

# GF+GFF: Point Calculator v1.12

## Introduction

The Point Calculator contains all of the guidelines used to calculate the point costs of units for Grimdark Future as well as for Grimdark Future: Firefight.

With this system players can modify any existing armies as they wish, or create their own units and armies, allowing them to use any miniatures they have to play.

## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

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**Thank you for playing!**

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# Unit Creation

## Overview

Units are at the center of every wargame, so we decided to put together this Point Together to allow players to easily calculate a point cost that measure's their ability in the game.

This first section is going to explain how to put together a unit's point cost as a whole, and the following sections are going to explain how each individual part of a unit is put together, from weapons to special rules.

## Creating Units

Each unit in the game is made up of 4 core statistics that define its combat ability:

- Quality
- Defense
- Weapons
- Special Rules

In order to create a unit you are going to have to define each statistic, calculate its point cost, and finally put everything together to get the unit's total point cost.

*Example: A Battle Brothers unit is made of 5 models and has Quality 3+, Defense 2+, Assault Rifles & CCWs, Fearless.*

## Unit Base Cost

A unit's Quality value represents its training and morale, whilst its Defense value represents its armor and resilience.

The values for both Quality and Defense range from 2+ to 6+, where 2+ is very good, 4+ is average and 6+ is very bad.

These two statistics put together form the unit's base cost, without any of its weapons and special rules.

The base cost is calculated like this:

$$(\text{Quality} + \text{Defense}) * X = \text{Base Cost}$$

Where X = Tough(X) or else X = 1.

The Quality and Defense values each have a different point cost associated, which is converted like this:

Quality / Defense	Points
6+	2pts
5+	4pts
4+	6pts
3+	8pts
2+	16pts

*Example: The base cost of a Battle Brother is calculated by applying the formula like this:*

$$\text{Base Cost} = (8 + 16) * 1 = 24\text{pts}$$

## Weapons

Units are equipped with a variety of melee and ranged weapons that are used in combat, which can be anything from simple swords to the most complex of cannons.

How to calculate a weapon's cost is going to be explained in a later section of the book, and all you need to know for now is that each weapon has its own individual cost which is added to the unit's base cost.

There is no minimum or maximum number of weapons that units can be equipped with, and units can also have no weapons at all if that's what you want.

*Example: The Battle Brother's Assault Rifles have a cost of 4pts and their CCWs have a cost of 2pts.*

## Special Rules

Most units come with one or more special rules which define any special abilities that they might have, such as moving faster or being especially tough to kill.

Special rules can have either a fixed point cost or they modify how the unit's base or total cost is calculated, and you can find out how each special rule works in a later section.

There is no minimum or maximum number of special rules that units can have, and units can also have any special rules at all if that's what you want.

*Example: Units with Fearless calculate their base cost as if they had Quality +1, so the Battle Brother's base cost is modified to be 32pts like this:*

$$\text{Base Cost} = (16 + 16) * 1 = 32\text{pts}$$

## Unit Total Cost

Once you have calculated a unit's base cost and the cost of all weapons and special rules, all you need to do is put everything together and multiply it by its size like this:

$$(\text{Base Cost} + \text{Weapons} + \text{Special Rules}) * \text{Models} = \text{Total Cost}$$

*Example: The total point cost of a unit of 5 Battle Brothers is calculated by applying the formula like this:*

- Base Cost = 32pts (modified by Fearless)
- Assault Rifle = 4pts
- CCW = 2pts

$$\text{Total Cost} = (32 + 4 + 2) * 5 = 190\text{pts}$$

The total cost of all models in the unit then has to be rounded up or down to the nearest multiple of 5, and in case of doubt it should always be rounded up.

*Example: If a unit's total cost is 47.5pts, then you must round it up to be 50pts instead.*

# Weapon Creation

## Overview

Weapon creation is similar to unit creation, where you first get the weapon's base cost, then modify it with special rules, and finally multiply it by the unit's quality value.

## Creating Weapons

Each weapon in the game is made up of 3 core statistics that define its attack ability:

- Range
- Attacks
- Special Rules

In order to create a unit you are going to have to define each statistic, calculate its point cost, and finally put everything together to get the weapon's total point cost.

*Example: A Plasma Rifle has a range of 24", 1 attack and AP(2).*

## Weapon Base Cost

A weapon's range represents how far it can attack effectively, whilst its attacks represent the number of shots that it fires or how many enemies it's able to strike in melee. Weapons can also have special rules, which represent particularly strong ammunition, poisoned blades, etc.

These two statistics put together form the weapon's base cost, without taking into account the unit that's using it.

The base cost is calculated like this:

$$\text{Range} * \text{Attacks} * \text{Special} = \text{Base Cost}$$

The weapon's Range value has a different multiplier based on how far it can attack, which is converted like this:

Range	Points
melee	0.25
6"	0.125
12"	0.25
18"	0.375
24"	0.5
30"	0.625
36"	0.75
42"	0.875
48"	1

*Example: The base cost of a Plasma Rifle is calculated by applying the formula like this:*

$$\text{Base Cost} = 0.5 * 1 * 2 = 1\text{pts}$$

## Total Weapon Cost

Once you have calculated the base cost, all you need to do is multiply it by the unit's Quality value to get the total cost:

$$\text{Base Cost} * \text{Quality} = \text{Total Cost}$$

*Example: The total point cost of a Plasma Rifle equipped by a Battle Brother (Quality 3+) is calculated like this:*

$$\text{Total Cost} = 1\text{pts} * 8 = 8\text{pts}$$

## Weapon Special Rules

Anti-Air AP(X)	Weapon cost * 1.25 Multiply the weapon's cost based on its AP value, where: <ul style="list-style-type: none"><li>• AP(1) = 1.5</li><li>• AP(2) = 2</li><li>• AP(3) = 2.5</li><li>• AP(4) = 3</li></ul>
Blast(X) Deadly(X)	Weapon cost * X Multiply the weapon's cost based on its Deadly value, where: <ul style="list-style-type: none"><li>• Deadly(3) = 2</li><li>• Deadly(6) = 4</li></ul>
Indirect Poison	Weapon cost * 1.25 Weapon cost * 1.25
Rending Sniper	Weapon cost * 1.5 Calculate total cost as if the model has Quality 2+, then multiply by 1.25

## Multiple Firing Modes

Some weapons come with multiple firing modes that players have to pick from each time they fire, such as having anti-tank and anti-infantry options on a cannon.

