

FUTURISTIC FAST TACTICS TABLETOP (FFTT)

INTRODUCTION

FFTT is a sci-fi tabletop game based on infantry skirmishes between two players in its closest and fastest version. Once you start to play one game, all considerations about approximation and contact have been already made and what is left is the forces clashing. Therefore, there are no distinctions among walking, running, crawling and charging, and the movements of the miniatures as well as dimensions of the tabletop and range of the weapons are shorter.

WHAT YOU NEED TO PLAY

These rules, two six sided dice (2D6), a rule for measurements, markers and templates of the game and miniatures and scenery from any house, in 15 mm. scale preferably.

CONVENTIONS

Each turn is about ten seconds approximately. Distances will be taken in centimetres and correspond to metres. the table can be of any combination of 80, 100 or 120 cm. per side for an army force of 15, 20, 25 or 30 points per side.

GAME STEPS

- Players agree in the number of force points (FPs) to play: 15, 20, 25, 30 or more.
- Dice to see who is the attacker
- Select the size of the game table, deploy scenery and choose side to deploy
- Write secretly the race and composition of your force as well as flanking forces if any
- Dice for initiative
- Deploy the forces. Dice to deploy forces in hidden movement if any
- Light firing phase
- Movement
- General firing phase
- Hand to hand combat
- Healing
- End of the turn

THE GAME TABLE

The size of the table can be of 80, 100 or 120 cm. per side in any combination. The attacking player choose the dimensions of the table and the defender deploys the scenery. After that the attacker chooses side to deploy his forces and the defender deploys his on the opposite side to that chosen by the attacker. A screen must be put in the middle of the table before both players start with the deployment, thus none of them know which forces have the opponent and how they are deployed. The game table is always divided in six imaginary equal parts. In each of these parts there must be a minimum of a single piece of scenery like houses or forests, and a maximum only limited by the remaining space of the table. The pieces of scenery can be in contact among them, even with the game table border. The deployment zone is 10 cm. if the table is of 80 cm.; if more, the deployment zone will be of 20 cm. The size of the pieces of scenery like hills, lakes, houses, ruins, rubble or forests, will go between 5 and 25 cm. per side.

DEVELOPMENT OF A TURN

At the beginning of every turn both players throw 2D6 to see who have the initiative for that turn. The player with the initiative then decides who moves first. The player who move first dice for his forces in hidden movement if any, and then move all his figures and heal the injured. After that, the second player does the same. Players put a marker next to the figures they want to make opportunity fire. Once movement and opportunity fire markers have taken place, simultaneous firing and hand to hand combat is resolved. This process is done for three successive times: phases 1, 2 and 3.

NUMBER OF ACTIONS

All the units have a number of actions points which can be used to move, fire, heal or make hand to hand combat. Except for opportunity fire and healing, everything cost 1 action point.

MOVEMENT

A figure will normally move 10 cm. per action unless stated otherwise.

Movement restrictions: A figure will move half of its movement when crossing forests, rivers or pools, ruins, rubble or buildings. Opening doors, climbing stairs and getting in and out of a vehicle cost 1 action.

Units in hidden movement:

To simulate fog of war there is hidden or flanking movement. Such movement is not really about units that come from outside the table, but it represents units that have been moving unspotted by the flanks. A player can send up to one quarter rounded down of his forces per each flank of the table without counting the deployment areas, which means that a maximum of two flanking forces per player can be detached. The composition of such forces and the flanks where they are going to enter must be written on a piece of paper at the beginning of the game, when the deployments of the armies is made. Such forces will enter in the first phase of the turn if the player gets a six in 1D6 in the turns 2 or 3, a five or a six in the turns 4 and 5, a four, five or six in the turns 6 and 7, or automatically in the turn 8. Figures will be deployed up to 10 cm. in any place of the previously selected flank except into the enemy's initial deployment zone or into an enemy scanner range.

SHOOTING

Any figure firing must have its weapon skill or less to hit in a 2D6 throw. e.g.- a grunt with weapon skill of 7 must get a 7 or less with 2D6 to hit an enemy.

