

GRIMDARK FUTURE FIREFIGHT

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 is the winner.
- **Point-Limited:** The campaign ends when one player has earned D6+4 VP after a match, who is the winner.
- **Time-Limited:** The campaign ends after D6+4 weeks, and the player with most VP at the end is the winner.
- **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 strike teams should participate in every match, but if you want you can allow strike teams to play matches in parallel. If you do, then each strike team'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 strike team, and you must count VP as in parallel play.

PREPARATION

The Strike Teams: Before the first mission each player receives 200pts to spend on their strike team. Players may save up to 40pts to be spent later, and they may only buy one unit with the Hero rule.

The Strike Team Sheet: Each strike team and unit must be given a unique name, which you can fill out on the strike team 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 Strike Teams
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 Strike Teams: There are no point limits in campaign games, however no strike team may bring over 50pts worth of units more than the strike team with the lowest point value. Note that players don't have to bring all units from their strike team when playing a mission.

Underdog Bonus: Any strike team that has a point value lower than at least one other gets an underdog bonus. You get 1 underdog point for every 10pts difference between your strike team 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 10pts 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 knock out an enemy unit.
6	Destruction - Most expensive enemy unit knocked out.

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 strike team gets 2 VP and 20pts, whilst all losing strike teams get 40pts instead.

3. CHECK FOR CASUALTIES

Casualties: At the end of the game, all units that were Knocked Out count as casualties.

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 strike team 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 strike team 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 strike team 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:** Knocked Out a unit
- **+2 XP:** Knocked Out a hero unit

Mark earned XP on the strike team sheet in order to see when units level up.

Regular Units: When a unit earns 5 XP it becomes 5pts 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 die of any kind once per round.
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 15pts more expensive (instead of only 5pts) 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 that activate within 6" of the Hero get +1 to morale tests 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" of the Hero get +4" charge range.
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 to hit in melee against the hero.
3-4	Fanatic - The hero gets +1 attack when in melee.
5-6	Berserker - Enemies get +1 to wound effect rolls when taking wounds from the hero in melee.

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 needs to roll only 2+ when jumping.

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 wound effect rolls.
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 STRIKE TEAMS

Buying Upgrades: Players may buy upgrades for their units as detailed in their strike team 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 strike team 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 +10pts 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 a strike team. Players may also choose to disband their full strike team, losing all units, VP, points, etc. and start a new strike team 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 strike team you must first randomly select a strike team for the event, and then randomly select a unit to be the target.

11 - Slave Worker

A local gang kidnaps one of the warriors and puts them to work on a fungus farm.

Select one random unit, and remove it from play. At the end of the mission it may be bought back for D3 * 10pts or else it's disbanded.

12 - Juicy Reward

A fat bounty was placed on one of the strike teams, making it a priority target.

Select one random strike team. Enemy strike teams get 5pts at the end of the mission for every unit from it that they managed to Knock Out.

13 - Murdercrow Shakedown

A murdercrow flock swoops down and attacks anyone with shiny gear.

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

14 - Mutated Beast

A warrior accidentally disturbed a beast and is violently attacked.

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

15 - Out of Ammo

Some warriors have been spraying away their ammo and now ran out.

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

16 - Disheartened

One of the strike teams walked through a psychic field and is demoralized.

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

21 - Unsafe Ladders

It seems that whoever built things in this area was not really good at it.

Until the end of the mission whenever a unit climbs up elevation roll one die, on a 1 it falls the full height instead.

22 - Poisonous Cloud

Toxic gas is released from the sewers and poisons everyone in the area.

Select one random table quarter. All of the units within that table quarter take D3+1 automatic hits.

23 - Proximity Mine

No corner of the battlefield is safe as hidden mines could be anywhere.

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

24 - Fragile Roofs

After years of war the buildings in the area have started to crumble.

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

25 - Power Outage

A local gang has been messing with the generators and caused a blackout.

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

26 - Blood Frenzy

The havoc god of war wants to see more blood shed, so everyone's mind is warped into a blood frenzy.