When creating such weapons you have to calculate the point cost of each firing mode separately and then pick the most expensive one, which becomes the weapon's base cost.

When doing so calculate the point cost of all firing modes

*Example: Mortars can be loaded with both AT ammo and HE ammo. We calculate the cost of each and find that AT ammo costs 15pts whilst HE ammo costs 10pts. Since the AT mode is more expensive, the base cost of the weapon is 15pts.*

## Weapon Upgrades

Most units in the game usually come with one or more weapon upgrades that they can choose from, replacing their standard equipped weapons with a different option.

When creating weapon upgrades you have to first calculate the cost of the unit's standard weapon as well as the cost of the weapon that you're going to use as an upgrade.

Then you subtract the point cost of the more expensive weapon from the cost of the less expensive weapon, and round up or down to the nearest multiple of 5, which gives you the final cost of upgrading from one weapon to the other.

*Example: A Battle Brother with Assault Rifle (4pts) wants to upgrade to a Plasma Rifle (8pts). Therefore the upgrade cost is calculated like this: 8pts - 4pts = 4pts, then round up to 5pts.*

# Special Rules

## Overview

Special Rules are the main tool we use to give units thematic flavour and give them specific battlefield roles.

This section contains a list of all the common special rules used by most units in the game, whilst army special rules have their own section in the point calculator.

## Army Special Rules

Whilst most units in the game use the common special rules you can find here, some units use army special rules, which often give units more unusual and specific abilities.

When creating your own units you can mix and match special rules from any army list, regardless of what army you are actually creating the unit for.

*Example: When putting together a unit of Explosive Bots for the Robot Legions army you could use the Exploding Head special rules from the Alien Hives army list.*

## Quality Values

Some special rules have "Quality" defined as their cost, or maybe some calculation that involves "Quality" as a cost.

In those cases you must use the point cost associated to the unit's quality value, which is converted like this:

Quality	Points
6+	2pts
5+	4pts
4+	6pts
3+	8pts
2+	16pts

*Example: The cost of Ambush on a Battle Brother (Quality 3+) is converted to be 8pts.*

## Common Special Rules

Aircraft	15pts
Ambush	Quality
Fast	Quality
Fear	20pts
Fearless	Calculate the unit's base cost as if it has Quality +1
Flying	Quality
Furious	Cost of 1 attack with most expensive weapon used by all models divided by 2
Hero	0pts
Immobile	Quality * -3
Impact(X)	X * 3pts
Psychic(X)	(X * 20pts) + 5pts
Regeneration	Tough(X) * 6pts
Relentless	Multiply the cost of the model's ranged weapons by 1.125
Scout	Quality
Slow	-Quality
Stealth	Tough(X) * 2pts
Strider	Quality / 2
Transport(X)	X * 2pts

# Army Special Rules

## Alien Hives

Explosive Head	10pts (small) / 30pts (large)
Pheromones	45pts
Psychic Barrier	10pts
Shrouding Mist	45pts (per unit)
Spawn Grunts	150pts
Spores	+80pts to weapon cost
Surprise Attack	40pts
Transport Spore	20pts
Psychic Synapse	45pts (per unit)

## Battle Brothers

Advanced Tactics	45pts
Large Cargo	0pts
Medical Training	45pts
Rear Grapples	20pts
Repair	10pts
Shield Wall	Tough(x) * 4pts
Veteran Infantry / Walker	Cost is the difference between most expensive unit setup with upgrades at regular Quality vs same at Quality +1

## Battle Brother Detachments

### Common

Shield Wall	Tough(X) * 4pts
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### Blood Brothers

Holy Chalice	60pts
Very Fast	Quality * 2

### Custodian Brothers

Anti-Psychic	10pts (per unit)
Eternal Vigilant	15pts
High Prosecutor	15pts
Witch Destroyer	30pts

### Dark Brothers

Dark Assault	Ambush + 8pts
Dark Shroud	30pts
Grim	Fearless + Tough(x) * 3pts

### Death Brothers

Tactical Master	30pts
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### Knight Brothers

Aegis	10pts (per unit)
Combat Master	5pts
Medical Training	90pts
Teleport	Quality * 2

### Wolf Brothers

Counter-Attack	Cost of 1 attack with most expensive weapon used by all models divided by 2
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## Battle Sisters

Blind Faith	15pts
Canticle Megaphone	15pts
Hymns	15pts
Medical Training	45pts
Shield Wall	Tough(x) * 4pts
Veteran Infantry	Cost is the difference between most expensive unit setup with upgrades at regular quality vs same at quality +1

## Dark Elf Raiders

Dark Strike	45pts
Dodge	Counts as having defense +1
EMP	Weapon cost * 2
Soul Conductor	45pts
Torture Master	65pts
Veteran Infantry	Cost is the difference between most expensive unit setup with upgrades at regular Quality vs same at Quality +1
Very Fast	Quality * 2

## Dwarf Guilds

Battle Lore	45pts
Guild Defender	45pts
Repair	10pts
Slayer	Calculate cost of model's weapons as if AP(+1)
Swift	Quality