Opportunity fire:

Everybody except snipers and missile tanks can make opportunity fire, and it costs 2 actions. That is, that a figure making opportunity fire will not be able to move and fire in that turn. A figure can make opportunity fire in any moment of the movement of an enemy figure who pass in front of his firing arc, and the player only have to declare that in the very moment he is going to make it. Note that this shot is not simultaneous, so the target will not be able to shoot back. It cannot be done opportunity fire using indirect fire. Once a figure has make opportunity fire, a marker is put next to it to indicate that such figure has spent all his APs.

Light Firing Phase:

It takes place before any figure move and it can only be made by those figures with three or more APs. One player declares and resolves all his shots and then the other, no matter who is the first as it is simultaneous; finally all the casualties are removed at the same time. Opportunity fire is not possible in this phase.

General Firing Phase:

It takes place after everybody have moved and done opportunity fire. One player declares and resolves all his shots and then the other, no matter who is the first as it is simultaneous; finally all the casualties are removed at the same time.

Indirect fire:

Only grenadiers can do it. You don't need LOS to do indirect fire but must apply a -1 modifier to the weapon skill.

Arc of vision:

180 degrees for all units.

Line of vision. LOS:

It goes from the centre of the head of a figure to the other one. If this line is obstructed in some way, then the shot cannot be done. Friendly or enemy troops obstruct the LOS, a wall lower than a man does not. When the shooter is in a higher level, and there is something obstructing the LOS in between the shooter and target, it will be possible to shoot if the shooter is nearer to that "something", than the target.

Cover:

If the figure is partially covered, it is considered as in cover. When inside buildings and forests, figures can shoot outside or be shot from outside if they are in the border; or at a maximum distance of 5 cm. if both, the shooter and the target, are inside. Indirect firing can be done inside and into buildings and forests.

Weapon skill accumulative fire modifiers:

Shooting at long range:	-1
Firing to a figure in cover:	-1
Firing wounded:	-1
Indirect firing:	-1
Firing to a Drone or to a Sentinel:	-1
Elite troop:	+1

Weapon damage:

All weapons make one wound of damage except engineers, snipers and tanks, that will make two wounds of damage instead of one if they get a double when they hit a figure. For example: an engineer needs eight or less with 2D6 to successfully hit an opponent, so if he gets two and two or three and three or four and four with his dices, he will have made two wounds, but if he gets less than eight but it is not a double, then he will have made just one wound.

Grenades:**Shooting grenades:**

2D6 are thrown to hit. If it does not hit, the shot deviates and it has to be calculated where the grenade lands.

Grenades deviation: To see where the grenade lands we put a template designed for that purpose where the grenade it should have landed, and throw two six sided dice to check the direction in which it deviates. To see the distance the grenade deviates we will double the difference between what is needed to hit and the score of the dicing after applying the modifiers. e.g.- A grenadier shoots a grenade at 20 cm. (weapon skill of 6 plus a -1 modifier for shooting at long range), throw 2D6 and gets a 6 which it is a failed shot, so now he must calculate where the grenade lands and how much cm. deviates: he needed a 5 or less to hit and got a 6, and the difference is 1 multiplied per 2, which makes 2 cm. towards where the template will show after dicing again 2D6. Therefore, the minimum and maximum distances that a grenade can travel when deviates are 2 and 16 cm.

Effect: Grenades have two circles of effect. The inner circle of 3 cm. of diameter makes two wounds, the outer circle of 6 cm. of diameter makes one wound. Cover does not take effect with grenades; that makes grenadiers a key element to clear buildings and forests from enemy troops.

WOUNDS

The number of wounds a figure may have reflects the armour and resistance of such figure. Therefore, grunts, medics, grenadiers and snipers with two wounds will have a light combat armour, and an engineer in heavy battle suit will have three wounds. When a figure has half rounded up or more wounds than its total is considered to be wounded (an engineer will need to have two wounds to be considered wounded). A die marking the number of wounds can be put next to the injured figure. A wounded figure will have a -1 modifier for any action that requires a die throw during the game, until it is healed.

HEALING

Medics and tanks can heal or repair friendly units. Trying to heal a figure costs two action points and firstly the healer and the wounded have to be in base contact. For two consecutive APs spent on an injured figure, one point of wound is healed up. Healing takes effect after the General Firing Phase and the Hand to Hand Combat Phase.

HAND TO HAND COMBAT

Close combat will take place when two or more figures of opposite factions stay in base to base contact (so combat from a window will be impossible). To make hand to hand combat, a figure must always spend one action point, so any player will need 1 AP to move and get in contact with an enemy figure, and another 1 AP to make hand to hand combat, unless the figures are already in contact. Close combat can be broken at any time after the first round, which is compulsory. Units engaged in hand to hand combat can be shot; the firer will have to throw 1D6, with one to four will hit the target, with five or six will hit the opponent's target. A figure who is receiving the charge or close combat, can make opportunity fire against its attacker before the close combat is resolved (before doing this note that to fight in hand to hand combat it is necessary to spend one action point, so if he shoots he will not be able to fight in hand to hand combat in that phase. The defending player has to decide between making one shot or making hand to hand combat). Hand to hand combat is resolved after the general firing but it is considered simultaneous with it.

When in close combat, each player will throw 1D6 and the higher score will inflict one, two or three wounds to his opponent if the difference is superior, doubled or tripled; if it is a draw, nothing happens. The following modifiers are applied to the die throw:

Being Queen:	+5
Being Razor Dog:	+3
Being Engineer:	+2
Being Drone:	+1
Any extra combatant:	+1
Elite:	+1 only when there is a draw
Veteran:	+1 only in campaign
Being wounded:	-1
Being Medic, Sniper or Sentinel:	-1
Being Bomb Bug:	-2

HQs, Scanners and MTs throw dice in hand to hand combat but if they win they will not make any damage except a successful defence; the same will happen to those combatants who already have spent their AP for that phase. e.g.- Three grunts charge an engineer. The grunts will throw 3D6 with the modifier of +2 each for being two extra combatants, and the engineer 1D6 with the modifier of +2 for being Engineer. If the three dice of the grunts were superior to that of the engineer, he will get three wounds and he would be dead; if only two dice of the grunts are superior, the engineer would have two wounds and one of the grunts (selected by the defender) would have one wound, if only one grunt gets a higher score to that of the engineer's, then the engineer and one of the grunts would have one wound each. If some of the score of the dice were double or triple to the opponent, it would make 2 or three wounds respectively.

END OF THE GAME

The game is over when at the end of a turn, one of the players is without figures (Headquarters, scanners and figures without ammunition count as dead for that matter) or surrender. There are no moral rules but players may agree to set different victory conditions to the game such as to finish the game in the determined number of turns or of time, or when one of the players loses one third of his forces, or loses all his headquarters, or a key position or any other thing that may make the games more appalling.

UNITS

Headquarters (HQs): It is compulsory for marines and machina to have at least one HQ. Each HQ costs 1 FP. The HQ is where units reload automatically during all the game. Therefore, as soon as the all the HQs of an army are destroyed, all the units will be out of ammo for the rest of the game since the moment they fail a shot, except in the case of the Ais that will never be out of ammo. A figure out of ammo is signalled with a black counter and can only act as a meat shield or fight in hand to hand combat. An HQ has four wounds and when it is destroyed it explodes like a grenadier, putting the centre of the burst in the outer perimeter of the HQ.

FORCES:

MARINES:

	FPs	Actions	Wounds	Weapon Skill	Range in cm.
Engineer:	3 FPs	2 actions	3 wounds	8 or less	0-30/30-40
Sniper:	2 FPs	1 action	2 wounds	9 or less	0-40/40-60
Grunt:	1 FP	3 actions	2 wounds	7 or less	0-20/20-30
Medic:	1 FP	3 actions	2 wounds	6 or less	0-10/10-20
Grenadier:	2 FPs	2 actions	2 wounds	6 or less	0-10/10-20

MACHINA:

	FPs	Actions	Wounds	Weapon Skill	Range in cm.
Tank:	4 FPs	2 actions	4 wounds	7 or less	0-30/30-40
MT:	3 FPs	1 action	3 wounds	5 or less	0-50/50-70
Scanner:	1 FP	2 actions	2 wounds	none	none
Terminator:	1 FP	2 actions	2 wounds	8 or less	0-20/20-30
Sentinel:	1 FP	3 actions	1 wound	7 or less	0-20/20-30

Machina special rules: Whenever that a Tank or a MT is destroyed, it explodes like a grenade. Tanks can repair other mechanical units. The tank has a twin laser cannon that shoots twice at the same target. That is, two dice throws with 7 or less to hit.

Scanner: Robots are slower than bio-forms and to compensate this they use scanners which can detect unspotted enemy units. To represent this, whenever that a hidden or flanking force appears on the table, it will have to do it 30 cm. away from any scanner (a flanking force can always appear in his army's original deployment zone). A scanner does not spend any actions detecting, it is automatic, but it spends one action if it wants to move.

Missile tank (ML): The burst radius of missile has three circles of effect. The most inner circle is of 3 centimetres of radius and makes 3 wounds, the circle in between has 6 cm. of radius and makes 2 wounds, and the outer circle has a radius of 9 cm. and makes 1 wound. The ML neither can make opportunity fire nor indirect fire. Deviation and cover rules of grenades are applied.

Movement: Scanners, MTs, Tanks and Terminators move 8 cm., Sentinels 15 cm. and are not affected by terrain and can fly over low walls. Tanks and MTs can only pass through double doors.

INSECTOIDS:

	FPs	Actions	Wounds	Weapon Skill	Range in cm.
Queen:	4 FPs	3 actions	5 wounds	Close combat	Base contact
Stinger:	1 FP	3 actions	2 wounds	6 or less	0-20/20-30
Acid Spitter:	1 FP	3 actions	2 wounds	4 or less	0-10/10-20
Razor Dog:	1 FP	4 actions	2 wounds	Close combat	Base contact
Drone:	1 FP	4 actions	1 wound	Close combat	Base contact
Bomb Bug:	1 FP	3 actions	2 wounds	Explosion	Wherever

Queen: Apart from moving and hand to hand combat, the queen may also perform other actions like eating corpses and putting eggs. Either eating corpses or laying eggs cost one action each. She can put an egg per every corpse she eats

and she can eat and keep an unlimited amount of corpses before putting an egg. A deployed egg will eclosion at the end of the next turn, and to see what creature will come out from it, a 1D6 is thrown: 1 Stinger, 2 Acid Spitter, 2 Razor Dog, 4 Drone, 5 Bomb Bug, 6 roll again.

Bomb Bug: Its explosion is equal to that of the grenades and it will go off any time while moving or in simultaneous fire or when the Splatter is killed. One action point is needed to go off.

Acid Spitter: It shoots exactly like grenadiers, but its effect lasts on the battlefield from the turn it is shot up to the end of the next one. Any figure affected by the goo except Razor Dogs, Drones and Sentinels, cannot move, only shoot. Besides, affected units will have to throw 2D6 and will get one wound with 6 or less in the simultaneous fire phase. Exploding grenades will clean off the spread acid. Acid Spitters and Spikers will die when out of ammo, and they will get out of ammo whenever they fail a shot after all the queens have died.

Movement:

Queen: 6 cm.

Razor Dog, Bomb Bug, Stinger and Acid Spitter: 10 cm.

Drones: 15 cm. It can fly over low walls and through windows.

Insectoids special rule: Insectoids in HTH combat can make as many attacks as remaining APs they have. Figures will defend with as many unused APs they have. Insectoids cannot charge to a figure that they cannot see at the beginning of the Movement Phase.

OPTIONAL RULES:

General's special abilities chart:

The general (the figure representing the player) can have one of the following characteristics and it should have a name:

Throw 2D6:

- 2 Road runner: it can move 2 cm. more per action point
- 3 Crack shooter: it applies a +1 to the weapon skill when shooting
- 4 Iron Man or bug or simply iron (mechs): it has 1 more wound
- 5 Chameleon: it counts as always being in cover and its accumulative with real cover
- 6 Storm bringer: it can call for air support instead of shooting*
- 7 Doc: healing abilities like any medic or AI
- 8 Full metal jacket: it has a weapon with two shots or two bites at the same target (2D6X2)
- 9 Lucky bastard: it can never be hurt when shot in the opportunity fire phase
- 10 Happy trigger: never out of ammo, even when all HQs are gone
- 11 Berserk: it gets a modifier of +2 when in hand to hand combat
- 12 Glimmering man/ bot/ bug: it gets one permanent extra action

* Off board artillery support: the figure will spend one action point and will have success with a dice throwing as if he were shooting with his weapon and got a hit. The range is unlimited but LOS is needed; therefore, indirect fire is not allowed and fire modifiers will never be applied. It only can be used in the simultaneous fire phase. e.g.- a grunt would need a 7 or less to successfully call for air/artillery support, a commander a 8 or less.

