

STRIKE FORCE ONE



A Conflict Simulation Introductory Game

Strike Force One is an easy-to-use, two-player game designed to introduce the concept of "conflict simulations." Conflict simulations are simply games that re-create combat situations so that they can be studied and played. The same situation can be played many times in order to discover those tactics which work best. If you've ever played chess or checkers, then you've already played games that are close, in certain ways, to conflict simulations. In fact, chess was originally designed as a conflict simulation, but over the years it has changed into a pure game having no relation to reality.

This introductory game kit consists of two folders:

- (A) The folder you are now reading has on its inside pages the rules of play and the map upon which the game is played.
- (B) The second folder is a turn-by-turn illustration of a sample game of **Strike Force One**.

Also part of the kit is a set of ten cardboard playing pieces and a single plastic die. Read the rules of play first, then read the folder containing the sample game. You should then be ready to play your own game of **Strike Force One**.

Extremely Important Note:

Testing has shown that, at first, most people have some difficulty clearly understanding two very important rules of the game. Pay special attention to these rules and you'll be sure to interpret them correctly. They are:

Rule 3.0, Basic Procedure: each complete turn in the game must proceed exactly according to the step-by-step outline shown. Doing something out of sequence is a violation of the rules.

As an example of how the procedure works, let's suppose that you are the Soviet Player (Brown playing pieces) and I am the U.S. Player (Green playing pieces). Each turn we would follow this order of activities: First, you would move those of your playing pieces that you wished to move. While you are doing this, I do nothing. While you are doing this you are not allowed to attack any of my playing pieces. After you have **finished moving** your pieces, you then have a chance to attack my pieces. You may only attack those of my pieces which are right next to (adjacent to) your pieces. While you are doing this, I do nothing except retreat my units as called for by the results of combat (see the Combat Results Table). After you have finished making all the attacks you wish to make, it becomes my portion of the turn. Now I move as many of my playing pieces as I wish (you do nothing). After I've finished all of these movements, I have a chance to attack those of your playing pieces which are right next to my playing pieces. You do nothing while I'm attacking except retreat any of your pieces that are forced to do so as a result of combat. After all my attacks are over, we have played a complete turn. Now we repeat the sequence of play the next turn.

The second rule that people have difficulty with is:

Rule 4.5, Stopping in Hexes Adjacent to Opposing Units: This rule states that whenever a player is moving one of his pieces and he moves it into one of the spaces adjacent to (right next to) one of the other player's pieces, the moving piece must stop immediately and not be moved any further that turn. Put a Brown piece and a Green piece on the map with one empty space between them. Move the Brown piece next to the Green piece. That's as far as it can go that turn. Assume it's the next turn and the Brown piece is still next to the Green piece. Move the Brown piece so that once again there is an empty space between the two pieces. The Brown piece could now move another three spaces except if one of those spaces was adjacent to the Green piece, in which case it would again have to stop.

It cannot be stressed too much that it is important for you to read **all** the rules. Even though **Strike Force One** is an easy-to-play game that can be finished in fifteen minutes, you'll cause yourself a lot of needless trouble by not having a complete grasp of the rules before you play.

You may find it helpful to set up the pieces on the map before you read any further, then as you read the rules, try the various actions shown in the examples.

After you play **Strike Force One** several times and are completely comfortable with its rules, you'll find that it's much easier to go on to the larger, more complicated conflict simulations produced by Simulations Publications, Inc. We hope you enjoy this game and find it a useful introduction to the fascinating field of simulations.

Strike Force One

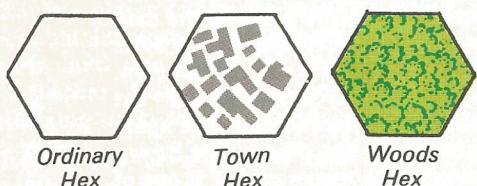
RULES OF PLAY

[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.



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.

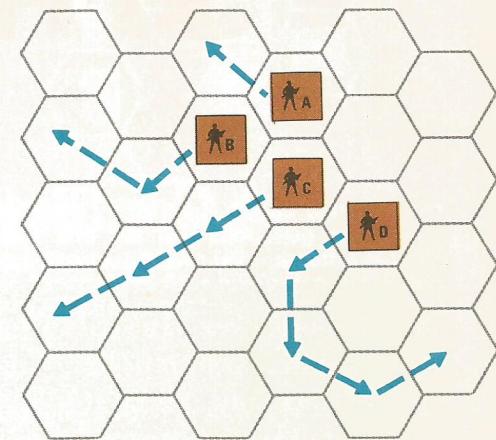
The above four steps make up a complete turn; these steps are repeated in order until four complete turns have been played. The game is then over and the winner is determined.

[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.

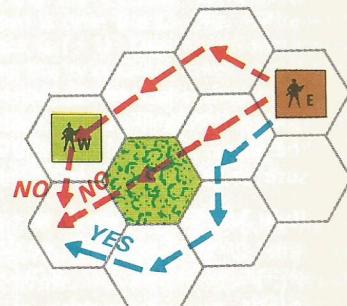
[4.2] Units are moved from hex to adjacent hex in a continuous path of hexes. There is no skipping or jumping over hexes allowed. Units may be moved in any direction or combination of directions. The path of a unit's movement may be as straight or as crooked as the moving player desires.

(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).

(Figure 4.) This is an illustration of a unit that begins its turn adjacent (next to) an opposing unit. Note how the moving unit is limited as to where and how it can move because it began its turn adjacent to (next to) an opposing unit. The two paths marked "NO" are violations of the rules; the path marked "YES" is one of the possible legal moves the unit may make. Note that this path is also adjacent to an opposing unit. This is a legal move because the first hex the unit entered was *not* adjacent to an opposing unit.



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

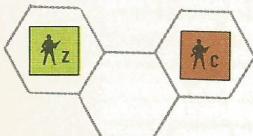


(Figure 5.) Note that the Brown unit cannot be moved in this situation because any hex it would enter as its first hex of movement would be either a hex adjacent to, or occupied by, opposing units.

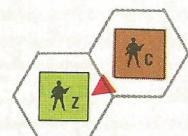
5.0] COMBAT

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.