## Elven Jesters

EMP	Weapon cost * 2
Very Fast	Quality * 2

## Feudal Guard

Bird of Prey	20pts
Commander	50pts
Honor Doctrine	1.5pts
Overcharged Engine	10pts
Purity Scroll	10pts
Tactical Console	45pts

## Gangs of Hive City

### The Cult

Cult Icon	15pts
Redemption	20pts

### The Hidden

Silent Assassin	15pts
Spymaster	45pts

### The Femmes

Psychotic	20pts
Matriarch	25pts

### The Brutes

Pit Fighter	15pts
Stubborn	15pts

### The Miners

Fighting Spirit	25pts
Proud	10pts

### The Artisans

Cyber Eyes	Calculate cost of model's ranged weapons as if the model has Quality +1
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Overseer	20pts
Radiation Power	15pts

### The Bodyguards

Boot Stomp	15pts
Maintain Order	15pts

### The Cannibals

Berserker	15pts
Feeding Frenzy	20pts

## Havoc Brothers

Chosen Veteran	Cost is the difference between most expensive unit setup with upgrades at regular Quality vs same at Quality +1
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Havoc Tactics	45pts
Mutations	3pts
Repair	10pts
War Chant	10pts

## Havoc Brother Disciples

### Disciples of War

Blessing of War	15pts
Frenzy	Furious * 2

### Disciples of Change

Blessing of Change	20pts
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### Disciples of Plague

Blessing of Plague	65pts
Reaper	0pts
Ring the Bell	60pts
Undead	0pts

### Disciples of Lust

Blessing of Lust	60pts
Lust Speed	Quality
Musical Bliss	Tough(X) * 2

## High Elf Fleets

Ancient Commander	45pts
Psychic Council	45pts (per unit)
Teleport	Quality * 2
Very Fast	Quality * 2

## Human Defense Force

Battle Drills	15pts
Commander	50pts
Company Standard	35pts
Executioner	10pts
Field Radio	10pts
Medical Training	45pts

## Human Inquisition

Alien Hunter	10pts
Beacon	10pts (per unit)
Daemon Hunter	10pts
Shield Wall	Tough(X) * 4pts
Witch Hunter	10pts

## Infected Colonies

Bloodthirsty	15pts
Boom!	3pts
Infection	45pts
Terrifying	15pts

## Machine Cult

Anti-Charge System	25pts
Canticles	25pts
EMP	Weapon cost * 2
Phosphor	Weapon cost * 1.25
Radiation	Weapon cost * 1.25
Repair Master	30pts
Taser	Weapon cost * 1.5

## Orc Marauders

Bad Shot	Calculate cost of model's ranged weapons as if the model has Quality 5+
Mad Doctor	90pts (orcs) / 135pts (bosses)
Energy Field	30pts
Good Shot	Calculate cost of model's ranged weapons as if the model has Quality 4+
Red Paint Job	Quality
Teleport	Quality * 2
WAR!	90pts

## Prime Brothers

Battle Rites	15pts
Medical Training	45pts
Precision Shots	45pts

## Ratmen Clans

Absolute Authority	45pts
Lead from Behind	25pts
Piper	40pts
Piper's Calling	30pts
Safety in Numbers	25pts
Tangle	45pts

## Rebel Guerrillas

Hidden Tunnels	35pts
Guerrilla Tactics	15pts
Medical Training	45pts
Scavenger	15pts

## Robot Legions

Bot Fabricator	100pts
Darkness-Protocol	60pts
Flux	Weapon cost * 1.5
Gloom-Protocol	10pts
Hunter	3pts
Regen-Protocol	65pts
Repair	10pts

## Soul-Snatchers

Agitator	10pts
Banner	55pts
Commander	50pts
Experiments	25pts
Flare Gun	15pts
Idol	15pts
Megaphone	25pts
Spotter	20pts
Survey Vehicle	25pts

## TAO Coalition

Accelerator Drone	15pts
Anti-Charge System	25pts
Beacon	10pts
Good Shot	Calculate cost of model's ranged weapons as if the model has Quality 4+
Inhibitor	15pts
Inspiring	60pts
Spotting Laser	25pts
Stealth Drone	25pts
Volley Fire	25pts

## Titan Lords

Veteran Mini-Titan	170pts
Veteran Titan	680pts

## Wormhole Daemons

<i>Common</i>	
Symbol of Havoc	45pts (2+)/25pts (3+)/15pts (4+)
<i>Daemons of War</i>	
Banner of War	25pts
Resistance(X)	X * 10pts (per unit)
<i>Daemons of Change</i>	
Banner of Change	10pts
Split	33pts
Split Again	7.25pts
Squish	0pts
<i>Daemons of Plague</i>	
Banner of Plague	10pts
Slime Trap	25pts
<i>Daemons of Lust</i>	
Banner of Lust	25pts
Song of Banishment	25pts
Song of Summoning	315pts
Very Fast	Quality * 2

# Army Creation Guidelines

## Army Theme

When creating a new army the first thing we must establish is a theme that defines the overall feel of the army.

This theme will then guide the creation of all elements of the army, and keeping a consistent theme throughout is going to give you the best result.

To decide what theme your army should have just take a look at your models and think of what makes most sense for them in terms of combat style, weapons, special rules, units, etc.

*Example: Battle Brothers are elite soldiers that are fearless and wear power armor, so their theme centers on courageous heroes and extremely resilient units.*

There are no limits to your imagination when coming up with an army theme, but we recommend keeping things simple by just having each army have 2-3 traits that make it distinctive.

By keeping the theme focused on just a few traits it will be easier to keep it consistent for the whole army and make it feel like something that truly defines it as a whole.

## Special Rules

Once you have a theme in mind you should decide on 1-2 special rules that are used by most units in the army, which will keep the theme consistent across the units.

*Example: To show that Battle Brothers are very courageous we give all models the Fearless special rule.*

Since almost every unit in the army is going to be using these special rules, they should be simple enough that they flow naturally and don't bog down gameplay.

*Example: Giving every unit in the army something simple like being fast is better than every unit being able to cast spells.*

If you want the whole army to have access to a special rule that is more complex, then a good way to do that is by providing the special rule as an optional upgrade, instead of making it standard for every unit.

This way players can decide how complex they want their army to be when putting it together for a match.

## Weapons

When it comes to weapons you should also try to have a consistent theme that defines how the army fights.

There are two ways that you can do this which work effectively at maintaining a consistent theme: by giving most units the same weapons and by giving all weapons across the army consistent characteristics.

The first method is pretty simple, just give all units the same base weapons and add in some variety by having them be able to take upgrades to specialize in a specific role.

*Example: Since the Orc Marauders focus on close range combat almost all units are armed with Pistols and CCWs.*

The second method consists in giving all weapons a common theme to follow, such as having a specific type of range, a specific amount of attacks or some special rules.

Here it is important to keep things simple again by using special rules that flow well and don't bog the game down.

*Example: Since the Robot Legions focus on deadly gauss tech almost all their weapons have the Rending special rule.*



## Heroes

One of the best ways to show theme in your army is to give it unique heroes that really represent what it's all about.

There are many ways that you can create thematic heroes for your army:

- Give them an improved version of the common special rule from their army
- Equip them with a more powerful version of the army's theme weapon
- Give them access to special mounts, weapons and equipment upgrades
- Have them use a special rule that thematically buffs units that they join in combat
- Additionally here are some guidelines that you can use to create heroes that feel special in your army:
- Don't have too many heroes, 2-3 are usually more than enough per army
- Make them more resilient than regular units by using the Tough special rule
- Give them lots of upgrade options so that players can customize them as they wish

Generally we recommend to always make heroes very customizable, that way players can create their own unique heroes and named characters.

It's always better to have fewer heroes that feel very unique rather than having a lot of heroes with just minor variations.

## Unit Creation

Once you've laid down the ground work by establishing a theme in terms of weapon and special rules it should be pretty easy to create units for the army.

When creating units try to keep them as simple as possible by giving them a set of basic weapons (usually only 1 ranged and 1 melee weapon) and then just 1-2 special rules that fit with the army's general theme.

If you want to have special units in the army that use more complex weapons and special rules it's fine, however try to keep them limited to just 2-3 per army.

Generally it's better to have fewer units that are specialized in different combat roles than to have lots of generic units that could fit any combat role.

This makes it easier for players to know which unit does what on the battlefield, and also makes for more interesting gameplay as players have to make difficult decisions when setting up their army lists.

## Unit Types

Then there's one more thing that you can do in order to give your army an interesting theme, and that is by restricting the types of units that it has.

Instead of giving your army access to the full roster of unit types, pick only a select few and focus your army on those.

*Example: Since the Wormhole Daemons don't use technology they don't have access to any walkers, vehicles or aircraft.*

This will not only emphasize the combat style of the army further, but it will also make for more interesting gameplay by giving your army clear strengths and weaknesses players should watch out for.

Here is a list of the most common unit types in the game you can use as a guideline:

- Infantry
- Large Infantry
- Bikes / Cavalry
- Jump Troops
- Support Weapons
- Walkers / Monsters
- Transports
- Vehicles
- Aircraft

## Balance Checklist

Finally there are a couple of things that you should make sure you have in your army to keep it balanced with the official ones, and to give players plenty of choice when creating lists.

Here is a checklist to make things easier:

- Have at least one unit with Hero
- Have at least one unit with Psychic
- Have at least one unit with a Sniper weapon
- Make sure that your core infantry units have access to one ranged or melee weapon of each type:
  - Anti-Infantry - Attack 6
  - Anti-Regen - Rending
  - Anti-Heavy - AP(2)
  - Anti-Tank - AP(3), Deadly(3)

# Unit Creation Guidelines

## Unit Consistency

When creating units the most crucial thing you need to do is to make sure that any rules that you give them make sense with the model that is being used.

Players have to be able to use the stats that you put together and feel that they are consistent with the model they are using.

*Example: Since Ogres are big and hulking creatures it would make little sense to give them the Fast special rule.*

## Quality Value

When it comes to Quality simply look at your model and you should have more or less an idea of its combat ability.

Then pick the category that your model fits in best to get a Quality value that makes sense:

Combat Ability	Quality
Inexperienced	6+
Regular	5+
Veteran	4+
Elite	3+
Legendary	2+

Generally speaking you should avoid using Quality 2+ and 6+ because players feel like they are not very fair, even if point costs compensate for the rolls.

*Example: It's better to use Quality 3+ and give the unit better weapons and special rules than to give it Quality 2+.*

## Special Rules

Once you have the unit's Quality value you have to decide whether the unit needs to have any special rules or not.

For common units it's best to have very few or no special rules in order to keep things simple, whilst for advanced units you can go ahead and use more of them.

To keep things consistent we have a set of standard special rules that you can give units based on their unit type:

- Infantry = n/a
- Large Infantry = Tough
- Bikes / Cavalry / Beasts = Fast + Impact
- Jetbikes = Fast + Strider
- Jump Troops = Ambush + Flying
- Monsters / Walkers = Fear + Impact + Stomp
- Vehicles = Fast + Impact

## Defense Value

For the unit's Defense value simply look at your model and you should have more or less an idea of how protected it is.

In order to keep Defense values consistent across all armies we divide units into different unit types:

- Infantry – Humans, Orcs, Elves, etc.
- Large Infantry – Ogres, Destroyers, etc.
- Monsters – Large Aliens, Daemons, etc.
- Vehicles – Tanks, Walkers, Aircraft, etc.

Then for each unit type we have a different Defense value based on what the model's armor and constitution looks like, which you can find in the following sections.

Note that these values are just general guidelines, and if you have models that look like they should have a higher / lower defense value regardless of their armor, then go ahead and use whatever makes most sense.

## Defense - Infantry

- Unarmored or limbs exposed = Defense 6+
- Armored but face exposed = Defense 5+
- Armored and fully covered = Defense 4+
- Extra tough armor or constitution = Defense +1

*Example: Battle Brother infantry models are armored and fully covered (4+), are extra tough (+1) and have power armor (+1), so their total Defense value is 2+.*

## Defense - Large Infantry

- Unarmored or limbs exposed = Defense 5+
- Armored but face exposed = Defense 4+
- Armored and fully covered = Defense 3+
- Extra tough armor or constitution = Defense +1

## Defense - Monsters

- Small Size = Defense 2+ and Tough(3)
- Medium Size = Defense 2+ and Tough(6)
- Large Size = Defense 2+ and Tough(12)
- Very Large Size = Defense 2+ and Tough(18)

## Defense - Vehicles

- Light Walker / Transport = Defense 2+ and Tough(6)
- Medium Walker / Tank = Defense 2+ and Tough(12)
- Heavy Walker / Tank = Defense 2+ and Tough(18)
- Titan Walker / Tank = Defense 2+ and Tough(24)
- Aircraft = Defense 2+ and Tough(6)
- Heavy Aircraft = Defense 2+ and Tough(12)

# Weapon Creation Guidelines

## Weapon Types

When creating custom weapons the first thing that you need to determine is what their weapon type is.

Whilst there is no limit to your imagination when it comes to sci-fi weapons, here are the most common ones we use:

- Regular – n/a
- Heavy – Anti-infantry
- Plasma – Anti-heavy-infantry
- Missile – Anti-vehicles
- Laser – Anti-heavy-vehicles
- Fusion – Anti-super-heavy-vehicles

## Ranges

When it comes to weapon ranges the same principles hold true, so whilst there is no limit to your imagination there are some common ranges we use for different types of weapons:

- Melee = Swords, Hammers, Claws
- 12" = Pistols, Shotguns, Fusion Rifles
- 18" = Carbines
- 24" = Assault Rifles, Plasma Rifles
- 30" = Sniper Rifles
- 36" = Machineguns
- 48" = Cannons, Missile Launchers

## Attacks

When determining how many attacks your weapon should have you have to decide what its purpose is, whilst also following some basic principles to keep it balanced.

Generally you should avoid basic infantry weapons that have a lots of attacks, because else you need to roll buckets of dice when a whole squad is using them.

Reserve weapons with lots of attacks either to special upgrades or for heavy units such as vehicles and monsters.

Here are some guidelines you can follow to determine how many attacks your weapon should have based on its type:

- Pistols, Assault Rifles = 1 attack
- Machineguns = 2-3 attacks
- Gatling Guns = 4-5 attacks
- Flamethrowers = 6-8 attacks

## Special Rules

If you want to give units special rules you should try to keep things simple and look at what makes sense for your weapon.

Don't give each weapon a ton of special rules because that would only bog down the game, but instead only give them to weapons that would feel incomplete without them.

Here is a list of special rules with their purpose to make it easier to get your weapon right:

- Anti-Air = Anti-aircraft
- Blast(X) = Explosive anti-infantry
- Indirect = Mortars
- Poison = Anti-infantry
- Rending = Anti-heavy-infantry
- Sniper = Anti-heroes

## Armor Piercing (AP)

The AP value of a weapon is determined by the weapon's type and general purpose.

Here are the AP values per weapon type for the game's most common weapons:

- AP1 = Heavy
- AP2 = Plasma
- AP3 = Missile
- AP4 = Laser, Fusion

Here are the AP values by purpose so that you can get your weapons right if they don't fall into one of the standard types:

- AP1 = Anti-infantry
- AP2 = Anti-heavy-infantry
- AP3 = Anti-vehicles
- AP4 = Anti-heavy-vehicles

## Deadly

The Deadly special rule is used in order to make it easier for some weapons to take out vehicles and monsters, as those units tend to have a high Tough value.

Here are the most common weapon types to use the Deadly special rule in the game:

- Missile Weapons have Deadly(3)
- Laser Weapons have Deadly(3)
- Fusion Weapons have Deadly(6)

# Psychic Spells Guidelines

## Common Weapons

Whilst there are infinite possible weapons that can exist in a sci-fi universe, at the end of the day most weapons fall into a couple of common weapon templates.

In order to make your life easier we have compiled a list of the most common stats that you can use for your weapons.

## Regular Weapons

- Pistol - 12", A1
- Shotgun - 12", A2
- Carbine - 18", A1
- Shred Rifle - 18", A2, Rending
- Assault Rifle - 24", A1
- Rifle - 30", A1
- Sniper Rifle - 36", A1, AP(1), Sniper
- Machinegun - 36", A3
- Heavy Machinegun - 36", A3, AP(1)

## Flame Weapons

- Flame Pistol - 6", A6
- Flamethrower - 12", A6
- Heavy Flamethrower - 12", A6, AP(1)
- Flamethrower Cannon - 18", A6, AP(1)

## Explosive Weapons

- Rocket Launcher - 24", A1, AP(3), Blast(3)
- Grenade Launcher
  - HE- 24", A1, Blast(3)
  - AT - 24", A1, AP(1), Deadly(3)
- Mortar - 48", A1, Blast(3), Indirect
- Autocannon - 48", A2, AP(2)
- Missile Launcher
  - HE - 48", A1, Blast(3)
  - AT - 48", A1, AP(3), Blast(3)
- Battle Cannon - 48", A1, AP(3), Blast(6)

## Plasma Weapons

- Plasma Pistol - 12", A1, AP(2)
- Plasma Rifle - 24", A1, AP(2)
- Plasma Cannon - 36", A1, AP(2), Blast(3)

## Laser Weapons

- Laser Machinegun - 36", A3, AP(2)
- Laser Cannon - 48", A1, AP(4), Deadly(3)

## Fusion Weapons

- Fusion Pistol - 6", A1, AP(4), Deadly(6)
- Fusion Rifle - 12", A1, AP(4), Deadly(6)
- Heavy Fusion Rifle - 24", A1, AP(4), Deadly(6)

# Psychic Spells Guidelines

## Psychic Theme

The first thing you should do when creating a psychic spell list for your army is to come up with a theme that makes sense within the context of your army's theme.

This theme should then be carried through in the naming of your spells, as well as in the type of spells that you pick.

*Example: The Havoc Disciples of Plague are all about putrid psychic magic, so their spells have names like "toxic blades" or "poison wind" to convey this theme.*

## Spell Types

When putting together your spell list you should follow these guidelines to create a balanced list that contains enough spell types to cover all the bases:

- 3 Attack Spells
  - 1 Anti-Infantry
  - 1 Anti-Defense, Anti-Tank or Anti-Hero
  - 1 Anti-Spam or Anti-Horde
- 2 Effect Spells
- 1 Action Spell

All psychic spell lists should be made up of exactly 6 spells, with two spells each of difficulties 4+, 5+ and 6+, and with each difficulty having 1 attack spell and 1 effect or action spell.

Each non-attack spell should try to cover a different aspect of the game, such as movement, shooting, melee, morale, etc.

It's also important that when you create the spell list you pick spells that complement your army's strengths / weaknesses, making sure of the following:

- Attack spells should cover gaps in your army's units and equipment, making them strong against the type of enemies your army is weak against
- Effect and Action spells should boost your units to either highlight their strengths, or to cover their weaknesses, and should do the same in reverse against their enemies

*Example: Since the Alien Hives don't have many ways to deal with tanks at a distance, we gave them an anti-tank spell.*

## Morale Tests

Finally, when you pick spells for your list, you can always modify them by requiring to pass/fail a morale test. In case that you do you may double the spell's effect, such as its range, attacks, buffs, boons, etc.

Note that spells have a maximum range of 24", so you can only apply morale tests to double the range of 12" spells.

*Example: The range of a basic 12" attack spell can be doubled to 24" by needing a morale test to deal hits.*

## Attack Spells - Anti-Infantry (4+)

Target unit within 12" takes 8 hits.  
Target unit within 12" takes 6 hits with AP(1).  
Target unit within 18" takes 6 hits.  
Target unit within 18" takes 4 hits with AP(1).  
Target unit within 24" takes 4 hits.  
Target unit within 24" takes 2 hits with AP(1).

## Attack Spells - Anti-Infantry (5+)

Target unit within 12" takes 10 hits.  
Target unit within 12" takes 8 hits with AP(1).  
Target unit within 18" takes 8 hits.  
Target unit within 18" takes 6 hits with AP(1).  
Target unit within 24" takes 6 hits.  
Target unit within 24" takes 4 hits with AP(1).

## Attack Spells - Anti-Infantry (6+)

Target unit within 12" takes 12 hits.  
Target unit within 12" takes 10 hits with AP(1).  
Target unit within 18" takes 10 hits.  
Target unit within 18" takes 8 hits with AP(1).  
Target unit within 24" takes 8 hits.  
Target unit within 24" takes 6 hits with AP(1).

## Attack Spells - Anti-Defense (4+)

Target unit within 12" takes 4 hits with AP(2).  
Target unit within 12" takes 3 hits with AP(4).  
Target unit within 18" takes 3 hits with AP(2).  
Target unit within 18" takes 2 hits with AP(4).  
Target unit within 24" takes 2 hits with AP(2).  
Target unit within 24" takes 1 hit with AP(4).

## Attack Spells - Anti-Defense (5+)

Target unit within 12" takes 6 hits with AP(2).  
Target unit within 12" takes 4 hits with AP(4).  
Target unit within 18" takes 4 hits with AP(2).  
Target unit within 18" takes 3 hits with AP(4).  
Target unit within 24" takes 3 hits with AP(2).  
Target unit within 24" takes 2 hits with AP(4).

## Attack Spells - Anti-Defense (6+)

Target unit within 12" takes 8 hits with AP(2).  
Target unit within 12" takes 5 hits with AP(4).  
Target unit within 18" takes 5 hits with AP(2).  
Target unit within 18" takes 4 hits with AP(4).  
Target unit within 24" takes 4 hits with AP(2).  
Target unit within 24" takes 3 hits with AP(4).

#### Attack Spells - Anti-Tank (4+)

Target unit within 12" takes 1 hit with AP(4) and Deadly(3).

Target unit within 18" takes 1 hit with AP(3) and Deadly(3).

Target unit within 24" takes 1 hit with AP(2) and Deadly(3).

#### Attack Spells - Anti-Tank (5+)

Target unit within 12" takes 1 hit with AP(4) and Deadly(6).

Target unit within 18" takes 1 hit with AP(3) and Deadly(6).

Target unit within 24" takes 1 hit with AP(2) and Deadly(6).

#### Attack Spells - Anti-Tank (6+)

Target unit within 12" takes 3 hits with AP(3) and Deadly(3).

Target unit within 18" takes 2 hits with AP(3) and Deadly(3).

Target unit within 24" takes 1 hit with AP(4) and Deadly(3).

#### Attack Spells - Anti-Hero (4+)

Target model within 12" takes 3 hits with AP(2).

Target model within 12" takes 2 hits with AP(4).

Target model within 18" takes 2 hits with AP(2).

