Grimdark Future: Space Hunt! (v0.4)

Game Background
A small squad of elite soldiers („intruders") is confronted with a huge horde of enemies („xenos"). Will they be able to accomplish their mission?

The Battlefield
Space Hunt is usually played on at least a 30"x30" battlefield without normal terrain. Instead, place walls and doors to create a space ship styled terrain. You need roughly 100 walls and 10 doors (assuming 3" size) for a normal mission. This game can be played on a grid surface of 3" size, but does not have to. Depending on the mission, deviations to these rules can be made (e.g. a larger surface is needed). Place two vents on the battlefield, and make sure to have 5 entry points roughly equally distributed around the board.

The Armies
For basic Space Hunt games, the armies cannot use Ambush, Repair/Heal, Transport and Scout abilities, and cannot include models with the rules Aircraft or Immobile. Do not include any models that fill a whole square, like tanks, walkers or other vehicles. This rules can be overwritten by mission-specific rules.

You'll need one elite army of 750 points, called the intruder. Units are split up and single models take actions individually.
Suggested intruder units are:
Dark Brothers
Dark Master Brother (Destroyer Armor, Energy Sword, Storm Rifle, Veteran Infantry)
Dark Destroyers [3] (Minigun, 2x Energy Fist, Chain-Fist)
Dark Destroyers [1] (Combat Shields, Energy Hammers)
Blood Brothers
Blood Master Brother (Combat Shield, Energy Fist, Destroyer Armor, Blood Priest)
Blood Destroyers [3] (Combat Shields, Energy Hammers)
Blood Destroyers [3] (Dual Energy Claws)

For the other army, called the xenos, you need at two types of models. The first category (and you need quite a lot of them, roughly 750 points are suggested at least) is a smaller unit of roughly 40 points, usually melee units, but other variants with ranged units can also be included. The other type is a boss unit at around 120 points. Suggested xenos units are:
Alien infested ship
- Assault Grunts [3]
- Shooter Grunts [3]
- Boss: Prime Warrior (Piercing Claws, Smashing Claws)
Soul-Snatcher infested ship
- Soul Snatchers
- Boss: Snatcher Lord
Ork infested ship
- Orc Mob [2]
- Orc Mob + Boss Mob
- Boss: Big Boss (2x Ultra Axe, Ultra Armour)
Chaos infested ship
- Cultists [3] (Pistol / CCW(2))
- Havoc Brother + Cultists (Rifles)
- Boss: Havoc Champion (Destroyer Armour, Dual Energy Claws)

Deployment
The intruder rolls a die and sets up all his units next to the board at the rolled entry point. If a 6 was rolled, the intruder may choose where to deploy. This is the standard deployment method that might be changed depending on the mission.

Mission Objectives and Victory Conditions
Objectives are usually highly mission-specific. Nevertheless, there are several basic missions that repeat more often. To create a new, random mission, roll a D6:

Roll	Mission
1	Relic Hunt
2	Last Stand
3	Breakthrough
4	Escort
5	Exterminate
6	Blow it up

Relic Hunt
Place D3+2 relics (either randomly or according to the mission) that need to be picked up by intruder units and moved back to their entry point by moving off the board with them. Relics stay on the board and may move with an intruder model. A single model can carry all objectives. There is no rounds limit for this game but it ends if all intruders are dead. Suggested initial Spawn: Vents

Last Stand
All intruders are placed on the board, either at a random position (roll some dice) or according to the mission. If after 12 rounds more than half of the initial intruder's point costs are alive, the mission is won. Suggested initial spawn: Everywhere

Breaktrough
Start- and endpoints are defined. The intruders start at the startpoint and need to reach the endpoint. If more than half of the initial intruder's point costs reach the endpoint and move off the board, the mission is won. Usually, roll a die for the deployment to define the startpoint (and choose for a 6), and define the endpoint by adding 3 to the result. Suggested initial spawn: Vents and Everywhere

Escort
Escort follows the same rules as Breakthrough. The intruders get one additional unit that cannot fight and has a quality and defense of 6+. This unit must reach the endpoint and the mission is only won as soon as this unit reaches the endpoint. If this unit is killed, the mission is lost. Suggested initial Spawn: Vents

Exterminate
Place a square-filling xeno model (either placed randomly or according to the mission). This model has 3+ Quality and 3+ Defense, cannot fight, and has Tough (12). The game is won if this model has been killed. Suggested initial Spawn: Vents and two spawns next to the xeno model.

Blow it up
The intruders need to activate the self-destruct sequence by reaching the control panel (either placed randomly or according to the mission). One model has to spend their activation idle to activate the self-destruct sequence. Set a die to 1 after this round. Every round, the die is increased by 1. As soon as the

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die exceeds 6, the ship is destroyed and all intruders and xenos on the board are killed immediately. The intruders win if more than half of the initial intruder's point costs reach the entry point after starting the self-destruct sequence. Suggested initial Spawn: Vents

Special Rules
It is advised to use the extra actions from the full Grimdark Future rulebook, especially Focus Fire and Overwatch.

Bulky: This space ship is not as big as our usual environment. If playing with the Grimdark Future – Cube rules, the limit for one suqare is 2 models. Moving through a square with allied models counts as difficult terrain and shooting through allied models is not possible.

Moving onto/off the board: The 6 entry points also count as part of the battlefield but do not have a limit for the amount of models there. Intruders can only move off the board if there are no enemies waiting to enter the board, and to move off the board, the base needs to fully leave the board.

Initial Spawn
In addition to the spawns after each round, you can have additional spawns at the beginning of the game. This is usually defined in the mission, but to make it more challenging you can do one or more of the following:
- Single: Execute a spawn at a random location. Re-roll if the rolled position is the intruder start point.
- Vents: Spawn at every vent
- Everywhere: Spawn at every entry point except where the intruders start

Singleplayer / Coop: The xenos do not have to be controlled by a player, instead it can be played with the following rules (and the intruders can consist of multiple players, forming a team):
- Activate units or markers (markers can only rush or charge), starting with the units that are the closest to the intruders. For multiple units on the same distance, the intruder decides.
- If the attacking unit is a melee unit and can charge an enemy, it does. For multiple defenders in range, it attacks

the nearest visible defender. If then there is a tie, the intruder decides.
- If the attacking unit is a ranged unit (meaning that it has stronger ranged weapons than melee weapons) and can shoot at an enemy, or shoot at the enemy after moving, it does, but only moves as much as needed. Follow the same rules for the target selection.
- If the unit cannot attack as described above, it rushes towards the nearest visible defender (ignoring doors). If there is a tie, the intruder decides.

Doors: The intruders can open or close doors if standing within 3" (respectively when standing on an adjacent square). Doing this makes the model behave as if it would have moved across difficult terrain. If the movement already exceeds the maximum for diccifult terrain, the door cannot be opened or closed.
For xenos, the same rules apply, except that they cannot close doors and closed doors are destroyed instead of being opened.

Vents: Place the Vents as indicated with an V.

Spawning: The xenos are not deployed on the board but spawn from the entry points on the board.

After every round, roll two spawn dice and re-roll the result if they show the same values. Place a markers next to the board at the rolled entry points or, for a 6 rolled, place markers at every vent. Markers are only replaced with models as soon as an intruder can see the marker (after the movement was finished). Roll two dice, sum the result and spawn accordingly (there can be multiple bosses on the board). If you struggle to place all models because there is not enough space, place them as close as possible, but further away from the intruders. If any intruder unit is within 6" of a spawn point, this spawn point is blocked. Re-roll the result until you find a suitable spawn point (or if only one is available, spawn everything there). Be aware that you cannot block vents.

If you have different standard units (e.g. a melee and ranged variant, let's call them A, B, ...), always place A first, and if more units are required, continue with B, then C, etc. Start all over with A if you have looped through all your available unit types.

If you ever run out of models to place, do not place more models. After the spawning phase, move all xenos models of the types you didn't have enough models of 6" towards the intruders (and initiate a melee fight if it can) for melee units, or move up to 6" towards the intruders and shoot and stop the movement as soon as the models can shoot.

Sum	Spawn (1)	Spawn (2)	Spawn (3)	Spawn (4)
2	Nothing	Nothing	Nothing	Nothing
3-5	1 Unit	1 Unit	1 Units	2 Units
6-8	1 Unit	2 Units	2 Units	2 Units
9-11	2 Units	2 Units	3 Units	3 Units
12	Boss	Boss	Boss	Boss

Grimdark Future: Space Hunt! (v0.4)

Optional Rules

Leveling: Every intruder model starts at level 1 and has a kill marker of 0 (you can use dice to track this). If the kill counter reaches the next level, reset it to zero and increase the level by 1. A model leveling up may choose a treat, depending on the level they reached. An extra trait can only be taken once and the model must be of the required level. All traits are taken from one mission to another.

