

GRUNTZ 15MM

ERRATA

The following section details house rulings on issues that arise with the base Gruntz 15mm ruleset. These rulings will act as amendments or replacements for rules, resolve situations that are not addressed officially, and strive to preserve the spirit of the game as a fast paced, customizable wargame.

- **Setup and Activation** - At the beginning of the game before deployment, each player rolls 2d6 and adds their commander's skill to the roll. The player with the highest number chooses who deploys first, while the player with the lowest number chooses the table edge from which they will deploy. Turns are played out using alternating activations of single units based on Initiative order. At the start of each turn, each player rolls 2d6 and adds their commander's skill to the roll (if the commander is still on the table). The player with the highest number gains initiative and chooses first which of their units to activate (A squad of gruntz or specialists counts as one unit for activation purposes). After completing all actions with that unit, play then passes to the next player in the initiative order. That player then activates one unit. This sequence continues back and forth as players take turns activating single units until all units on the table have activated. After all units on the table have activated, a new turn begins.

This replaces the standard turn order in the rulebook and provides a different tactical experience.

- **"Smoke Burst" Vehicle Mod** - Smoke burst provides a once per game ability to deploy a smoke screen around the vehicle. The smoke screen grants a +4 Guard bonus to the vehicle itself and gruntz squads within 3".

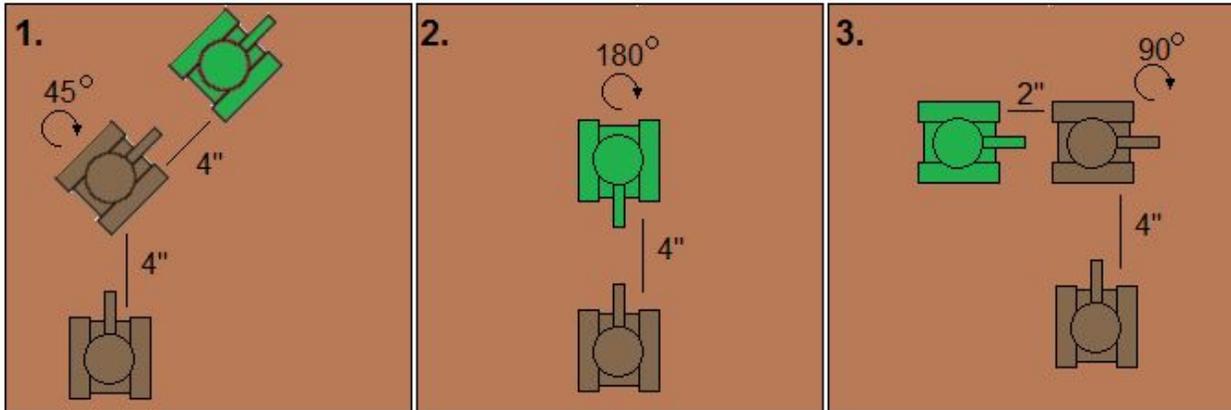
The smoke burst mod is not clarified in the book, but based on creator feedback and the information taken from the official "Barracks" application, the above description is what it was originally intended to do.

- **Vehicle Movement** - When performing a move order, a vehicle may do any of the following:
 - Turn on the spot - rotate without moving and change facing to any direction. This costs 4 inches of movement. If a vehicle has a base movement speed of less than 4 inches, turning on the spot simply costs its max movement value.
 - Reverse - The vehicle may move directly backwards at any time during a move at the cost of 2 inches of movement for every 1 inch traveled.
 - Make one turn up to 90 degrees - A single turn of up to 90 degrees may be made at the beginning, ending, or anywhere in the middle of movement.

A vehicle may perform any combination of these during a single move, provided it has the movement to do so. For example, a tank with a movement value of 8 inches could do any of the following with a single move:

1. Move forward 4 inches, rotate 45 degrees, then keep moving forward a final 4 inches.

2. Move forward 4 inches, then rotate on the spot 180 degrees (costs 4 inches).
3. Move forward 4 inches, rotate 90 degrees, then reverse 2 inches (costs 4 inches).



Moving at flank speed (double move) is unchanged from the rulebook (still counts as two moves) and these rules apply to tanks, mecha, vehicle specialists, artillery vehicles, and aircraft.

This replaces the weird template movement in the advanced rules for vehicles.

- **Light Them Up** - Once a unit has used “Light them up!” on another unit, the effect will stay in place until the original user opts to light up another target or is destroyed.

Light them up is not very well explained in terms of when it goes away, lighting up multiple units, etc. so through testing and experience our group adopted the preceding change and reasoned that the enemy unit has been marked with an active probe, pheromone (for biological units), or other active targeting mechanism that does not require persistent line of sight. Once the unit maintaining/transmitting the active targeting is destroyed, it is rendered useless and goes away.

- **Spotting** - Requires an action and clear line of sight to any location on the target unit. Must also be within 20 inches of the target unit to spot it. The spotting unit must then roll 2d6 and add their skill, if the result is equal to 12 or higher, the unit is spotted. The spotted unit remains spotted until it next activates and performs a move action. When a unit of gruntz attempts to spot, only one grunt in the squad is required to perform the action, but devoting more to the attempt improves the chances of success. Multiple gruntz performing a single spotting action functions much like the concentrate fire order: [2 or 3 gruntz spotting = +1 Skill] [4 or 5 gruntz = +2 Skill] [6+ gruntz = +3 Skill]

Note that these rules do not affect the Light them Up perk. During play testing, missile carriers tend to be a dominating force. The weapons themselves were not necessarily the issue, but rather the ease with which any unit could spot for them. So, the above rule attempts to address this and make dedicated spotter units (those with high skill or Light them Up) more desirable to pair with missile units.

- **Persistent Effects** - Effects that are ongoing, or last until “end of turn” under the normal activation scheme will last until the unit it affects performs a new activation. For example, a vehicle that moved at flank speed gets a +2 bonus to guard until it next activates, and a vehicle that used smoke burst would benefit from the +4 guard bonus until its next activation.

There were several effects that did not have a clear definition of when they expire. This blanket rule for persistent effects should cover these uncertainties and make them compatible with the alternating activation rules.

Air Units

The following sections detail house rules for air units (fighters, bombers, dropships, helicopters, hover gunships, etc.). These rules attempt to provide air units with a bit more personality and utility than they are presented with in the main rulebook, and clear up some unknowns that are never addressed in the rules (VTOLs landing, for example).

VTOLs - This includes any units statted as ASVs, AAVs, or Super Heavy ASVs.

VTOLs remain relatively unchanged except for a few additions to their functionality. A VTOL may use one movement action to go from flying to Nap-of-Earth (NOE), or one movement action to go from NOE to flying. While NOE, the VTOL is considered to be a Grav Vehicle and follows all rules of that movement type, and has its base movement halved. Essentially, treat it no different than you would a normal hover tank. A VTOL may deploy in either NOE or flying.

While flying, the following rules apply: If the VTOL makes a move action of half base speed or more, it gets the standard +2 guard for a moving flying unit. If the VTOL makes a flank speed move (double move), it gets the additional +2 guard for flank speed, so a flying VTOL moving at flank speed gets a net guard bonus of +4. If a flying VTOL is destroyed, it immediately makes a full movement directly forward and crashes to the ground. Place the 4 inch template at the crash point and resolve a Ram against anything touched by the template. VTOLs explode on a d6 result of 4, 5, or 6.

A VTOL transporting units may only load or unload units while at NOE, unless they have the *Jump Packs* or *Jump Jets* ability. If a flying VTOL is destroyed while transporting units, they are also automatically lost, unless they have the *Jump Packs* or *Jump Jets* ability, in which case they roll to bail out of the transport as normal.

Fighters - This includes any units statted as a Fighter
TODO

QUICK REFERENCE

The following section is strictly for quick reference of various concepts and rules spread out in the rule book or designer errata, it does not include any house rules.

Shooting Modifiers

Target in Heavy Cover	+2 Guard to target
Target in Soft Cover	+1 Guard to target
Target is a vehicle moving at flank speed	+2 Guard to target vehicle
Target is a moving aircraft	+2 Guard to target aircraft

Target is monster/mecha hunkering	+1 Guard to hunkering monster/mecha
Target is a prone gruntz squad	+1 Guard to target prone gruntz squad (ranged only)
Target is at long range	-3 Shoot/Skill for shooter
Shooter is a prone gruntz squad	+2 Shoot (does not stack with stationary)
Shooter is stationary (did not move)	+1 Shoot/Skill (does not stack with prone, applies only to the first ranged attack made by Vehicles with multiple weapons) Does not work with "Let Rip" perk. Does not apply to fixed mount gun emplacements and unlimbered fixed artillery.
Shooter is using Full Auto	-1 Shoot/Skill for shooter
Shooter is using Over-Watch shooting	-1 Shoot (only gruntz can use Over-Watch)

Damage Modifiers

Weapons with no AP versus vehicles	-2 to damage roll
Secondary target for AoE weapons	-5 to damage roll
Critical hit (double 6's on shoot roll)	Reroll the lowest of the 2 damage dice
Vehicle shot in side	+1 to damage roll
Vehicle shot in rear	+2 to damage roll

Vehicle Critical System Loss: *Armor* [-4 to vehicle soak], *Engine* [Vehicle can no longer make a double move (flank speed)], *Tek* [-3 to ranged skill rolls]

Vehicle Destruction: When a vehicle is destroyed, rolls a d6: on a result of 1 or 2 the vehicle explodes. Place a 4" diameter template over the centre of the vehicle. Any vehicles or Gruntz with any part of their base fully or partially covered by the template suffer an immediate damage roll of vehicle size class +2D6. explosion damage rolls are all made with Armour Piercing one (AP1).

Hull Size	Explosion Damage
Scout	5
Light	6
Medium	7
Heavy	8
Assault	9
Super Heavy	10

Terrain Modifiers

Type	Rough/ Rubble/ Shallow Water	Deep Water	Roads/Pavement	Heavy Woods	Impassable
Gruntz on Foot	2 inches of move used per 1 inch of movement	Can swim by using a double move to move 4 inches of water	No Effect	2 inches of move used per 1 inch of movement	Can Climb with a double move to cover 4 inches in height
Walking Vehicle	No Effect	If flotation system or airtight: 3 inches of move statistic used to move 1 inch	No Effect	Cannot Pass	Cannot pass unless fitted with Jump Jets

Mecha/Monster	No Effect	2 inches of move used per 1 inch of movement	No Effect	2 inches of move used per 1 inch of movement	2 inches of move used to make 1 inch of climb movement
Wheeled	2 inches of move used per 1 inch of movement	If flotation system or airtight: 3 inches of move statistic used to move 1 inch	+1 inch To base Move	Cannot Pass	Cannot Pass
Tracked	No Effect	If flotation system or airtight: 3 inches of move statistic used to move 1 inch	No Effect	Cannot Pass	Cannot Pass
Hover	2 inches of move used per 1 inch of movement	No Effect	No Effect	Cannot Pass	Cannot Pass
Grav	No Effect	No Effect	No Effect	Pop over*	Pop over*
Skimmer Bike/ Jet Bike	No Effect	No Effect	No Effect	No Effect	Pop over*
VTOL/ Jet Prop/ Helicopter/ Flyer	No Effect	No Effect	No Effect	Can not land except in clearings.	No Effect

***Pop Over:** When a vehicle needs to “pop-up” to traverse impassable terrain or buildings it can pop up to a height of 8 inches to clear terrain without reducing its total forward movement. Vehicles can traverse buildings and impassable terrain of up to 8 inches in height whilst making a normal or double move forward. They must have enough movement to completely clear the obstacle, unless they are stopping on top of the building or terrain feature.

Inside Thick Woodland: When a model is inside woodland its line of sight (LOS) is reduced to 2” and the model benefits from +1 Guard for Light Cover. If models are within 2” of the edge of the woodland they gain the benefit of the +1 Guard for Light Cover and can also target models outside of the woodland. Models outside of the woodland can fire in but only at models within 2” of the edge. If you have very light sparsely wooded areas you may wish to treat the individual trees as cover, rather than a fully wooded location.

Special Weapon Rules

Missiles, flamers and RPG's	Can not be used during assault reaction fire.
Missiles, Mortars, Artillery, Grenade Launchers	Can fire indirectly, will deviate on miss, follow normal rules for AoE damage.
Gatlings	Does not scatter if the centre one misses. Roll shoot/skill and damage for each model under the template as normal. Any terrain which would give cover should be included in the target number.
Flamers	Roll shoot/skill and damage for each model under the template as normal. Ignores cover.
Gruntz thrown grenades	Group the squad together to determine the area effect; 1-3 Gruntz (2 inch area template), 4-6 Gruntz (4 inch area template). Roll for each model under the template. Does not scatter if the centre one misses and they are all resolved at standard damage. Any terrain which would give cover should be included in the target number.
Stunners	A stun weapon adds a suppression counter to a hit Gruntz squad or Gruntz specialist and causes -1 to Guard for one activation.

Minimum Range: Missiles, mortars and artillery are unable to target models at less than half listed weapon range.

Interdiction Fire: All weapons that have the Full Auto option (not including missile or grenade launchers) can be used for interdiction fire. Can not be used at Long Range. Place the 2 inch diameter area effect on a target location and roll 2D6; a roll of double 1 results in a failed interdiction fire. Any roll other than double 1 is a success. Leave the area effect marker in place until the firing unit next activates. Models already under the interdiction template do not take damage unless they stay within the area effect during their activation. Any models entering or ending activation in the template will automatically suffer a damage roll equal to the weapon damage listed on the profile card.

Concentrate Fire: Takes two actions. Only usable by gruntz squads, targets a single model. Squad Attachments can join a concentrate fire action, however they can only use the standard squad weapon:
 [2 or 3 gruntz firing = +1 Shoot & Damage] [4 or 5 gruntz = +2 Shoot & Damage] [6+ gruntz = +3 Shoot & Damage]

Over-Watch: To place a Gruntz squad on over-watch uses two actions and includes a half move of up to 2" at which point the unit is now waiting for an enemy unit to react to after their activation finishes. When the opponent is activating a unit within line of sight of your Gruntz squad in over-watch you can declare you wish to activate over-watch shooting. First stop the opponent player during the movement and ask them to declare their movement, action and end point. The over-watch player declares the point along the movement when they will fire at the active player's unit. Resolve the shooting and if the active player's unit is suppressed they must end their activation at the point defined along the movement. Over-watch shooting is a sudden reaction to an opponent's movement, so the Shoot roll is made at -1 to Shoot skill.

Neural Net Attacks: Only against Vehicles, Mecha, Robotic Gruntz and vehicle specialists. Use the skill statistic of the attacker and target the Guard of the enemy model. Can not be used at long range. You do not gain the benefit of a +1 for not moving and using nn-attacks takes a single action to use. Before rolling, declare target (weapon systems or mobility systems). If you score any double number on the attack (the same number on both dice) the nn-attack is a critical. Successful attack on mobility reduces target's actions to 1 on next activation, while a critical hit completely disables the target's movement on next activation. Successful attack on weapons reduces target's shoot/skill -3 on next activation, while a critical hit completely disables the target's weapons on next activation.

Commander Actions

Push Move	If the Commander takes only one action (move or shoots) they can assign the spare action to a Gruntz unit within the Commander's Mental statistic range in inches, allowing the unit to make an extra move, embark or disembark a vehicle. This does not allow the unit to move three times but will allow them to move twice and shoot. The Commander must use Push Move at the end of his activation and only if he does not take both of his actions. A Push move does not allow a target unit to fire twice.
Take the Pain!	If the Commander takes only one move or shoot, they can sacrifice the spare action and remove a suppression condition from a Gruntz unit within Mental range in inches. The Commander must use Take the Pain! at the end of his activation and only if he does not take both of his actions. This can not be combined with the Push Move action.
Shoot	Commanders can shoot both ranged weapons listed on their turn or shoot their primary weapon twice, unless the card states otherwise. They can shoot twice by using a single shoot action and can still take a single move before they fire.
Assault	The Commander follows the normal Assault rules for Gruntz units. Count wounds rather than number of models Waxed when determining the winner of the assault.

Death of a Commander: When the commander loses all wounds he is Waxed and all Gruntz squads within 20 inches must make a roll under or equal to their Mental statistic or enter Condition Brown, which is regardless of line of sight on the battlefield. This Mental check is resolved immediately, one Gruntz squad at a time. If they fail the Condition Brown check they are also automatically put into suppressed condition. All units now make future Mental checks with +2 penalty to the roll.

Mental Tests: Gruntz can use the Mental value of a Commander within a range equal to their Mental statistic.

Command Module (CmdTek): Vehicle mod, limit of one per army. Gives -1 to mental rolls by gruntz within 18". Does not require line of sight. On its activation a vehicle fitted with a command module can also remove a suppression condition from 1 Gruntz unit within 18". This replaces one action of the command vehicle, so it must sacrifice either a move or a shoot action to enable the removal of a suppression condition.

Optional Building Rules

Building Type	Soak and Wounds
Wooden farm building or other soft skin abode, includes ruins, semi open and very damaged buildings.	12 soak, 16 wounds
Brick house or concrete civilian building. Also covers most starship or modern sci-fi interior walls.	15 soak, 20 wounds
Hardened bunker or military grade installation.	19 soak, 24 wounds
Super hard enzyme-bonded concrete or other alien tek.	22 soak, 30 wounds

Agree where models can enter buildings and shoot from before you start the first turn. When firing at a building with Gruntz in it, choose to either target the building or the Gruntz within. Tanks can only target the building unless they have an anti-infantry weapon mount and tanks add armour piercing to the damage. Whilst in the building Gruntz gain the benefit of hard cover which is +2 Guard. Gruntz are considered to be at windows and making themselves open to external fire whilst in a building.

Mouse Holing: To attempt an assault on a building a tank or heavy weapon can make an attempt to create an entrance by force. By doing 6 damage in one shot you create a mouse-hole in a building. Troops inside a mouse-holed building are auto suppressed when the damage is done. The new entrance can be used by assaulting squads to access the interior. Mark the side of the building with a counter to record the wall that has been mouse-holed.

Destroyed Building: Troops inside a destroyed building must make a roll using their skill statistic to make a desperate attempt to exit before collapse. The exit is completed in the same way as an emergency exit from a destroyed APC (skill roll targeting 10+). Models are Waxed if the roll is failed and any that remain are placed within 3 inches of the building and are in the suppressed condition. A destroyed building can still provide cover and a suitable marker or destroyed building template should replace the structure.

Assault Flow Chart

