Grimdark Future – Cubes v0.7

General Principles

Compared to the normal rules, all distance values are converted to square values. Divide the distance by 3" and round the result, this is ne new value in squares instead of inches.

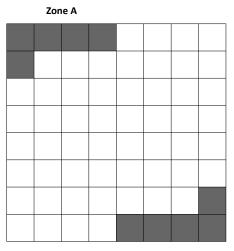
Preparation

The Battlefield: The proposed battlefield is at lest a 12x12 square grid of 3" squares that can be extended to 18x12" (or more, if wanted). The game can be played on 10x10 or even 8x8 squares (which would be the standard size for Deadzone from Mantic Games).

Terrain pieces should have only objects that are two cubes high (or higher), to allow for an easier determination of line of sight. Terrain features that are only 1 cube high are completely ignored (e.g. a side part of a building).

Mission: Place objective markers on the intersection of 4 squares, each outside of the deployment zones, and over 3 squares away from each other. At the end of each round, if a unit is within one of the four squares of a marker while enemies aren't, then it's seized, and remains seized even after leaving.

Deployment: Usually, the deployment zones are spaced by 8 squares in between. For an 8x8 grid, the deployment zones differ slightly:





A model has line of sight to another model, if a path between the models can be drawn that is not blocked by terrain. If the line of sight passes through a wall that is not adjacent to the shooting unit, the target unit gains cover. If it passes through more than one not adjacent wall, the line of sight is blocked. For target units distributed along multiple squares, the target unit gains cover if half or more of the models are not visible, in cover or out of range. If the shooting unit is distributed along multiple squares, resolve shooting separately, but dont gain extra possibilities to split the attacks by doing this.

To draw a line of sight, follow this algorithm:

- Start from both target and shooting unit and draw the path from both sides simultaneously.

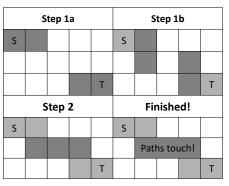
- Move 1 square in the longer distance direction and then 1 square in the shorter one if the distance is greater than 1 (Steps 1a and 1b).

- If the distance in one direction is at least 3 times the other direction, start by moving 2 into this direction.

- If the distances are equal, the shooting player decides for one direction and then only draws the line of sight from the shooting unit and starts each consequent move of two squares in this direction.

 If the distance in one direction is 1 or 0, only move in the longer direction until the paths touch (to prevent a zig-zag movement).

 Repeat these steps until the paths touch. If then multiple paths are available, line of sight is valid if at least one path is valid (Step 2).



Line of Sight in Buildings: If both units are in the same building, draw the line of sight as normal. If the units are not on the same floor and the line of sight passes only along solid floor elements, the unit cannot shoot.

Distances

When measuring a distance, count all squares of the path including the target square, but exclude the starting square. When measuring a distance, you may count one diagonal movement as a distance of 1. This still counts as if the line of sight would do two single steps, but the distance is effectively reduced by 1.

Activation

The player picks one unit, and it may do one of the following:

Action	Move	Notes
Hold	0 sq.	Can shoot
Advance	2 sq.	Can shoot after move
Rush	4 sq.	Can't shoot
Charge	4 sq.	Moves into melee

Movement

Unit members must stay within the same square, or within adjacent squares and occupy the least possible amount of squares. Units may never move in the same square as enemies, and may only charge if at least one charging model can reach an adjacent square with one model from the target unit.

A square may never hold more than 6 models. Models with tough(3) count as two, whereas units with higher tough values may only be in their own square, called squarefilling units. Heroes are an exception of this and always count as having a tough value of 3 less.

Not square-filling models may move through squares with not square-filling own models, bigger units block movement completely. Some units are even larger than that, so they occupy and completely block 4 squares. This unit counts as being on all 4 squares at once and can only move through passages that are 2 squares wide. For diagonal movement, it may squeeze through smaller passages that are only one diagonal square wide if there is enough space for the unit to end it's move on 4 squares again.

Units may only do one diagonal move for the cost of 1 per round. This movement still counts as two movements in both directions but only one square of the movement quota is used up.

Upwards vertical movement also counts as one square in addition to the horizontal

Line of Sight

Special Rules

movement. Downwards, no extra movement for the vertical movement has to be spent. Units can move through floors if the square itself or one of the adjacent squares are not fully closed. Square-filling units cannot move onto a higher level and have to stay on the ground.

Units can only move through building sides that have an opening suitable for them (e.g. doors), and square-filling models need a full square wide opening to enter a building.

Shooting

Models in range and line of sight may fire all weapons.

Shooting from an elevated position to an enemy on a lower level grants a +1 modifier.

To determine the distance, units may only do one diagonal move for the cost of 1 per round. This path still counts as two steps in both directions but only one square of the range quota is used up.

Melee

Models within an adjacent square of enemies may strike with all their melee weapons. If one of the two units is destroyed, the other may move by up to 1 square.

If some models of the same unit are not adjacent but only share a square corner, these models may also fight. They need to belong to the same unit and have the same target as the main part of the unit that fights in melee with an adjacent enemy.

Units may also fight if they are not on the same level, the charging unit gets a +1 modifier when it is on a higher level, and a -1 modifier when it is on a lower level.

When fighting in melee, even if not all units are adjacent and can fight, all of them can be killed if the enemy scores sufficient kills. The defending player always chooses which models are removed.

Terrain

In general, if there is no door, units cannot move through terrain walls. All terrain pieces should be 2 cubes high and have only features that are on both levels.

Cover Terrain: Units shooting at enemies with half or more models in or behind cover,

out of range, not visible, or directly behind single models that fill a whole square (tough(6) or heroes with tough(9)), get -1 to hit rolls. Directly behind means that the last (respectively the first) line of sight step goes through this model.

Difficult Terrain: Units moving into a square with difficult terrain can't move more than 2 squares in total at a time.

Hills/Elevations: Hills (or elevations) usually consist of roughly 2" high terrain features. The sides can either be smooth, so any unit can simply move on/off the hill or rough, so units treat the side as difficult terrain and have to spend 1 square of vertical movement to move up or down, and may treat the side as dangerous terrain when moving down and then do not need the additional vertical movement.

Hills block line of sight for units on the ground level, trying to shoot through the hill at another unit on the ground level. Units on a higher level (e.g. on the first floor or on a hill) ignore the hill in terms of line of sight. A unit on the ground level gets cover from a hill if it is directly behind the hill. Directly behind means that the last (respectively the first) line of sight step goes through the side of the hill.

Special Rules

Aircraft: Units targeting aircraft get -4 squrares range and -1 to hit rolls. When activated, this model must always move 6-12 squares in a straight line (without turning), and if it goes off-table, then its activation ends, and it must be placed on any table edge again. When bringing an aircraft model on the table, always define it's direction by defining a movement pattern (x squares in one direction, then 1 square in the other direction), that stays valid until the unit leaves the table.

Ambush: At the start of any round after the first, you may place the model anywhere, over 3 squares away from enemy units. Always place the units at the topmost (if applicable) square.

Blast(X): Ignores cover and hits up to X models in the target square.

Fast: Moves 3 squares when using Advance, and 5 squares when using Rush/Charge.

Flying: No extra movement cost for vertical movement.

Psychic(X): Enemy psychics within 6 squares and line of sight of the caster may roll D6+X at the same time, and if the result is higher the spell is blocked.

Repair: Once per activation, if within the same or adjacent square of a unit with Tough, roll one die. On a 2+, you may repair D3 wounds from the target.

Scout: This model may be deployed after all other units, and may then move by up to 4 squares, ignoring terrain.

Slow: Moves 1 square when using Advance, and 3 squares when using Rush/Charge.

Transport(X): Units may use any action to disembark, but only move by up to 2 squares. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 2 squares of the transport before it is removed.