No combat can occur.

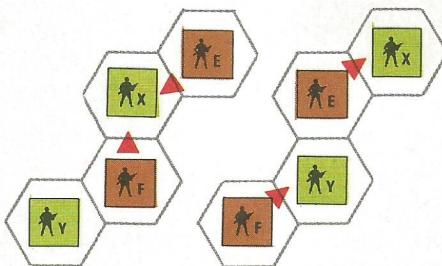


Combat can occur.

(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.



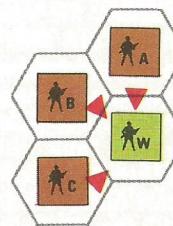
(Figure 7.) In the lefthand example, the two Brown units attack the upper Green unit and the lower Green unit is ignored. In the righthand version of the same situation, each Brown unit attacks one of the Green units. In such situations where there is more than one possible way to make the attack (or 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.

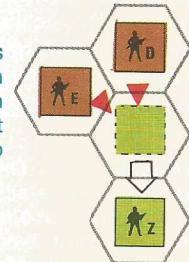


5.7] EXPLANATION AND APPLICATION OF COMBAT RESULTS

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.

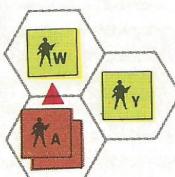
[7.0] STACKING

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.)

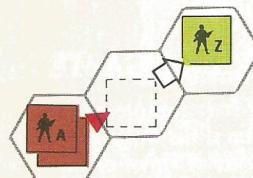
[7.2] Units stacked together in a hex may not be treated separately during combat. If a player wishes to make an attack into a hex which contains two of the opposing player's units, he must attack both of the units in the hex. If a Player wishes to attack from a hex containing two of his units, he must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

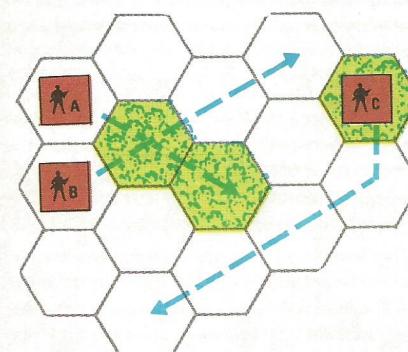


(Figure 11.) Two Brown units have attacked the Green unit and have obtained a "Defender Retreat" result. After the Green unit retreats, only one of the Brown units may advance into the hex.

[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.)

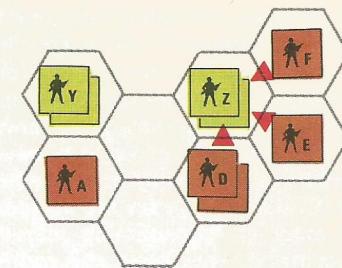


(Figure 12.) Each unit has moved as far as possible in a single turn along the path shown for that unit. Each Woods hex entered counts as two ordinary hexes. The unit which begins its move in the Woods hex is not penalized, and may move the full four hexes.

[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").

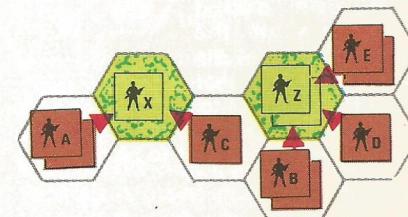
[9.0] COMBAT DIFFERENTIAL

[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.

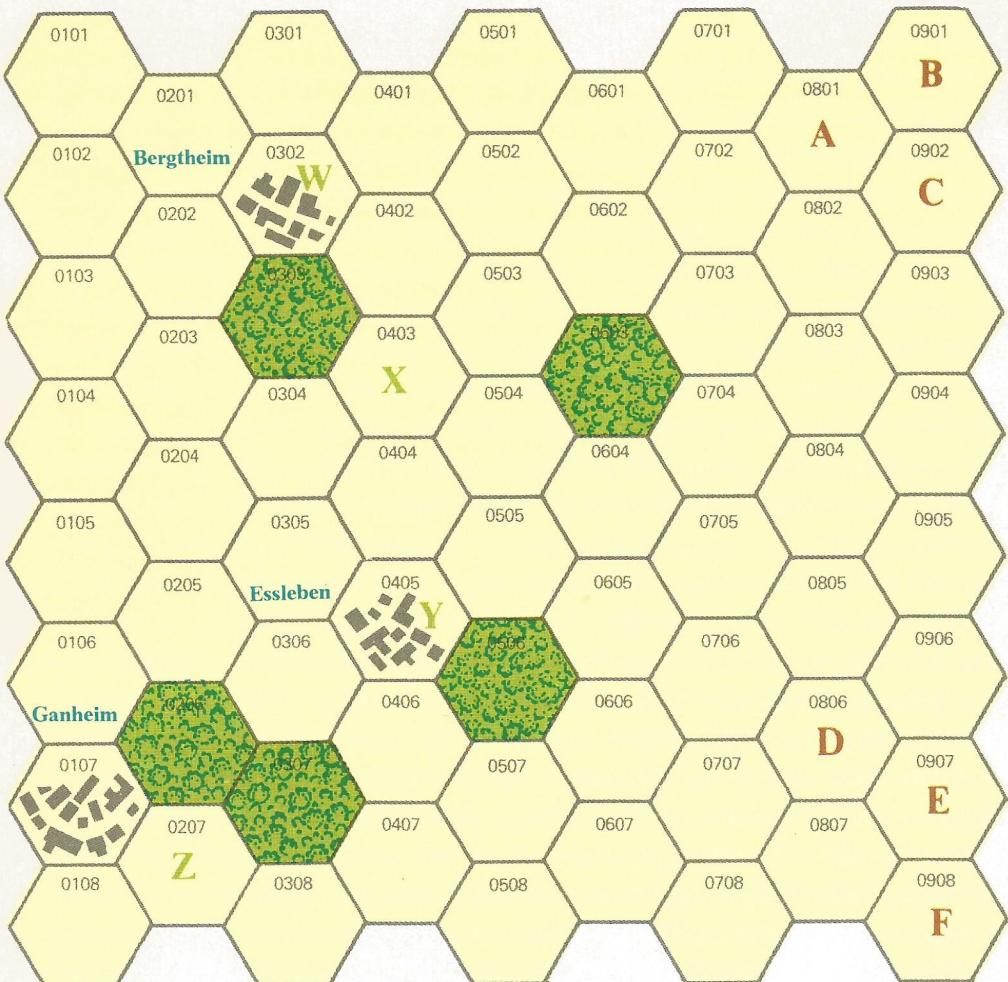
STRIKE FORCE ONE is a product of
SIMULATIONS PUBLICATIONS, INC.

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Start the game with each of the ten playing pieces on a hex with a matching letter code.

COMBAT RESULTS TABLE

Die Roll	NUMBER OF UNITS TAKING PART IN THE ATTACK					
	One Unit (Equal)	Two Units (+1)	Three Units (+2)	Four Units (+3)	Five Units (+4)	Six Units (+5)
1	Defender Retreats One Hex	Defender Retreats One Hex	Defender Eliminated	Defender Eliminated	Defender Eliminated	Defender Eliminated
2	Defender Retreats One Hex	Defender Retreats One Hex	Defender Retreats One Hex	Defender Eliminated	Defender Eliminated	Defender Eliminated
3	Attacker Retreats One Hex	Defender Retreats One Hex	Defender Retreats One Hex	Defender Retreats One Hex	Defender Eliminated	Defender Eliminated
4	Attacker Retreats One Hex	Attacker Retreats One Hex	Defender Eliminated			
5	Attacker Retreats One Hex	Attacker Retreats One Hex	Defender Retreats One Hex			
6	Attacker Eliminated	Attacker Retreats One Hex	Attacker Retreats One Hex	Defender Retreats One Hex	Defender Retreats One Hex	Defender Retreats One Hex

STRIKE FORCE ONE Playing Pieces

SOVIET PLAYING PIECES



UNITED STATES PLAYING PIECES



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Strike Force One Sample Game

This folder contains a complete, step-by-step, illustrated example of a game Strike Force One. Read thoroughly before attempting to play your own game.

Soviet Turn One

Movement:

On the first turn, all Soviet units move the full four hexes. Note that **F** cannot move into hex 0506 because it is a Woods hex. **A** does not move to 0502 because there it might block **B**, if **B** were forced to retreat.

Combat:

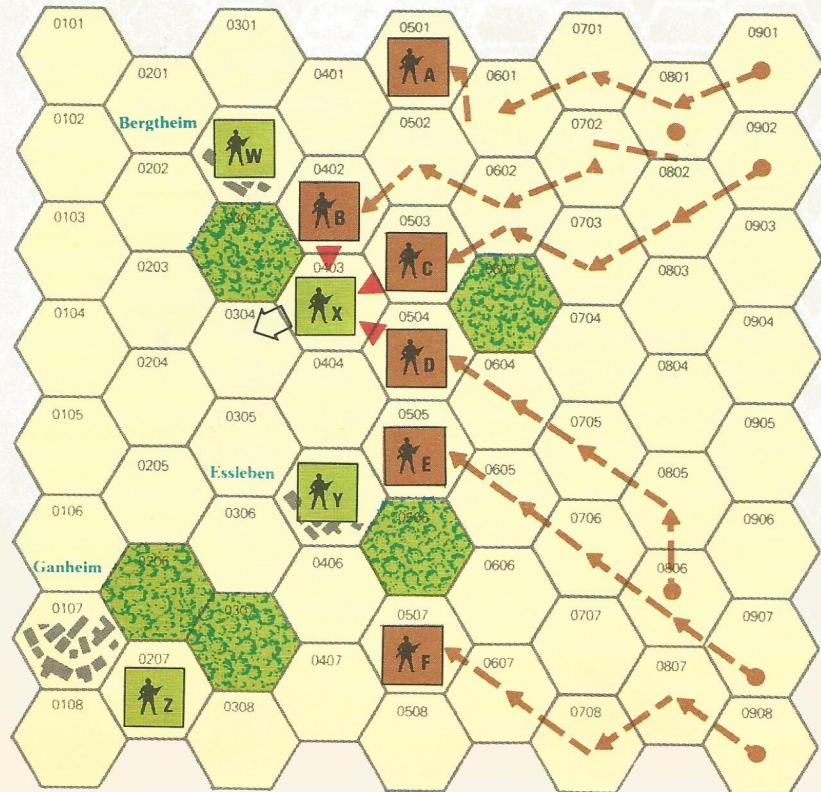
The Soviet Player has units **B**, **C** and **D** attack **X**. He uses the column of teh

The Soviet Player has units **B**, **C** and **D** attack **X**. He uses the column of the Combat Results Table headed "Three Units." His die roll results in a "2" ("Defender Retreats One Hex"). The U.S. Player retreats his unit to 0304, the only possible hex he can retreat to. The Soviet Player then has **C** advance into the vacated hex. The Soviet Player decides not to have **E** attack **Y** until he can bring more units into the battle.

KEY TO THE DIAGRAMS:

Movement Path of Soviet Unit: Unit Makes Attack:

Movement Path of U.S. Unit: Unit Forced to Retreat:



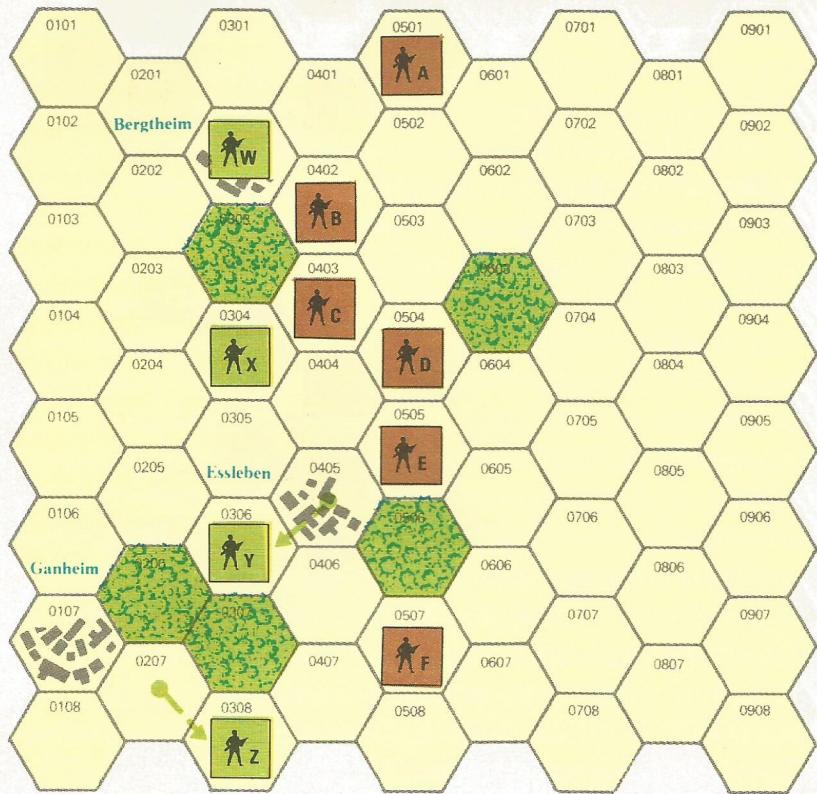
U.S. Turn One

Movement:

The U.S. Player decides to abandon the town on 0405 so that unit Y cannot be surrounded. Two units do not move this turn.

Combat:

Since the possible results of combat are not good against Soviet units B or C, the U.S. Player decides to not attack. Note that Soviet units will not be able to move past X and Y because Soviet units will have to stop their movement for that turn when they move adjacent to X or Y.



Soviet Turn Two

Movement:

Four of the Soviet units are moved adjacent to the U.S. units. Unit E occupies the town hex of 0405.

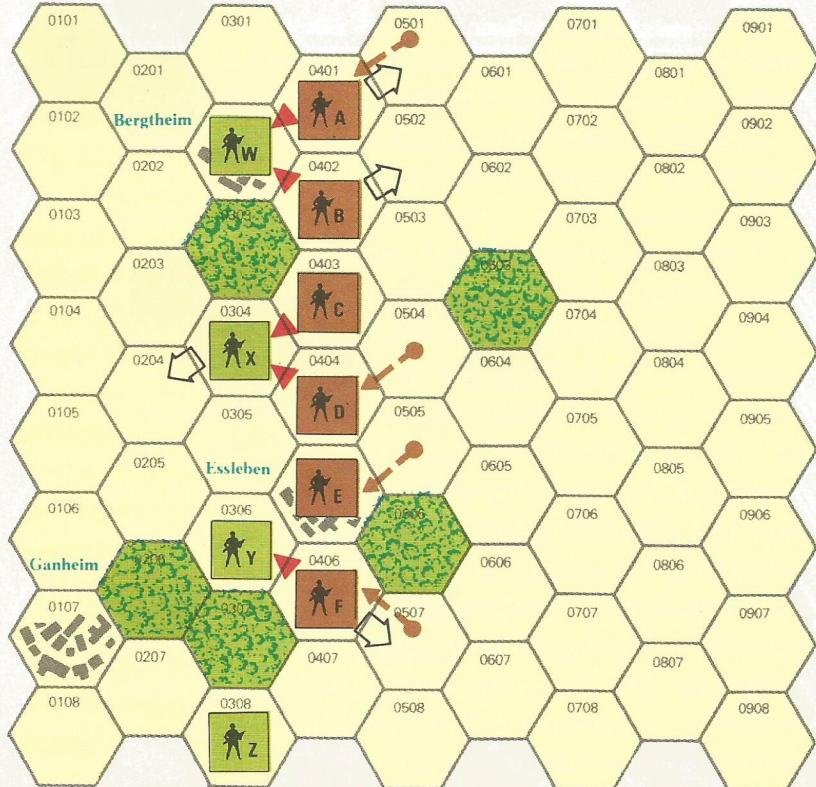
Combat:

In the first attack, units A and B attack W; the Soviet Player rolls a "4." Under the "Two Units" column, he finds the result is "Attacker Retreats One Hex." He moves A to 0501 and B to 0502. Although W was the victor in the battle, it cannot advance.

In the second attack, units C and D attack X; the die roll is "2." Under the "Two Units" column, the result is found to be a "Defender Retreats One Hex." The U.S. Player moves X to 0204. The Soviet Player then advances C to 0304.

In the last attack, F attacks Y (using the "One Unit" column); the die roll is "3" — "Attacker Retreats One Hex." F is moved back to 0507.

Note that E did not take part in any attack.

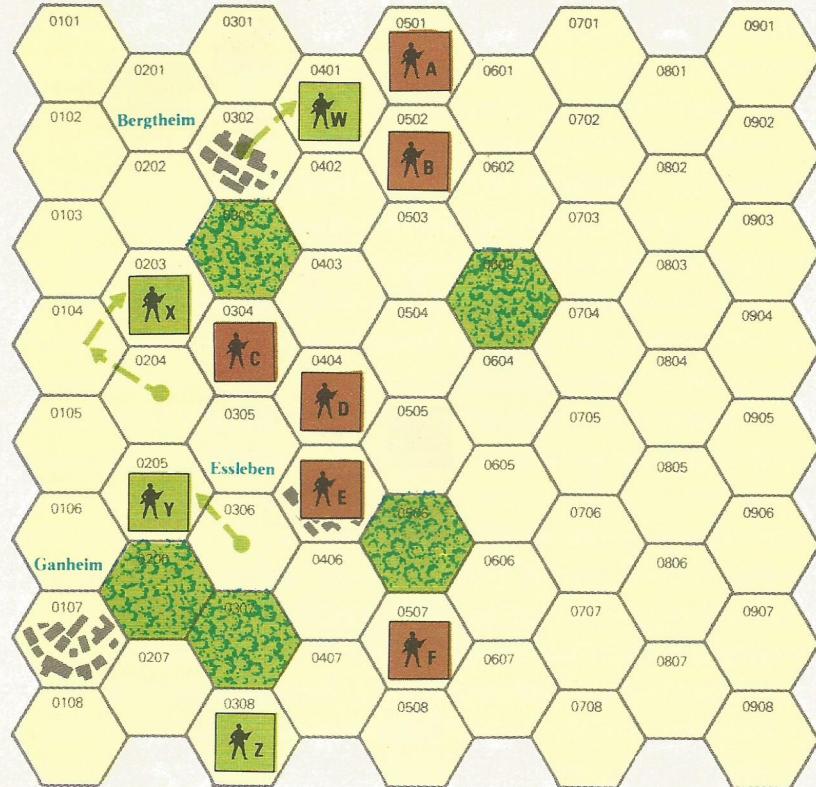


U.S. Turn Two

Movement:

Three of the U.S. units are moved. Unit X moves toward 0302 to be able to help with the defense if needed. Note that X cannot move directly from 0204 to 0203 — it must first enter a hex that is not adjacent to an enemy unit before entering 0203.

Combat: The U.S. Player decides to not attack.



Soviet Turn Three

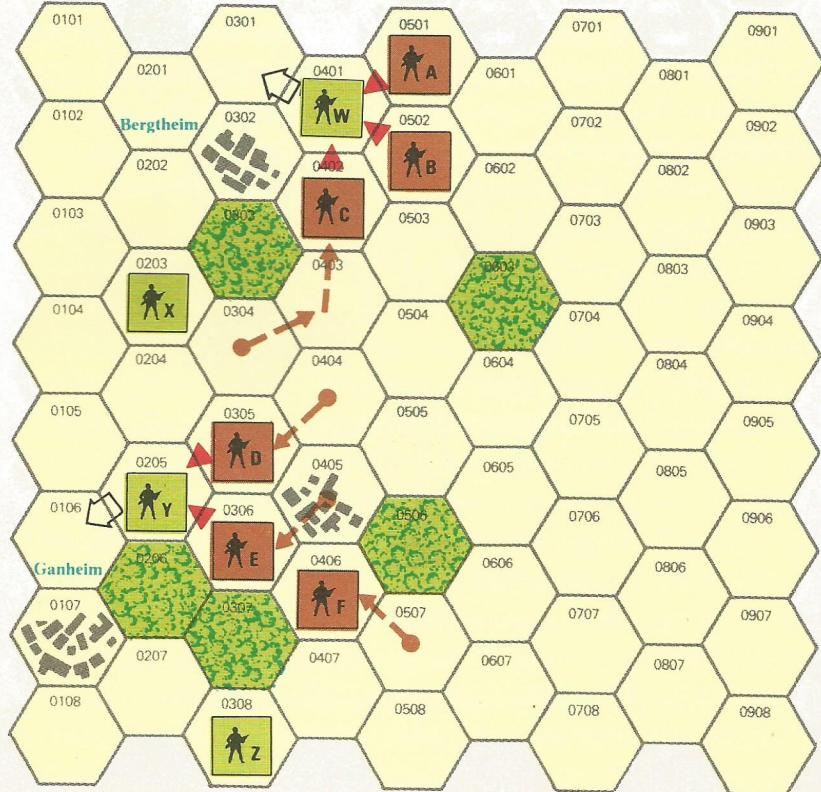
Movement:

Soviet units press on toward the remaining two towns. Unit C cannot move into town 0302 because it must stop when it comes adjacent to W.

Combat:

Units A, B and C attack W using the "Three Units" column on the Combat Results Table. The roll is "5," which gives a "Defender Retreats One Hex." The U.S. Player moves W to 0301; note that W cannot be moved to 0302 because it is adjacent to C. Unit A advances to 0401.

Units D and E attack Y using the "Two Units" column. The roll is a "1" — "Defender Retreats One Hex." Y is moved to 0106, and E is then advanced to 0205.



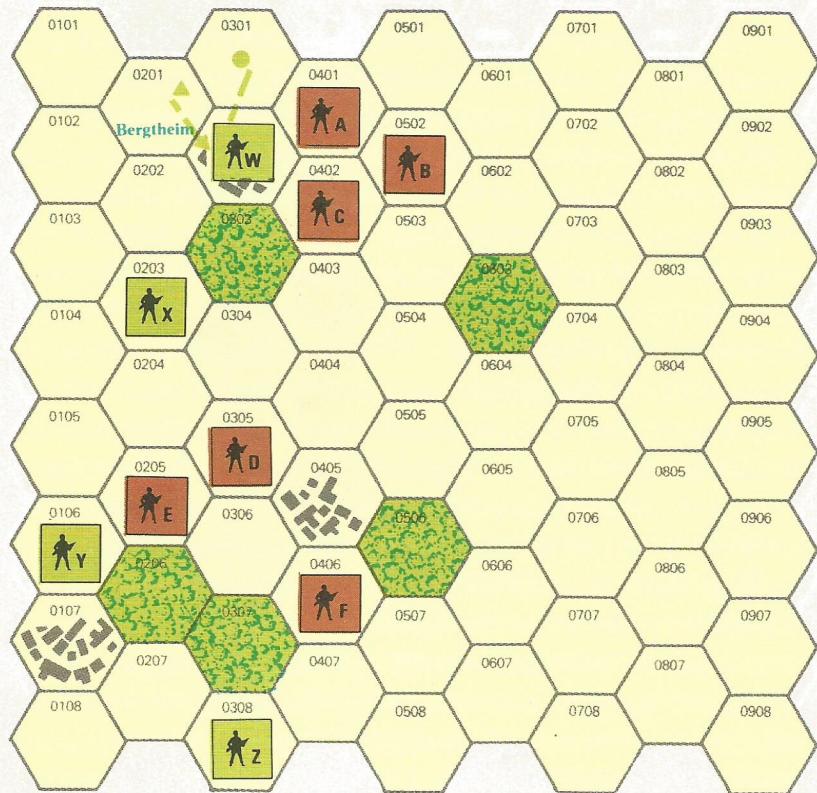
U.S. Turn Three

Movement:

Only one unit is moved this time. It must move to 0201 before moving to 0302 since it cannot move from a hex adjacent to an enemy unit directly to another hex adjacent to an enemy unit.

Combat:

There is no combat.



Soviet Turn Four

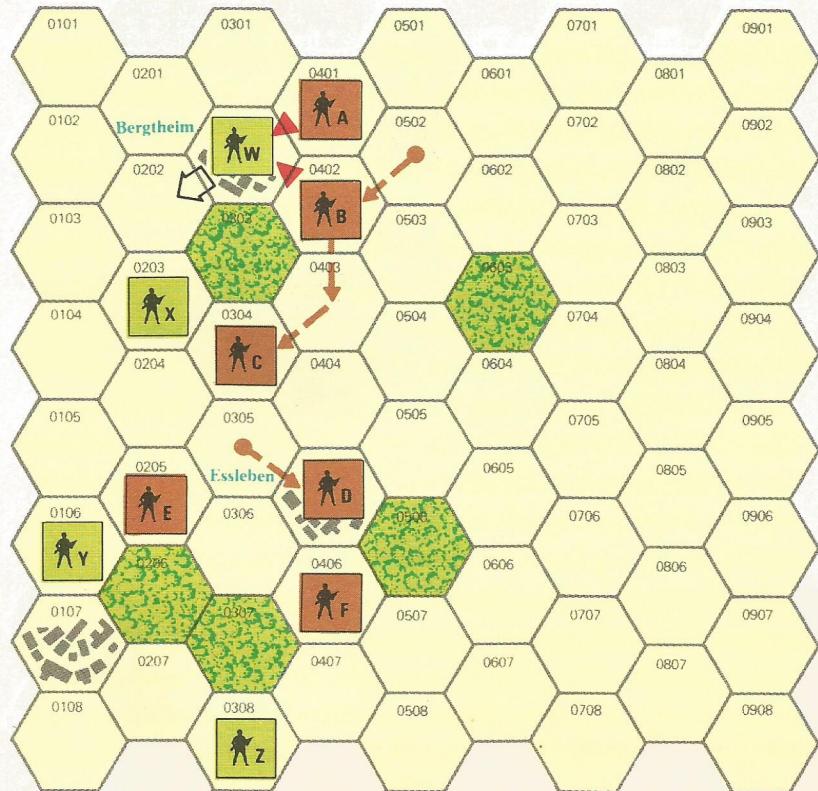
Movement:

Unit D occupies town 0405, and units C, E and F move to protect D from attack. Note that neither Soviet nor U.S. units can move into, through or over hexes 0206 or 0307 because they are Woods hexes.

Combat:

In the combat part of his turn, the Soviet Player makes one last try to occupy town 0302. He attacks under the "Two Units" column of the Combat Results Table. The die roll is "2" — "Defender Retreats One Hex." W is moved to 0202, and then B is moved into town 0302.

The Soviet Player now occupies two towns and will win the game unless the U.S. can drive a Soviet unit out of one of them.



U.S. Turn Four

Movement:

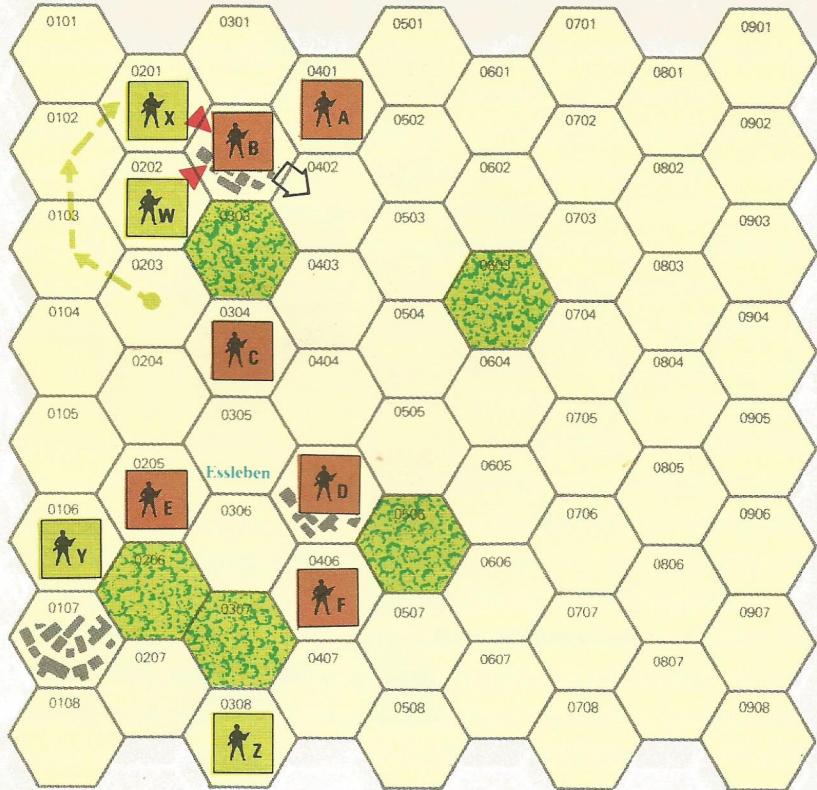
Unit X is the only unit that moves. Note that if B were not in 0302, X could move through W to get to 0201. But, since 0202 is adjacent to B, X would have to stop on that hex (and W would have to move off).

Combat:

The U.S. is now the attacker against B, and uses the "Two Units" column on the Combat Results Table. The die roll is "3" — "Defender Retreats One Hex." B is moved to 0402. Neither U.S. unit advances.

GAME RESULT:

Since the Soviets do not occupy at least two of the towns at the end of Turn Four, they do not win. Since the U.S. has prevented the Soviets from occupying at least two towns, the U.S. Player wins.



STRIKE FORCE QUESTIONNAIRE ...You Have the Answers:

We'd like to hear from you concerning your complimentary copy of the game Strike Force. If you are an experienced gamer, we hope you've passed along the game (and this questionnaire) to someone

new to wargaming. We're primarily interested in the reactions of the new gamer vis-a-vis the effectiveness of Strike Force as an introductory game.

Questions:

Please read each question carefully. To answer a question, write the number of your answer in the appropriate box on the answer section of the form. Please answer all questions and write only one answer number per question.

1. What is your age (in years)? 1 = 17 or less; 2 = 18 or 19; 3 = 20 or 21; 4 = 22 to 24; 5 = 25 to 27; 6 = 28 to 30; 7 = 31 to 35; 8 = 36 to 40; 9 = 41 or more.

2. What is your sex? 1 = Male; 2 = Female.

3. What is the level of your formal education? 1 = Have not yet finished high school; 2 = Finished high school; 3 = Some college; 4 = College degree; 5 = Post-graduate work, no post-graduate degree; 6 = Master's degree; 7 = Doctorate.

4. Have you ever seen or played a game similar to Strike Force? 1 = Never; 2 = Have seen, but not played; 3 = Have seen and played a little; 4 = Am thoroughly familiar with and have played such games often in the past.

5. Have you ever played chess? 1 = Yes; 2 = No.

6. If you have played chess, how would you compare the difficulty of learning chess with the difficulty of learning Strike Force? 1 = Have not played chess; 2 = Learning chess was much less difficult; 3 = Learning chess was slightly less difficult; 4 = Learning chess was about as difficult as learning Strike Force; 5 = Learning Strike Force was slightly less difficult; 6 = Learning Strike Force was much less difficult.

7. Assign a numerical rating to the degree of learning difficulty that you had in understanding and playing Strike Force: 1 = Very little difficulty; 9 = Extreme difficulty. (Use any one of the numbers between 1 and 9 to indicate a degree of difficulty somewhere between the two extremes).

8. Which main section of the rules did you have the most difficulty with? 1 = Section 1.0; 2 = Section 2.0; 3 = Section 3.0; 4 = Section 4.0; 5 = Section 5.0; 6 = Section 6.0.

9. Of Sections 3.0, 4.0, 5.0 and 6.0, which did you have the least difficulty with? 3 = 3.0; 4 = 4.0; 5 = 5.0; 6 = 6.0.

10. How much difficulty did you have in fully understanding Rule 4.5? 1 = Very little difficulty; 9 = Extreme difficulty; (use any one of the numbers between 1 and 9 to indicate a degree of difficulty between the two extremes).

11. How much difficulty did you have in fully understanding Rules Section 3.0? 1 = Very little difficulty; 9 = Extreme difficulty; (use any one of the numbers between 1 and 9 to indicate a degree of difficulty between the two extremes).

12. Which (if any) of the main illustrated examples (Figures 1 through 9) did you feel was the least clear and least helpful? 1 = Figure 1; 2 = Figure 2; etc. 0 = All were clear and at least somewhat helpful.

13. Which (if any) of the main illustrated examples (Figures 1 through 9) did you find the most clear and helpful? 1 = Figure 1; 2 = Figure 2; etc. 0 = None were clear nor very helpful.

14. Did you find the Sample Game illustrated folder useful and helpful? 1 = Very helpful; 9 = Not at all helpful; (use any one of the numbers between 1 and 9 to indicate a degree of helpfulness between the two extremes).

15. When you were in the process of learning the game, did someone who had experience with such games help teach it to you? 1 = Yes; 2 = No.

16. Did you play your first game of Strike Force against an opponent who had prior experience with such games? 1 = Yes; 2 = No; 0 = Did not play the game.

17. At what point did you feel you completely understood the rules to the game? 1 = After the first reading; 2 = After the second reading; 3 = After actually playing the game once; 4 = After playing the game twice; 5 = After the third game; 6 = I did not understand the rules and therefore did not play any games; 7 = I attempted to play the game, but could not completely understand the rules and still don't; 8 = I did not understand the rules until someone experienced with such games helped me.

18. How much time did you spend actually playing your first game of Strike Force? 0 = Did not play; 1 = 10 minutes; 2 = 20 minutes; etc. 9 = 90 minutes or more.

(Questions continued on other side)

Answers:

For each question, please write the number of the one response that best answers it. Write only one response number per answer box. For example, on question Nr. 1, if you are twenty-six years old, you would write "5" in the box next to the number 1. Please answer all questions. We'd like to thank you for sending in this questionnaire. The results of the survey will greatly contribute toward our continuing effort to provide potential gamers with the best possible introductory game. We very much appreciate the time and trouble you've gone through to provide us with this important information.

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Please use this space if you have any further remarks on Strike Force One:

STRIKE FORCE QUESTIONNAIRE

(Questions continued from other side)

19. How much time did you actually spend playing your second game of Strike Force? 0 = Did not play a second game; 1 = 10 minutes; 2 = 20 minutes; etc. 9 = 90 minutes or more.

20. Do you think that Strike Force is a good learning device to gain an understanding of the basics of simulation games? 1 = Very poor; 9 = Excellent; (use any one of the numbers between 1 and 9 to indicate a response between the two extremes); 0 = No opinion.

21. How many complete games of Strike Force did you play? 0 = none; 1 = one; 2 = two; etc. 9 = nine or more.

22. How would you rate Strike Force as a game (disregarding the fact that it is designed as a learning device)? 1 = Very poor; 9 = Excellent; (use any one number between 1 and 9 to indicate an opinion other than the two extremes).

23. Has your exposure to Strike Force encouraged you to play more complex games of a similar nature? 1 = Yes; 2 = No; 3 = Somewhat; 0 = I have already played such games.

24. Did you play any games of Strike Force using the optional rules (Sections 7.0 through 9.0)? 1 = Yes, and I found them interesting; 2 = Yes, but I found them confusing; 3 = No, but I intend to; 4 = No, and don't intend to; 0 = Did not play any games at all.

25. If you could alter the Strike Force rules presentation in one of the following ways, which one would you choose to do? 0 = Would not alter it; 1 = Add more diagrams and examples; 2 = Add more text explaining the rules; 3 = Make the text vocabulary simpler; 4 = Make the text shorter; 5 = Reduce the number of diagrams; 6 = Make the text more informal (more like the introductory note on the first page); 7 = Make the text more formal and explicit.

26. How did you come to play Strike Force? 1 = An unsolicited copy was mailed directly to me; 2 = Picked up my copy in a store; 3 = My copy was given to me by an organization of which I am a member; 4 = A friend introduced me to it and gave me this questionnaire to complete; 5 = I received my copy from SPI by responding to one of their ads; 0 = Some other way not described in the preceding.