Level	Kills	Trait
1	0	Extra Trait
2	3	Tough (+1)
3	3	Extra Trait
4	3	Tough (+1)
5	6	Extra Trait
6	6	Tough (+1)
7	6	Extra Trait
8	6	Tough (+1)
9	9	Extra Trait
10	9	Tough (+1)
11	9	Extra Trait
12	9	Tough (+1)
13	12	Extra Trait
14	12	Tough (+1)
15	12	Extra Trait

Available extra traits:

Level 1:
- Re-roll one die per round.
- +3" of movement.
- Protector: Once per round, you may swap places with another intruder within 6".

Level 5:
- Regeneration (5+) or +1 to regeneration rolls.
- +3" of range for all ranged attacks**.**
- Improve Defense by 1.

Level 9:
- Re-roll one additional die per round.
- +3" range for all melee attacks
- Improve Quality by 1.

Level 13:
- Cleaving Attack: Get Blast(2) on all melee attacks
- Crit: When rolling a 6 from a ranged attack, roll the double amount of dice.
- Medic: Use your whole action to heal one wound of an allied model.

Set the spawn level to the maximum level divided by 4 (rounding up). If this exceeds the spawn table, start from level 1 again, but roll one additional die (so for level 15 intruders, the spawn level is 4, meaning 2 dice for spawn(4)).

Supplies / Equipment: Place D3+2 supplies on the board (either randomly or according to the mission). Supplies can only be taken by the intruders, and only once per supply. The model entering the square with the X rolls two dice. The first die decides if an item (1-2), melee weapon (3-4) or ranged weapon (5-6) is found. The second die determines the exact result. A smaller variant of this is to only roll one die and only receive supplies from the items list:

Items (1-2)

Roll	Item
1	Medi-Kit (Heal one wound, one use only)
2	Grenade (6", A1, AP(1), Blast(6), one use only)
3	Adrenaline Boost (One use only , double your movement for one activation)
4	Stun Grenade (6", one use only, all models within 3" must spend their next activation idle)
5	One-use scanner (One use only, reveal all xeno markers)
6	Extra Ammunition (One use only, Shoot twice during one activation)

Melee Weapons (3-4)

Roll	Item	Upgrade
1	Heavy Chainsaw Sword (A4, A(1))	A+1
2	Energy Hammer (A1, Blast(3))	Blast(+1)
3	Energy Sword (A3, AP(1), Rending)	A+1
4	Energy Claw (A3, Rending)	A+1
5	Energy Fist (A3, AP(4))	A+1
6	Chain-Fist (A2, AP(2), Deadly(3))	Deadly(+1)

Ranged Weapons (5-6)

Roll	Item	Upgrade
1	Storm Rifle (24", A3, AP(1))	A+1
2	Gravity Cannon (24", A1, Blast(3), Rending)	Blast(+1)
3	Fusion Rifle (12", A1, AP(4), Deadly(3))	Deadly(+1)
4	Plasma Cannon (30", A1, Blast(3), AP(4))	Blast(+1)
5	Minigun (24", A4, AP(1))	A+1
6	Heavy Flamer (12", A6, AP(1))	A+2

A model can only have two active weapons and an infinite amount of items. All other weapons are placed in reserve and cannot be used. You can exchange items before a mission, but not weapons. One Item can be used additionaly any time during the activation. When picking up a new weapon, you can decide to replace one of your existing weapons with this. If you already have this weapon, do an upgrade instead of getting another version of this weapon. You have to decide before a mission which two weapons your model will bring.

Random Marker Movement: Our scanners are not that precise. As soon as a marker is revealed and the models are placed, displace it by 3" in a random direction. On a grid, this can be done by using a D8 on all adjacent (also diagonal) squares. Do not do this movement if it would go into or through a wall.

Jammed: Our weapons are not perfect, especially under these brutal conditions. As soon as more than half of a weapon's dice are ones, the weapon jams and the shoot action fails completely.