and get D3 * 50pts.

63 - Alien Cannon

A unit dug up a mysterious crate whilst setting up defensive positions, revealing a very powerful weapon.

Select one random unit, which gets the Alien Cannon (24", A3, AP(D3)).

64 - Extortion

One of the armies has been getting a lot of gifts from the "happy" locals...

Select one random army, which immediately gets D3 * 25pts.

65 - Critical Transmission

A unit randomly caught enemy radio chatter that revealed mission critical information on enemy positions.

Select one random army, which immediately gets 1 VP.

66 - Time Warp

A unit that was fleeing the battlefield ran into a psychic anomaly and warped to a different time and dimension.

Select one random unit that was destroyed and place it in a warp zone. The warp zone should have an area of 2'x2' and 3-5 pieces of terrain, and the unit must be placed within 3" of one of the zone's edges. Then place a Time Beast (Qua 3+, Def 3+, Claws (A6, AP(2)), Tough(6)) within 3" of the opposing edge of the warp zone, which is controlled by an opponent. Roll to see who goes first and then play out the fight like a regular battle, until one of the two has been destroyed. If the Time Beast wins then the unit is dead and removed from the army sheet. If the unit wins then it gets +3 XP and scavenges 150pts. The unit may then join its army again at the end of the mission.

ARMY SHEET

NAME:	VP:
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Unit Name:										Unit Name:									
Notes:										Notes:									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										Unit Name:									
Notes:										Notes:									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										Unit Name:									
Notes:										Notes:									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										Unit Name:									
Notes:										Notes:									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										Unit Name:									
Notes:										Notes:									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp