

Strike Force One

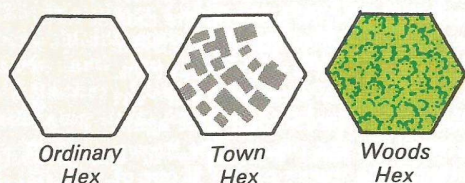
RULES OF PLAY

[1.0] SUMMARY OF PLAY

Strike Force One is played on a small map that represents a section of West Germany. The map is divided up into spaces (called "hexes") in order to position the playing pieces and to regulate their movement. These hexes perform the same function as squares on a checkerboard. The playing pieces (called "units") represent companies of United States Army and Soviet Army soldiers. One player controls the movement and combat of the U.S. Army units and the other player controls the movement and combat of the Soviet Army units. Each player moves and attacks with his units, in turn, in an attempt to capture (or prevent from being captured) the Town hexes shown on the map. The players take turns, moving and attacking (starting combat) with their units until each has had four turns of play. The game is then over and the winner is determined. Basically, the Soviet Player is attempting to capture at least two Towns and the U.S. Player is trying to prevent him from doing this. After reading these rules completely, and looking at the diagrams, read the folder illustrating a sample game of **Strike Force One**. Then start your own game.

[2.0] EQUIPMENT USED

THE MAP: The map represents a typical piece of ground in West Germany. It is divided into 68 spaces (called hexes) to regulate the movement and location of units. Three of the hexes on the map are "Town hexes" (and it is the mission of the Soviet Player to occupy these hexes with his units). Five of the hexes on the map are "Woods hexes." **No units may enter, pass through, or occupy Woods hexes.**



Note that the hexes on the map are numbered using a four-digit system. These numbers are used only if the players desire to record the course of a particular game. These numbers have no effect on play.



A U.S.
Playing
Piece



A Soviet
Playing
Piece

THE PLAYING PIECES: The playing pieces represent U.S. Army and Soviet Army infantry companies. These playing pieces will be called "units." All are considered to be of equal strength and capability. The six Brown companies are the Soviet units; the four Green companies are the U.S. units.

When the game begins, the units are placed in the starting positions printed on the map. Note that the units are letter-coded for identification purposes.

THE COMBAT RESULTS TABLE: The Combat Results Table is used to find the result of a particular attack made by either of the players during the game. The number of attacking units and the roll of the die will determine the outcome.



THE DIE: The die is used **only** with the Combat Results Table to determine the result of attacks. The die has **nothing** to do with movement of units.

[3.0] BASIC PROCEDURE

The Sequence of Play

Set up each of the units on the appropriately coded hexes and begin the first turn. Each complete turn of **Strike Force One** proceeds strictly according to the following sequence:

- Step 1.** The Soviet Player moves any or all of his units, as he wishes, within the limitations of the rules of movement.
- Step 2.** The Soviet Player may now make attacks against any U.S. units which are in hexes directly adjacent to (next to) Soviet units. Results are applied as each attack is made.
- Step 3.** The U.S. Player may now move any or all of his units, as he wishes, within the limitations of the rules of movement.
- Step 4.** The U.S. Player may now make attacks against any Soviet units which are in hexes directly adjacent to U.S. units. Results are applied as each attack is made.

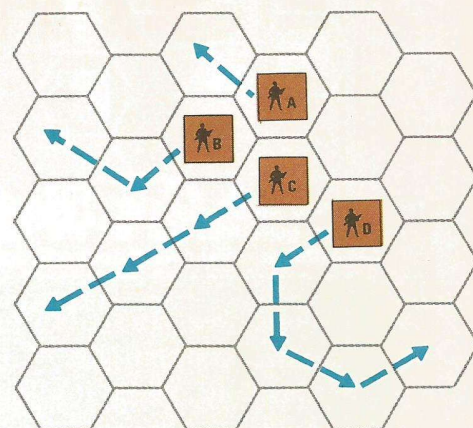
The above four steps make up a complete turn; these steps are repeated in order until four complete turns have been played. The game is then over and the winner is determined.

[4.0] THE MOVEMENT OF UNITS

[4.1] During his movement part of the turn, a player may move any or all of his units. The player moves his units one at a time in any order he wishes. A player may choose to **not** move some or all of his units. A player may never move any of the opposing player's units.

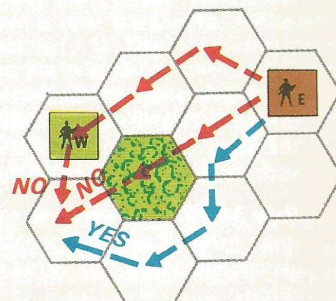
[4.2] Units are moved from hex to adjacent hex in a continuous path of hexes. There is no skipping or jumping over hexes allowed. Units may be moved in any direction or combination of directions. The path of a unit's movement may be as straight or as crooked as the moving player desires.

(Figure 1.) This diagram illustrates some of the possible paths of movement that units can take.



[4.3] During his movement part of the turn, a player may move each of his units a maximum of four hexes. Each may be moved less than four hexes in a turn, but it does not "save" that unused movement for use in a later turn.

[4.4] A player's units may **never** enter or pass through a hex while it contains one of the opposing player's units. Units may never enter or pass through any of the Woods hexes on the map. Units may never move off the map. A player may move one or more of his units **through** a hex containing one of his own units, but he may never end the movement part of the turn with more than one of his units in any hex.



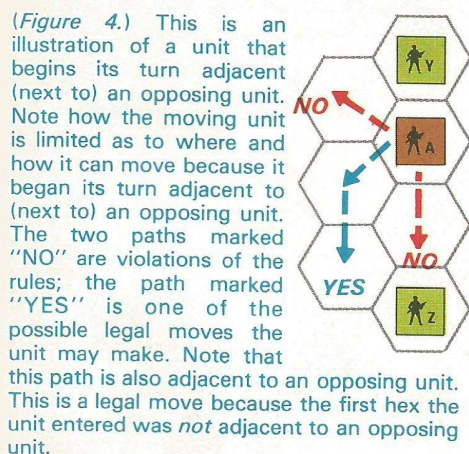
(Figure 2.) The top two movement paths shown in the diagram are not allowed (and have been marked "NO"). The bottom movement path is allowed (marked "YES") because it does not enter or pass through either the Woods hex or the hex occupied by the opposing unit.

[4.5] Whenever a unit enters a hex that is directly adjacent to any of the opposing player's units, the moving unit must immediately stop in that hex and move no further that turn.

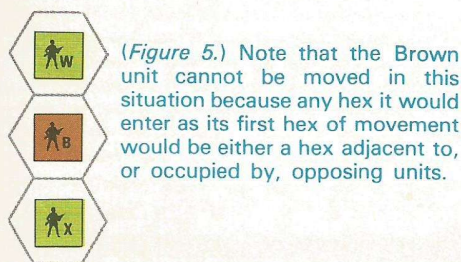


(Figure 3.) Brown unit must stop as it moves adjacent to (next to) the Green unit.

Note that there are six hexes adjacent to most hexes. If a player's unit begins his movement part of the turn in a hex adjacent to an opposing unit, the unit **may leave** that hex and move normally. During his movement part of the turn, a player may **never** move one of his units directly from one hex to another if both those hexes are adjacent to one or more of the opposing player's units. A moving unit may begin and end its move adjacent to enemy units if one (or two) of the hexes it enters during the middle of its move are **not** adjacent to the opposing player's unit(s).



Sometimes a particular unit will be unable to move because of this rule.

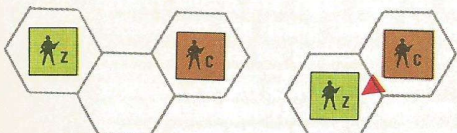


(Figure 5.) Note that the Brown unit cannot be moved in this situation because any hex it would enter as its first hex of movement would be either a hex adjacent to, or occupied by, opposing units.

[5.0] COMBAT

How Units Attack

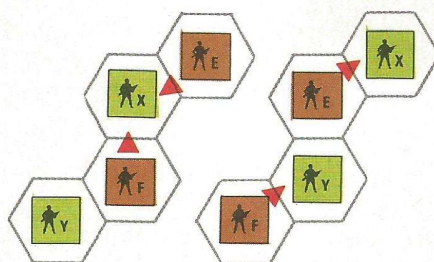
[5.1] During his combat part of the turn a player may use his units to make attacks against any of the opposing player's units that are in hexes adjacent to his units. Only the player whose combat part of the turn it is may make attacks. These attacks are made in any order the attacking player wishes, as long as the results of one attack are applied before going on to the next attack.



(Figure 6.) Note that in the situation illustrated on the left, no combat can take place because the two opposing units are not adjacent to (next to) each other. In the example on the right, the Brown unit is attacking the Green unit. It can do so because it is adjacent to the unit it is attacking.

[5.2] No more than **one** of the opposing player's units may be the object of a particular attack. No unit may be attacked more than once per turn. No attacking unit may take part in more than one attack per turn. Because of the number of units in the game, it is impossible to have more than four attacks per turn for either player.

[5.3] More than one unit may take part in a particular attack. Because all the units must be adjacent to the unit that they are attacking, no more than six units could take part in an attack against a single opposing unit.



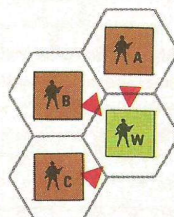
(Figure 7.) In the lefthand example, the two Brown units attack the upper Green unit and the lower Green unit is ignored. In the right-hand version of the same situation, each Brown unit attacks one of the Green units. In such situations where there is more than one possible way to make the attack (or attacks), the player whose turn it is decides which opposing units he will attack and which (if any) he will ignore.

[5.4] Units are never forced to attack simply because they are adjacent to one or more of the opposing player's units. Attacking is completely voluntary. Defending against an attack, however, is **not** voluntary. The defending unit has no choice as to whether or not it will "accept" the attack.

[5.5] An "attack" is defined as one or more units using the Combat Results Table procedure against a single, adjacent opposing player's unit (the defending unit).

[5.6] The result of each attack is determined by using the Combat Results Table and the plastic die. The number of units taking part in the attack determines which column of the Combat Results Table will be used. The throw of the die determines which line of that column will be read to find the result. The die is thrown once for each attack, regardless of how many units are involved in that particular attack.

(Figure 8.) Refer to the Combat Results Table at the right, below the map. Assume three Soviet units are attacking one adjacent U.S. unit. The result of the attack will be found in the column headed "Three Units." Which of the six possible outcomes actually applies here, depends on the die roll. The attacker rolls the die once. If he rolls a "1," he reads across the table and finds "Defender Eliminated" under the "Three Units" heading.

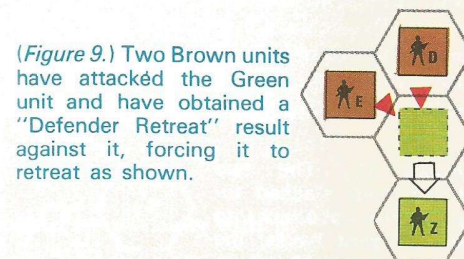


[5.7] EXPLANATION AND APPLICATION OF COMBAT RESULTS

Note that the player who is making the attack will be referred to as the "attacker" and the player whose unit is the object of the attack will be referred to as the "defender." The following paragraphs define the results indicated on the Combat Results Table.

Defender Eliminated: The defending unit is eliminated (removed from the map). The attacker may now advance any **one** of his units that took part in that particular attack, into the hex vacated by the eliminated defending unit. This advance must be made immediately, before the attacker goes on to any remaining attacks. This one-hex advance is not considered part of the movement of that unit and may be made regardless of the presence of the other opposing units (contrary to rule 4.5) and regardless of the number of hexes moved during his movement part of the turn. This advance is completely voluntary.

Defender Retreats One Hex: The defending player retreats his unit one hex away from the attacking unit(s). As in "Defender Eliminated," one unit that was attacking that retreated unit may advance into the vacated hex. Retreats may not be made into hexes presently occupied by either player's units.



(Figure 9.) Two Brown units have attacked the Green unit and have obtained a "Defender Retreat" result against it, forcing it to retreat as shown.

Retreats may not be made into Woods hexes or off the edge of the map. Retreats may not be made into hexes which are adjacent to any of the opposing player's units. If the only retreat available to a unit is one of the types forbidden, the unit is **eliminated instead**.

Attacker Retreats One Hex: All of the units in this attack are moved back one hex by the attacker. This retreat falls under the same restrictions as a "Defender Retreat." The victorious defending unit, however, may not advance into any of the vacated hexes.

Attacker Eliminated: The unit making that attack is eliminated (immediately removed from the map). The defending unit may **not** advance into the vacated hex.

[6.0] HOW THE GAME IS WON

At the end of four complete turns, the Soviet Player has won if his units physically occupy at least two out of three of the Town hexes on the map. The U.S. Player has won if he prevented this from happening. The number of units eliminated by either side has no direct bearing upon which Player is declared the winner. There are no tie-games.

STRIKE FORCE ONE OPTIONAL RULES

Once you've played **Strike Force One** several times and have mastered the rules contained in sections 1.0 through 6.0, you may wish to use the following rules. These rules make it possible for units to enter hexes they would not otherwise be allowed to enter. Note that in some cases these optional rules will supercede rules contained in sections 1.0 through 6.0. All of these optional rules must be used if any are used.

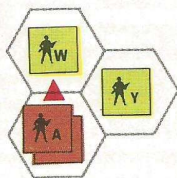
[7.0] STACKING

More Than One Friendly Unit Per Hex

[7.1] A player may move a unit into a hex which already contains one of his units. Thus a hex may contain any two of a player's units at the end of the movement part of his turn. No more than **two** of a player's units may be stacked in one hex. A player's units may **never** enter or pass through a hex while it contains one of the opposing player's units. (This rule modifies rule 4.4.)

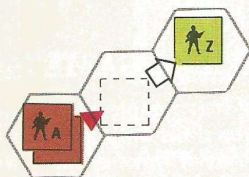
[7.2] Units stacked together in a hex may **not** be treated separately during combat. If a player wishes to make an attack into a hex which contains two of the opposing player's units, he must attack **both** of the units in the hex. If a Player wishes to attack from a hex containing two of his units, he must attack with both of his units in that hex. (This rule modifies rule 5.2.)

(Figure 10.) The two Brown units stacked together may not attack into two different hexes; the player must choose to attack only one of the adjacent hexes that contain opposing units.



[7.3] If a player's units are attacking into a hex containing two of the opposing player's units, and the result of the attack is "Attacker Eliminated," **both** of the attacking units are eliminated.

[7.4] If two of a player's units stacked together in a hex attack the opposing player's units, and the result of the attack is "Defender Eliminated" or "Defender Retreats One Hex," the result applies to both of the defending units. Only one of the attacking units may advance into the vacated hex.

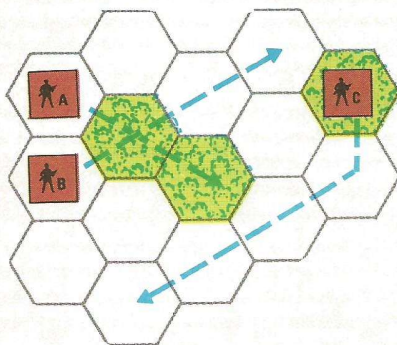


(Figure 11.) Two Brown units have attacked the Green unit and have obtained a "Defender Retreat" result. After the Green unit retreats, only **one** of the Brown units may advance into the hex.

[7.5] A player's unit which has been forced to retreat one hex as the result of an attack, may retreat into a hex occupied by another of his units. The unit may **not** retreat into the hex if the hex is adjacent to units of the opposing player. A unit may **not** retreat into a hex already containing two units. If two of a player's units which are stacked together have been forced to retreat one hex, one of the units may retreat into a hex already occupied by one of the player's units; but the other unit may not retreat into that hex. As always, if the only retreat available to a unit is one of the types forbidden, the unit is eliminated instead. Stacked units may retreat into two different hexes. (This rule modifies rule 5.7.)

[8.0] ENTERING WOODS HEXES

[8.1] A player **may** move his units into or through any of the Woods hexes on the map. However, each Woods hex counts as **two** ordinary hexes against the maximum of four hexes which a unit may move. (This rule modifies rule 4.4.)

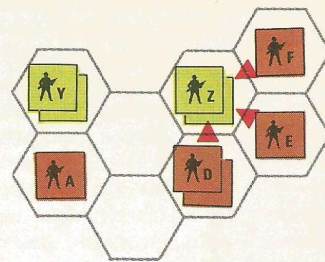


(Figure 12.) Each unit has moved as far as possible in a single turn along the path shown for that unit. Each Woods hex entered counts as two ordinary hexes. The unit which begins its move in the Woods hex is not penalized, and may move the full four hexes.

[8.2] If a unit which is in a Woods hex is attacked, that unit counts as **two** units when determining the Combat Differential. Two units stacked in a Woods hex count as **four** units when determining the Combat Differential. (The following rule, 9.0, explains how to determine the "Combat Differential").

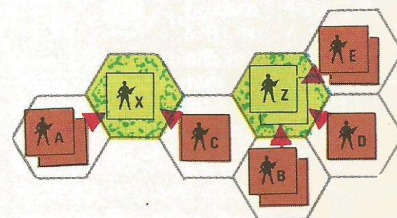
[9.0] COMBAT DIFFERENTIAL

[9.1] When two units in a hex are being attacked, the number of attacking units is totaled, and then the number of defending units is **subtracted** from this total. The difference which results is called the "Combat Differential." The column of the Combat Results Table which will be used to resolve the attack is the one which is headed by the same differential. The Differential is listed on the Combat Results Table in parentheses; the number of units listed directly above the Differential applies **only** when one defending unit is in a hex which is not a Woods hex.



(Figure 13.) The single Brown unit may not attack into the hex containing two Green units. The four Brown units are attacking the two Green units. Four minus two is two: the Combat Differential of this attack is (+2). The result of this attack must be found in the column headed (+2).

[9.2] When a unit in a Woods hex is being attacked, it counts as two units when determining the Combat Differential. The number of attacking units is totaled, and then "two" is subtracted from this total. The difference which results is called the Combat Differential.



(Figure 14.) The three Brown units are attacking the single Green unit in the Woods hex. The Green unit counts as two units when determining the Combat Differential. Three minus two is one: the Combat Differential of this attack is (+1). The five Brown units are attacking the two Green units in the Woods hex. The two Green units count as four units when determining the Combat Differential. Five minus four is one: the Combat Differential of this attack is (+1).

[9.3] When two units in a Woods hex are being attacked, they count as **four** units when determining the Combat Differential. "Four" is subtracted from the total of attacking units to determine the Combat Differential.

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