Target model within 24" takes 2 hits with AP(1).

Target model within 24" takes 1 hit with AP(4).

#### Attack Spells - Anti-Hero (5+)

Target model within 12" takes 4 hits with AP(2).

Target model within 12" takes 3 hits with AP(4).

Target model within 18" takes 3 hits with AP(2).

Target model within 18" takes 2 hits with AP(4).

Target model within 24" takes 2 hits with AP(2).

#### Attack Spells - Anti-Hero (6+)

Target model within 12" takes 5 hits with AP(2).

Target model within 12" takes 4 hits with AP(4).

Target model within 18" takes 4 hits with AP(2).

Target model within 18" takes 3 hits with AP(4).

Target model within 24" takes 3 hits with AP(2).

Target model within 24" takes 2 hits with AP(4).

#### Attack Spells - Anti-Spam / Infantry (4+)

Target 2 units within 6" take 8 hits.

Target 2 units within 6" take 6 hits with AP(1).

Target 2 units within 12" take 4 hits.

Target 2 units within 12" take 3 hits with AP(1).

#### Attack Spells - Anti-Spam / Infantry (5+)

Target 2 units within 6" take 10 hits.

Target 2 units within 6" take 8 hits with AP(1).

Target 2 units within 12" take 6 hits.

Target 2 units within 12" take 4 hits with AP(1).

#### Attack Spells - Anti-Spam / Infantry (6+)

Target 2 units within 6" take 12 hits.

Target 2 units within 6" take 10 hits with AP(1).

Target 2 units within 12" take 8 hits.

Target 2 units within 12" take 6 hits with AP(1).

#### Attack Spells - Anti-Spam / Defense (4+)

Target 2 units within 6" take 4 hits with AP(2).

Target 2 units within 6" take 2 hits with AP(4).

Target 2 units within 12" take 2 hits with AP(2).

Target 2 units within 12" take 1 hit with AP(4).

#### Attack Spells - Anti-Spam / Defense (5+)

Target 2 units within 6" take 6 hits with AP(2).

Target 2 units within 6" take 3 hits with AP(4).

Target 2 units within 12" take 3 hits with AP(2).

#### Attack Spells - Anti-Spam / Defense (6+)

Target 2 units within 6" take 8 hits with AP(2).

Target 2 units within 6" take 4 hits with AP(4).

Target 2 units within 12" take 4 hits with AP(2).

Target 2 units within 12" take 2 hits with AP(4).

#### Attack Spells - Anti-Hordes (4+)

Target unit within 6" takes 1 hit per model.

#### Attack Spells - Anti-Hordes (5+)

Target unit within 6" takes 1 hit with AP(1) per model.

#### Attack Spells - Anti-Hordes (6+)

Target unit within 6" takes 1 hit with AP(2) per model.

Target unit within 12" takes 1 hit per model.

**Effect Spells - Movement (4+)**

Target unit within 12" gets +3"/-3" movement.

**Effect Spells - Movement (5+)**

Target unit within 12" gets +6"/-6" movement.

Target unit within 18" gets +3"/-3" movement.

**Effect Spells - Movement (6+)**

Target unit within 12" gets +9"/-9" movement.

Target unit within 18" gets +6"/-6" movement.

Target unit within 24" gets +3"/-3" movement.

**Effect Spells - Shooting (4+)**

Target unit within 12" gets Poison when shooting.

Target unit within 12" gets +6"/-6" range when shooting.

Target unit within 12" gets +1/-1 to hit when shooting.

Target unit within 12" gets AP(+1/-1) when shooting.

**Effect Spells - Shooting (5+)**

Target unit within 12" gets Rending when shooting.

Target unit within 12" gets +9"/-9" range when shooting.

Target unit within 18" gets +1/-1 to hit when shooting.

Target unit within 18" gets AP(+1/-1) when shooting.

**Effect Spells - Shooting (6+)**

Target unit within 12" gets +12"/-12" range when shooting.

Target unit within 24" gets +1/-1 to hit when shooting.

Target unit within 24" gets AP(+1/-1) when shooting.

**Effect Spells - Melee (4+)**

Target unit within 12" gets Poison in melee.

Target unit within 12" gets Furious in melee.

Target unit within 12" gets +6"/-6" range when charging.

Target unit within 12" gets +1/-1 to hit in melee.

Target unit within 12" gets AP(+1/-1) in melee.

**Effect Spells - Melee (5+)**

Target unit within 12" gets Rending in melee.

Target unit within 12" gets +1 attack in melee.

Target unit within 12" gets +9"/-9" range when charging.

Target unit within 18" gets +1/-1 to hit in melee.

Target unit within 18" gets AP(+1/-1) in melee.

**Effect Spells - Melee (6+)**

Target unit within 12" gets Impact(1) in melee.

Target unit within 12" gets +12"/-12" range when charging.

Target unit within 24" gets +1/-1 to hit in melee.

Target unit within 24" gets AP(+1/-1) in melee.

**Effect Spells - Defense (4+)**

Target unit within 6" gets +1/-1 defense.

**Effect Spells - Defense (5+)**

Target unit within 6" gets +2/-2 defense.

Target unit within 12" gets +1/-1 defense.

**Effect Spells - Defense (6+)**

Target unit within 6" gets +3/-3 defense.

Target unit within 12" gets +2/-2 defense.

Target unit within 18" gets +1/-1 defense.

**Effect Spells - Survivability (4+)**

Target unit within 6" gets Regeneration.

Target unit within 12" gets Stealth.

**Effect Spells - Survivability (5+)**

Target unit within 12" gets Regeneration.

Target unit within 18" gets Stealth.

**Effect Spells - Survivability (6+)**

Target unit within 18" gets Regeneration.

Target unit within 24" gets Stealth.

