

Grimdark Strategy v0.8 (for Grimdark Future and Age of Fantasy 3.5.0)

General principles

Compared to normal tabletop games, in Grimdark Strategy, players also have to take care of resources and can produce new units. This expansion is written for Grimdark Future and Age of Fantasy, but can basically be played with any wargame. Since all point costs and profiles are fitted to Grimdark Future, they might need adaptation for other games. Adaptations for Grimdark Future: Firefight and Age of Fantasy: Skirmish are noted in each section as „*Skirmish Variants*“.

Resources: Each player has a pool of one resource: Points (P). They need to be spent to build or upgrade units.

Preparation

The Battlefield: The suggested size is a full table (72"x48"). Every player starts with one headquarter building at opposing corners of the table, a single builder unit within 3" of the buildings and 500P. Write this down in the resource sheet at the „Start“ column of the first round.

Skirmish Variants: Use the recommended table (48"x48") and start with 100P.

Mission: Place objective markers on the battlefield, preferably around 9-12 (*Skirmish Variants:* 6-9), equally distributed. They should be clear of any buildings. The game is won if one of the player's headquarter buildings is destroyed. A conquered objective rewards the controlling player with +25P (*Skirmish Variants:* 5P) income per round. If an objective was fortified, it cannot be taken over and can only change control after the fortification was destroyed.

If the game is not over after 15 rounds, the side with the most objectives wins. In case of a draw, the game is continued until one side has more objectives. If after 18 rounds, the game is still not decided, the build phase is skipped, the players cannot produce, build and upgrade units any more. The game is then played until one side has more objectives.

Playing the game

Rounds: After a normal round (including the capturing of the objectives), the build phase starts. The player who started the round starts each of the subsequent build phase parts. Players alternate in doing a single build action until both players are finished.

1. Income: First, all income from the headquarter and objectives is summed up per player and added to the resource pool. Write this down in the „Income“ column of the current round. Sum the values in „Start“ and „Income“, and write the result down in the „Build“ column of the current round.

2. Construction: Every builder can choose to create a single building adjacent to the builder. The required area needs to be empty of terrain (except for small rubble parts that are removed during the construction) and other units. Subtract all spent points from the value in „Build“ and put the result in the „Upgrade“ column of the current round.

Buildings can only be built in control zones, meaning that it has to be at least partially inside the player's control zones. A control zone is within 9" of the player's headquarter or any conquered objective. Buildings that leave the control zone (e.g. by losing an objective) are not destroyed and continue to behave normally.

Alternatively, if no building was created, a builder may repair one adjacent building by D3.

3. Upgrades: Now, each player can perform a single upgrade per unit. Subtract all spent points from the value in „Upgrade“ and put the result in the „Production“ column of the current round.

4. Production: After upgrading, the players can produce a single unit per building. This unit may also receive a single upgrade during the construction and can directly benefit from it. Subtract all spent points from the value in „Production“ and put the result in the „Start“ column of the next round.

Upgrades: Units can be upgraded with any options from the army book that would keep it a legal unit. A unit can only get a single upgrade per round. All these upgrades

require a weaponsmith building to be present. Combined units are not available in this game type.

Producing units: When a player has sufficient resources in their pool, they may decide to create a single unit, if a suitable building is present. The unit is placed anywhere adjacent to the building. If the side of the building is blocked (by a wall, terrain, ...), the unit cannot be placed there. If no available space is available, the unit cannot be placed. Units with Scout may directly use the ability when deploying, units with Ambush may be kept in reserve and be deployed after the next round's build phase.

Skirmish Variants: Rout Tests

Since there is nothing like „starting units“ in grimdark strategy, a rout test has to be performed if during a round, one player loses half or more of its units. If this applies for both players, both have to perform a rout test.

Buildings

Buildings: All buildings have a quality value of 4+. a defense value of 2+, automatically pass all morale tests and cannot be moved.

Headquarter: 9x12", Tough(18). +25P income.

Skirmish Variants: 6x9", Tough(9). +5P income.

- Builder unit: 100P, Qua 4+, Def 4+, Tough(3), Slow. Can conquer objectives.

Skirmish Variants: 20P

Barracks: 200P. 6x9", Tough(12).

Skirmish Variants: 40P. 6x6", Tough(6).

- Can produce a single infantry unit per turn. If a weaponsmith is available, heroes can be produced in this building, too.

Skirmish Variants: Can only produce units without Tough(x) or heroes.

Workshop/Guild: 300P. 9x9", Tough(15).

Skirmish Variants: 60P. 6x6", Tough(6).

- Can produce a single light vehicle or small monster per turn (anything except heroes and infantry). If a weaponsmith is available, vehicle, monster, aircraft, artillery or titan units may be produced in this building, too.

Special Rules

Skirmish Variants: Can only produce units with Tough(x) that are not heroes.

Weaponsmith: 150P. 6x6", Tough(9).

Skirmish Variants: 30P. 3x6", Tough(6).

- Allows units to be upgraded, heroes to be produced in the barracks, and larger units to be produced in the workshop/guild.

Fortified objective: 100P. Tough(3). +25P per round. A3, 12", AP(1).

Skirmish Variants: 20P. Tough(3). +5P per round. A1, 12", AP(1).

Has to be build on top of an conquered objective. Can only be built if no enemies are within 3" of the objective marker.

Special Rules

Ambush: Units with ambush may be kept in reserve. They may not be deployed at the start of the next round, but only in the round after. Follow the ambush rules, but be aware that the unit may only be deployed within 12" of a friendly unit or building.

Hero: A hero can become part of a multi-model unit if at the end of the round, the distance between them is below 2". Heroes cannot leave units but may choose to become part of another unit if their unit was completely wiped out.

Scout: When this unit is produced, it may take a scout action before the start of the next round.