

TGF

The Grunt Factor

Rules

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Introduction

Definitions

- All ranges, movement etc. in centimeters
- Dice used : 20 sided
- CC = Close Combat
- RC = Ranged Combat
- LD = Leadership
- AC = Actions
- ST = Strength
- MV = Movement range per action
- A = Armor/stamina
- S = Size
- Pts = Points cost

Ranges

CC	PB	SR	MR	LR	ER
-	0-20	20-40	40-70	70-110	110-140

Sighting

- Max normal sighting 60cm
- Fog/dense rain 30cm
- Night sighting 15cm
- Sighting through light forrest/jungle 15cm (halved when night or fog/rain)
- Sighting through dense forrest/jungle 9cm (halved when night or fog/rain)

Command radius

- from squad leader 18cm
- (from section leader 60cm)

Basic soldiers

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
Untrained	4	4	6	2	5	9cm	5	2	10
Green	6	6	8	3	6	9cm	6	2	15
Regular	7	7	9	3	7	9cm	7	2	17
Veteran	8	8	10	3	8	9cm	8	2	20
Elite	10	10	13	4	8	9cm	9	2	25
CO	-	-	+1	-	-	-	-	-	+5

General description of units

For other periods(WWI/II) see the period appendix.
 In these rules we will use the science fiction setup

Normal unit configuration

1 Sergeant
 1-11 soldiers (Up to 1 HMG, Up to 1 GL, Up to 1 RL) For every specialist you need
 at least 2 normal soldiers

Standard equipment

Sergeant : Assault Rifle
 Soldier : Assault Rifle
 HMG spec : Heavy Machine Gun
 RL spec. : Rocket Launcher
 GL spec. : Grenade Launcher

Specialists

FO (forward observer)

Each FO must be a part of an artillery team (mortar or offboard art.).
 A FO can handle a maximum of 2 artillery pieces.

Medic

HMG

A HMG specialist is trained in the use of a HMG and is the only person able to fire the weapon.

GL

RL

Sniper

Turn sequence

1. Roll a dice each and add the highest LD value from each of your armies. The player with the highest result chooses who will be start this turn.
If more than two players are present, the turn sequence will follow the value of the dice rolls in descending order.
2. Player A picks a miniature from the chosen squad and uses all the actions that miniature has.
3. Player A repeats #2 with all the miniatures in the squad
4. Player B chooses a squad to activate
5. Player B picks a miniature from the chosen squad and uses all the actions that miniature has.
6. Player B repeats #5 with all the miniatures in the squad
7. Player n chooses a squad to activate
8. Player n picks a miniature from the chosen squad and uses all the actions that miniature has.
9. Player n repeats #8 with all the miniatures in the squad
10. Go to step #2 as long as there are unactivated squads left on the table. If on player runs out of squads, the other player finishes all his squads before proceeding to next turn.
11. Go to step #1

Actions

During a soldiers turn

- Move
- Jump
- Go prone/stand
- Aim
- Fire
- Climb
- Hide
- Overwatch
- Suppression
- Initiate close combat
- Open/close/lock/unlock

Actions possible in overwatch

- fire
- move
- go prone/stand

Actions that one may break overwatch in reaction to

- move
- fire
- go prone/stand
- climb
- jump
- initiate close combat
- Open/close/lock/unlock

Move

When moving the individual soldiers you have to the terrain into account.

Modifiers to movement

Obstacle	Penalty
Streams, forrest, bush	½ MV
Obstacles < miniature height	1 action
Obstacles > miniature height	use climbing rules/otherwise impassable
Closed (not locked) door/window/hatch etc	1 action
Rubble etc.	½ MV
Prone	1/3 MV
Hide	1/3 MV

Jump

This action illustrates the soldier jumping (or falling) from or to a different height. After deciding how high the jump was crossreference with this table to see if the soldier takes damage:

Height	Damage
5-9cm	4
9-18cm	7
18-27cm	10(x2)
27-36cm	13(x2)
36-45cm	16(x3)
45-54cm	19(x3)

Go prone/stand

It takes one action to go prone or to stand up from prone position. While prone the soldiers movement is reduced to 1/3 of the original speed.

Aim

A soldier can spend 1 action aiming at his target. This will give him +3 RC while firing at the target. If the target is killed after the first shot the last action, if spent firing at another target will **NOT** have the +3 modifier.

Fire

target priority:

- A unit must fire at the nearest closest unit within short range.
- If there is no enemy unit within short range, the squad may fire at whatever it pleases.

To hit targets more than 60cm's away a successful LD roll must be made.

Climb

The miniature might want to climb somewhere and can use one action to climb 3cm's. After each spent action the player will have to roll 1d20. If the result is a 19 or 20 the miniature falls to the ground sustaining damage following this table:

<u>Height</u>	<u>Damage</u>
0-9cm	4
9-18cm	7
18-27cm	10(x2)
27-36cm	13(x2)
36-45cm	16(x3)
45-54cm	19(x3)

Hide

A unit may try to hide when out of LOS from any enemy units.

A hidden drops from hidden status when one from the hidden squad fires or an enemy unit comes within LOS (this could be as little as 9cm if the hidden unit is located in a forest).

The movement value is reduced to 1/3 while moving as hidden.

Overwatch

A unit may as its last action attempt to switch into overwatch mode. This requires the squad to make a successful LD check against their leader's LD value.

Panicked or suppressed units may not attempt overwatch.

Suppression

To suppress an area the whole unit must fire at the same time i.e. spending 2 simultaneous actions.

The actions must be performed as the last actions by the squad.

The suppressed area will cover 10x10cm.

Any miniature entering, leaving, moving inside the area will suffer 1 strength (* hit per action spent). Movement inside the area is halved and takes a successful LD roll to do. Panicked units will **NOT** be able to move while suppressed.

The LD value is reduced by 1 for each strength point after the first 2.

* the strength of the suppression area is calculated this way:

- add ½ point for each normal trooper in the squad, 2 for each lmg/hmg and 7 for each mounted hmg
- subtract/add any modifiers (cover, etc.)
- halve the value when firing against hidden units
- round the result up

Initiate close combat

This action equals a move action but is used to bring the soldier into base contact with an enemy soldier.

Open/close/lock/unlock

This action allows a soldier to open or close a door/window/hatch etc. Locking or unlocking something requires the soldier to be in possession of the appropriate key. Scenarios might demand that more than one action is spent.

Morale

Soldier outside command radius:

- CC, RC, LD = ½
- Soldier must use his own halved LD value when rolling for LD.
-

Morale checks

The unit must pass a morale check immediately if :

- more than 25% of the squad is killed at the same time (i.e. by fire from the same enemy squad)
- the unit loose more than 50% of original size
- the leader is killed
- a friendly squad (with originally at least 5 soldiers in it) in LOS is annihilated

A unit that fails its moralecheck becomes panicked!

Special morale checks

- more than 10 hits are scored on the squad by the same enemy squad. If this check fails the squad must fall back 10cm away from the firing squad. (It doesn't matter if the player saves the hits or not)
-

Panic

Panic results into the following:

- the squads CC,RC is halved, rounding down
- the squad may not advance on enemy units
- may not engage close combat
- must seek cover (if this cover lies within 6cm of the squad or in a direction leading away from enemy troops). If no cover is available the squad will go prone and stay put!

Recovering from panic

The squad must make a successful leadership test to shake of the panic.

If there is an enemy in LOS there is a -2 modifier to their leadership value.

If the squad is under fire there is a -4 modifier to their leadership value.

These effects are **NOT** cumulative.

The leadership test must be made against the leader's LD value.

Soldiers out of command range use their own LD value (which will be halved because of the distance to the leader)

Recovering requires the squad to simultaneously spend 3 actions, giving them 1 chance per turn to recover.

Permanent effects

If a squad is reduced to 1/3 of its original size, the unit has been so damaged that it may no longer move closer to any visible enemy! *This does not count for **Elite** troops and HW teams which normally operates in small numbers.*

Squad leader bites the dust

When the squad leader is killed the closest miniature gets the stripes (if you have painted a corporal – use him instead). The new leader does not inherit the +1 LD, so the whole squad is using the same LD as normal soldiers.

Combat

Ranged Combat

To Hit your target

To resolve ranged combat use the following procedure:

- start with the firing models RC value
- add all modifiers for range, aiming etc.
- subtract modifiers for range, cover, panic etc.

The result is the actual RC value for the shot to be fired.

Roll a D20.

If the result is lower or equal to the modified RC value the shot hit.

Example:

Marine (RC 7) with assault rifle (+2 in short range) firing at target in short range.

The target is covered more than 50% (-1 RC).

The modified RC is 7 (RC) + 2 (S.R bonus for rifle) – 1 (cover modifier) = 8

The marine player rolls a 6, enough to hit his target.

To hit modifiers

Target prone	-1 RC
Target covered 25-50%*	-1 RC
Target covered 50-75%*	-2 RC
Target covered more than 75%*/(a)	-3 RC
Forrest (target less than 3cm away from treeline)	-1 RC
Forrest (target more than 3cm away from treeline)	-2 RC
Crest** (target less than 3cm away from crest)	-1 RC
Crest** (target more than 3cm away from crest)	-2 RC
Night	-2 RC
Aim	+3 RC
For each 10cm higher than target (up till 30cm)***	+1 RC
For each 10cm lower than target (up til 30cm)	-1 RC
Tracer rounds (only night)	+2 RC

* not cumulative with the other % rules

(a) this covers firing at targes standing behind firingslits etc. in bunkers and the like.

**crest: can also be roofs, rocks etc.

*** this negates the targets eventual modifier for being prone.

To damage your target

Base value = 10

The dice roll is based on the base value, adding or subtracting the difference between the damage and armorvalue. If the damage is the greatest subtract the difference from the base value, otherwise add it. The roll has to be lower or equal than the modified base value.

Damage = 8

Armorvalue = 8

Save = die roll of 10 or less

Damage = 10

Armorvalue = 8

Save = die roll of 8 or less

Damage = 6

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Armorvalue = 8

Save = die roll of 12 or less

Damage modifiers

Target behind soft cover	-1 Dam
Target behind hard cover	-2 Dam
Less than 3cm from treelines in a forrest (softcover)	-1 Dam
More than 3cm from treelines in a forrest (softcover)	-2 Dam
Less than 3cm from crest* in a forrest (hardcover)	-1 Dam
More than 3cm from crest* in a forrest (hardcover)	-2 Dam

*crest: can also be roofs, rocks etc.

Close Combat

Modifiers to attacking in close combat

Target positioned higher than attacker	-1 CC
Target positioned lower than attacker	+1 CC
Target prone	+1 CC
Target behind cover	-1 CC
For each friendly unit participating (up to +3)	+1 CC

Special rules

Parachute deployment

1st option : Deploy no more than 18 cm from tableedge and no closer than 36cm from known enemies.

2nd option : Mark a droppoint. Now roll a dice against each soldiers LD. If the roll fails, the soldiers new droppoint will be 1d20cm in ?? direction. If the roll succeeds the soldier lands at most 6cm from the droppoint.

Both options leaves the soldiers with no more actions left.

Ideas to be implemented

- vehicles
- bunkers
- flamethrower
- hand grenades
- demolition charges
- artillery – 30x60cm field with DAM7 and suppression effects as **suppression!**
 - o Place spotter round 3 actions
 - o Place barrage 3 actions
 - o Lift barrage 3 actions
 - o Move barrage 3 actions

Barrages needs at least a command unit + succesful LD check for ever artillery action (1 per 3 actions)

Barrages needs a Forward Observer

Barages auto deviates!!!
- Minefields!
 - o Use with GM only or with "neutral" fields (i.e. no player knows which counters is mines or which is dummies)
 - o Place mines + 50% dummy counters
- Joining/splitting squads
- Command vehicles/units – gives LD bonus (and may be required for large forces)
- Weather conditions
 - o Rain
 - o Heavy rain
 - o Snow
 - o Heavy snow
 - o Fog
 - o Dense fog
 - o Sand storms
 - o Storm
 - o Sun
 - o
- movement modifiers
 - o carrying wounded comrades (implies that there need to be some sort of woundhandling)
 - o travelling on roads etc.
- small squad playability??? 4-5 men per squad!
- ambush
- medic stuff
-

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Armory

Pistol

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	+1	8	-	-	-	-	-	-

Type: Direct fire

Special rules: none

Machine Pistol

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+1(x2)	8	-	-	-	-	-	-

Type: Direct fire

Special rules: none

Sub Mahine Gun

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Type: Direct fire

Special rules: none

Assault Rifle

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	0	10	-2	0	-	-

Type: Direct fire

Special rules: none

LMG

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+2(x2)	11	-1	11	-	-	-	-

Type: Direct fire

Special rules: none

HMG

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+2(x2)	13	-1	13	-	-	-	-

Type: Direct fire

Special rules: none

Mounted HMG

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+2(x2)	13	0(x2)	13	-2	11

Type: Direct fire

Special rules: none

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Flare Gun

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	-	-2	-	-4	-	-6	-

Type: One-Handed, Indirect Fire, Ranged Template

Special rules: natte halløjsa!!!!!!!!!!!! XXX

Sniper Rifle

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-3	9

Type: Direct fire

Special rules: none

50mm Mortar

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	9(x2)	-2	9(x2)	-3	9(x2)	-4	11

Type: Indirect fire, Small Explosion Template

Special rules: Needs FO (forward Observer) to fire indirect.

FO must be in LOS of target. To activate mortars the FO must make a successful LD check:

Success in first action = 3 firing actions from each mortar

Success in second action = 2 firing actions from each mortar

Success in third action = 1 firing actions from each mortar

80mm Mortar

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	11(x2)	-2	11(x2)	-3	11(x2)	-4	11

Type: Indirect fire, Small Explosion Template

Special rules: Needs FO (forward Observer) to fire indirect.

FO must be in LOS of target. To activate mortars the FO must make a successful LD check:

Success in first action = 3 firing actions from each mortar

Success in second action = 2 firing actions from each mortar

Success in third action = 1 firing actions from each mortar

120mm Mortar

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	12(x3)	-2	12(x3)	-3	12(x3)	-4	12(x2)

Type: Indirect fire, Large Explosion Template

Special rules: Needs FO (forward Observer) to fire indirect.

FO must be in LOS of target. To activate mortars the FO must make a successful LD check:

Success in first action = 3 firing actions from each mortar

Success in second action = 2 firing actions from each mortar

Success in third action = 1 firing actions from each mortar

IG7.5 Infantry Gun

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-5	11(x3)	-4	11(x3)	-3	11(x3)	-3	11(x3)

Type: Large Explosion Template

Squad:

3 Crew

1 Sgt

Special rules:

Turn 90°	:	2 Troopers simultaneous spending 2 actions
Aim	:	2 Troopers simultaneous spending 2 actions
Fire	:	1 Troopers spending 1 action (eq 1 shot per round)
Load	:	2 Troopers simultaneous spending 1 action
Move	:	4 Troopers simultaneous spending 1 action eq ½ move.

Anti tank Gun

Close Combat		Point Blank		Short		Medium		Long		Extreme	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-5	11(x3)	-4	11(x3)	-3	11(x3)	-3	11(x3)

Type: Armour Piercing

Squad:

3 Crew

1 Sgt

Special rules:

- Turn 90° : 2 Troopers simultaneous spending 2 actions
- Aim : 2 Troopers simultaneous spending 2 actions
- Fire : 1 Troopers spending 1 action (eq 1 shot per round)
- Load : 2 Troopers simultaneous spending 1 action
- Move : 4 Troopers simultaneous spending 1 action eq ½ move.

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	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			

	CC	RC	LD	AC	ST	MV/act	A	S	Pts
						9cm			
	+cc	+pb	+sr	+mr	+lr	+er			