**Effect Spells - Morale (4+)**

Target unit within 6" gets +2/-2 to morale test.

Target unit within 12" gets +1/-1 to morale test.

**Effect Spells - Morale (5+)**

Target unit within 6" gets +3/-3 to morale test.

Target unit within 12" gets +2/-2 to morale test.

Target unit within 18" gets +1/-1 to morale test.

**Effect Spells - Morale (6+)**

Target unit within 6" gets +4/-4 to morale test.

Target unit within 12" gets +3/-3 to morale test.

Target unit within 18" gets +2/-2 to morale test.

Target unit within 24" gets +1/-1 to morale test.

#### **Action Spells - Movement (4+)**

Target unit within 12" may/must move 6".

#### **Action Spells - Movement (5+)**

Target unit within 12" may/must move 9".

Target unit within 12" may/must teleport 6".

#### **Action Spells - Movement (6+)**

Target unit within 12" may/must move 12".

Target unit within 12" may/must teleport 9".

#### **Action Spells - Shooting (5+)**

Target unit within 12" may shoot.

#### **Action Spells - Shooting (6+)**

Target unit within 12" may shoot and gets +1 to hit.

Target unit within 12" must take a morale test, if failed shoot.

#### **Action Spells - Melee (5+)**

Target unit within 12" may charge 6".

#### **Action Spells - Melee (6+)**

Target unit within 12" may charge 9".

Target unit within 12" may charge 6" and gets +1 to hit.

Target unit within 12" must take a morale test, if failed charge.

#### **Action Spells - Healing (4+)**

Target unit within 6" may heal/restore 1 model.

Target unit within 12" may take morale test, if passed it may heal/restore 1 model.

#### **Action Spells - Healing (5+)**

Target unit within 12" may heal/restore 1 model.

Target unit within 18" may take morale test, if passed it may heal/restore 1 model.

#### **Action Spells - Healing (6+)**

Target unit within 18" may heal/restore 1 model.

Target unit within 24" may take morale test, if passed it may heal/restore 1 model.

#### **Action Spells - Spells (4+)**

Target unit within 12" may remove spell effects.

Target unit within 12" may double spell effects.

#### **Action Spells - Spells (5+)**

Target unit within 18" may remove spell effects.

Target unit within 18" may double spell effects.

#### **Action Spells - Spells (6+)**

Target unit within 24" may remove spell effects.

Target unit within 24" may double spell effects.

#### **Action Spells - Terrain (4+)**

Target terrain within 12" may be moved 3".

#### **Action Spells - Terrain (5+)**

Target terrain within 12" may be moved 6" or be removed.

#### **Action Spells - Terrain (6+)**

Target terrain within 12" may be moved 9" or be removed.



# Converting units to Firefight

## Start with Grimdark Future

Whenever we create a new army for Grimdark Future and GF: Firefight, we always start by creating the full-sized version first, and then downsizing it for the skirmish version.

This way we ensure that all of the special rules that we create work for both versions, which in turn makes it much easier for players to quickly switch between large and small games.

If you are creating a new army specifically for GF: Firefight we still recommend that you start with the full-sized version first, as it will keep your army consistent with the rest.

## Removing Units

The first step when converting an army is to remove all units that are too large or powerful for skirmish games.

This includes, but is not limited to:

- Units with Quality 2+
- Units with Tough(6) or higher
- Units with models worth 100pts or more
- Monsters, Walkers, Vehicles and Aircraft

There are always exceptions of course, so if you have a unit that is really iconic or that would make the army feel empty without it, then you should keep it.

*Example: Battle Brothers Destroyer models are worth 120pts each, however we didn't remove them from the army because they are such an iconic unit.*

## Unit Sizes

Then you're going to have to modify all of the unit sizes and point costs to make them fit for skirmish games.

To do this simply divide the unit's total point cost by the number of models, and then multiply it by 1, rounding up or down to the nearest multiple of 5.

This will give you the point cost of 1 model.

*Example: A unit of Battle Brothers comes with 5 models and costs 190pts, so in Firefight the unit will cost 40pts for 1 model.*

If the result is less than 15pts, then multiply it by 3 instead, which will give you the point cost of a unit of 3 models.

Finally if the result is 7.5pts or less, then multiply it by 5 instead, which will give you the point cost of a unit of 5 models.

*Example: A unit of HDF Infantrymen comes with 5 models and costs 55pts. Since each individual model costs less than 15pts the final unit must be made up of 3 models, costing 35pts.*

## Upgrade Lists

Whenever you modify the unit sizes for skirmish games you're going to have to also modify the costs of their upgrades.

Simply take the cost of any upgrades that either replace all weapons, or that upgrade all models in the unit, divide it by the original number of models in the unit, and then multiply it by the number of models for skirmish.

As always, don't forget to round up or down to the nearest multiple of 5.

*Example: A unit of Battle Brothers has 5 models and can upgrade them all with Veteran Infantry for +75pts. We divide 75pts by 5, giving us a final upgrade cost of +15pts per model.*

## Special Rules

Finally you're going to have to adapt the text of all special rules that affect entire units, such as hero special rules.

Here there are 3 cases:

- Rules that give an in-game effect to a model and his unit must be converted to give the bonus to the model and all friendly/enemy units within 12".
- Rules that give a pre-game effect to a model and his unit must be converted to give the bonus to up to half of the units in the army.
- Rules that give an in-game effect to one or more target units must be converted to give the bonus to those units and all friendly/enemy units within 6".

To clarify, in-game effects are things such as Fast and Strider, which are applied whilst playing, whereas pre-game effects are things like Ambush and Scout, which are applied before the game even begins.

*Example: The War Chant rule in GF gives the hero and his unit the in-game Furious effect, so for GFF it's converted to give the hero and all friendly units within 12" the effect instead.*