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

31 - Terror from the Deep

A terrifying monster has emerged from the ground and is feeling hungry.

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

32 - Zombies!

Some warriors are always looking for a fight... even in death.

Place a unit of D3+2 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 - Bounty Hunter

A bounty hunter has arrived to kill a dangerous outlaw among the warriors.

Place a bounty hunter 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 bounty hunter it takes 1 hit.

34 - Honor Debt

An old friend that owes a debt of honor has joined the fight to help out.

Place a Mercenary (Qua 4+, Def 4+, Carbine (18", A1)) within 6" of a random unit and that player may control it until the end of the mission.

35 - Precious Artifact

A warrior has found a precious artifact and need to take it through enemy lines.

Select one random unit. If it manages to exit the table through an opponent's deployment zone it gets D3 * 5pts.

36 - Lost & Found

They say that one man's trash is another man's treasure...

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 - Slippery Ledge

Whatever was spilled on this ledge has made it as slippery as ice.

Select one random unit that is within 2" of elevation. That unit falls down.

42 - Toxic Waste

As stray shots ricochet around they might just hit a toxic waste pipe above someone's head...

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

43 - Snapped Neck

Weather by accident or on purpose, one of the warriors just hit the right spot.

The first time during this round when a unit rolls a 6 to hit in melee the target is immediately Knocked Out.

44 - Opportunist

Some warriors prefer to attack their enemies whilst they're down instead of facing them dead on.

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

45 - Aim High

If you take the time to aim properly you might just hit someone in the face.

The first time during this round when a unit rolls a 1 to block from shooting or melee it gets +1 to wound effect rolls.

46 - Race against Time

A quick and decisive victory can really do wonders to a strike team's morale.

If a strike team 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 - Wandering Doc

A wandering doc roams the battlefield, helping the wounded back on their feet.

Select one random strike team which may pay 10pts to re-roll results of 1 once per unit when checking for casualties.

52 - Revenge

After an enemy warrior killed a beloved comrade everyone is out to get him.

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

53 - The Oldest Trick

In the heat of combat warriors kick sand into their enemies faces to blind them. All is fair in love and war...

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

54 - Spare Clip

A wealth of spare ammo awaits those patient enough to search the ruins.

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

55 - Lucky Escape

A warrior that hit the ground manages to pull off a dodge roll and get up again.

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

56 - Possessed

The spirits of the dead have possessed a warrior, who now has a terrifying aura.

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

61 - Wisdom of the Gods

Whilst searching the ruins a warrior found an ancient book and is blessed by the gods upon opening it.

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

62 - Ancient Artifact

There are rumors of an ancient artifact in a nearby village and one of the warriors decided to check it out.

Select one random strike team, which may remove one unit that is not Shaken from play and get D3 * 10pts.

63 - Grandpa's Gun

Whilst inspect a building a warrior crashed through the wooden floor, landing in an old basement where it finds a very rare weapon.

Select one random unit, which gets Grandpa's Gun (24", A1, AP(D3)).

64 - Coward's Reward

A warrior that was cowardly hiding in a bush finds a shiny jewel.

Select one random strike team, which immediately gets D3 * 5pts.

65 - Lucky Find

A warrior stumbles upon a crate buried under a pile of debris, which is filled with advanced technology.

Select one random strike team, which immediately gets 1 VP.

66 - Sold to the Pits

A warrior that was Knocked Out wakes up in the infamous fighting pits of the great Hive City and must now fight for its freedom as a gladiator.

Select one random unit that was Knocked Out and place it in an arena. The arena 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 arena's edges. Then place a mighty Gladiator (Qua3+,Def3+,Carbine(18",A2), CCW(A3,AP(1))) within 3" of the opposing edge of the arena, 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 Knocked Out. If the Gladiator wins then the unit is dead and is removed from the strike team sheet. If the unit wins then it gets +3 XP and a 30pts trophy. The unit may then join its strike team again at the end of the mission.

STRIKE TEAM 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