Experience:

When a determined figure in campaign kills enough enemy FPs, it gains experience and bonuses. When it reaches the 20 FPs, it is considered to have veteran status.

8 FPs: +1 when shooting

16 FPs: an extra wound

24 FPs: one permanent extra action

32 FPs: it can throw once in the chart above

CAMPAIGN RULES:

Starting turn:

Every player starts with three sectors or cities, and there will not be free cities at the beginning of the campaign except for the one in the centre of the map. All the players throw a dice every week or phase of a turn, and the one with the highest score is the first to move, others will follow clock wise. Players can attack each other without any previous declaration of war, and pacts and alliances can be made and broken on the spot. Campaigns can be played with many players in just two bands; in such case players can only attack to the opposite faction and have to help each others by sending detached forces, though they will never share the harvested FPs of friendly players.

Turns and movement:

Each turn will represent one month and it will be divided into four weeks or phases. You can make a move every week or phase. To go or to attack another city or sector you can move up to two sectors. If the moving army crosses through a radioactive zone, minefield or any other hazardous area, it will throw 2D6 and the score is the number of FPs eliminated from the army. The owner of such army chooses which units die. If there are opponent's forces in the destination point and they decide to defend it, then there will be a battle. The owner of the forces being attacked in a sector or city can choose between withdrawing them to the next own city or presenting battle; if the army cannot retreat, it will have to fight or to surrender. Whenever an army retreats from an already started battle it loses all its HQs; any army without HQ cannot attack and if attacked the rule of out of ammo will be strictly applied. Battles can take place with up to four different players at the same time, one player per each side of the board and playing the game until only one or an alliance remain alive or owner of the battlefield. A player will win a battle when all enemy figures are killed or without ammunition or when the other player/s retreat from battle. A player can retreat from battle in any moment during the game by moving his units out of the table and through his deployment's border.

Every army can move once per week. Thus, a player with 3 armies can move them all once per week, although he cannot move them into the same position if they are more than 20 FPs, or he will lose the surplus. Any player can detach up to 5 FPs of any army which does not move in that phase, and send them to a battle to support an ally or just to get a few victory points. Players can split their armies into several as far as all such armies have an HQ each (except for the detachments sent to scout, help or ravage).

Detached forces:

Players can take out up to 5 FPs from any of their armies to send them to battles played by other players, in an attempt to help any of such players or just to seize some easy victory points. Such detachments do not carry with them compulsory HQ, but they will be out of ammunition as soon as they failed a shot unless they take with them an HQ. If they take with them an HQ, this will be lost when they retreat back to their starting point; if not, they either can fight until out of ammo and then retreat or keep fighting in hand to hand combat, unless one of the main players of the battle specifically grants him permission to automatically reload from his HQs. Once the battle is over the detached units automatically returns to their original starting points.

Force points:

The map will represent either a mega city divided into sectors or a planet with cities. Each city or sector give 4 FPs per week or phase to the player who owns it, unless such player have not fight any battle during that week (detached forces in battle count as if the player has fought). Players can buy units with these FPs but the units purchased have to be deployed in the city or sector where the FPs come from. The maximum FPs allowed in any army is 20 but there is no minimum, although in all cases the armies have to have at least one HQ or a Queen in the case of spawn (even one army point has to have one HQ, so at least 2 FPs are needed to make an army; spawn can make armies without queen provided there are not shooters in it). There can be only a maximum of 20 FPs in a city or sector; at the end of every week the surplus of FPs if any, are removed from the game at owner's choice.

Victory points:

One VP for each FP killed

Three VPs for killing opponent's commander in chief.

Five VPs for every sector or city the player owns at the end of a complete turn or month (4 phases).

Mine fields:

Players can buy minefields (spwan player would buy plague bio-sphores) to deploy in the travelling routes from one sector to another belonging to them. A mine field costs 10 FPs to deploy. Such fields can be eliminated by opposite neighbours by paying 10 FPs.

Commander in chief:

As stated in the rules, one figure can represent the player. Such figure will be the commander in chief or general and will have special or heroic abilities (throw once in the general's special abilities chart). If it is killed, two full weeks have to pass before being able to have a new commander, and this time it will not be free. A new commander in chief will cost 3 FPs more apart from the unit's standard cost. e.g.- a commander unit as a new commander in chief will cost 6 FPs. The player can choose not to have a new commander in chief and thus save the FPs to buy more units.