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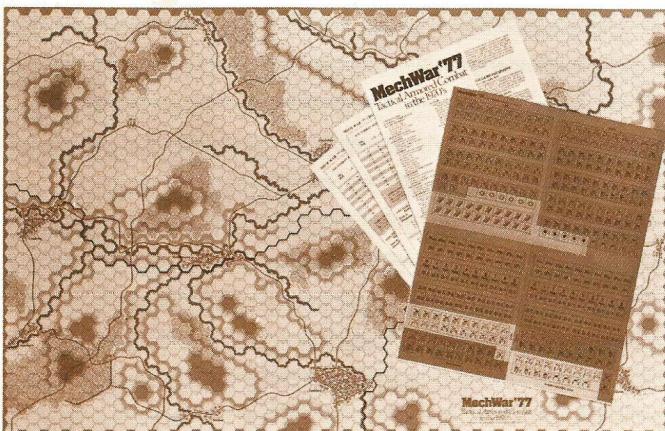
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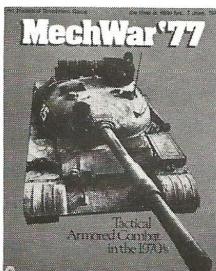
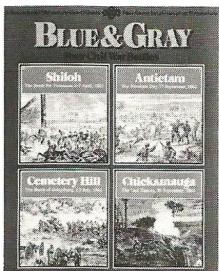
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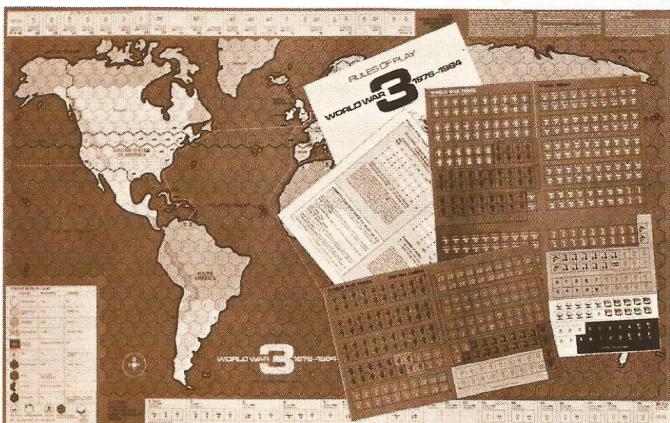
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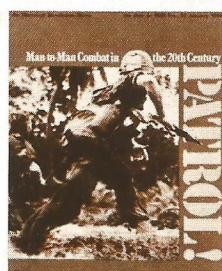
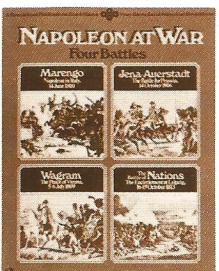
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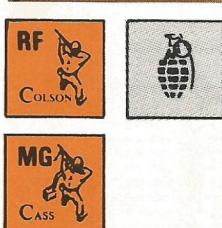
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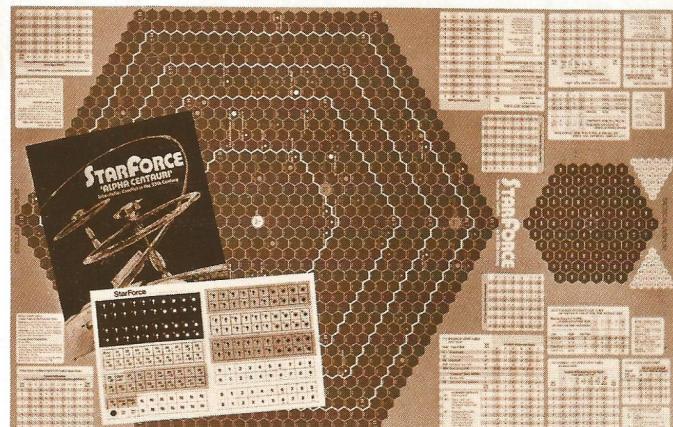
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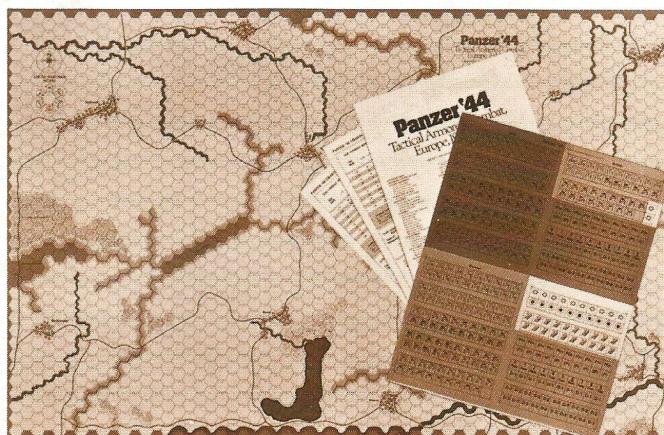
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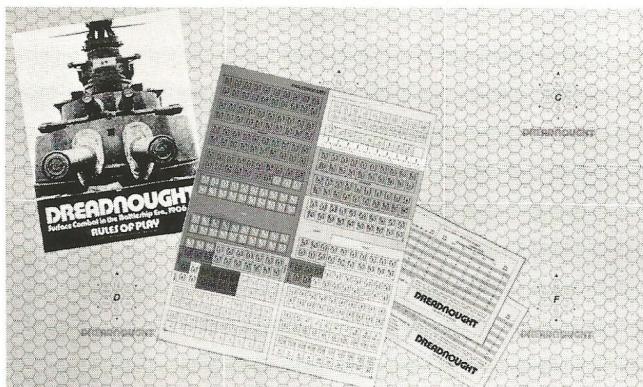
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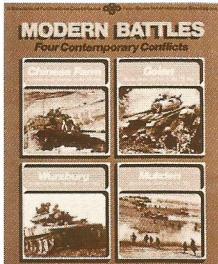
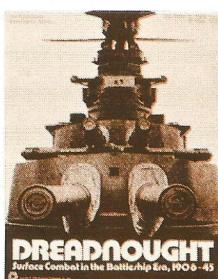
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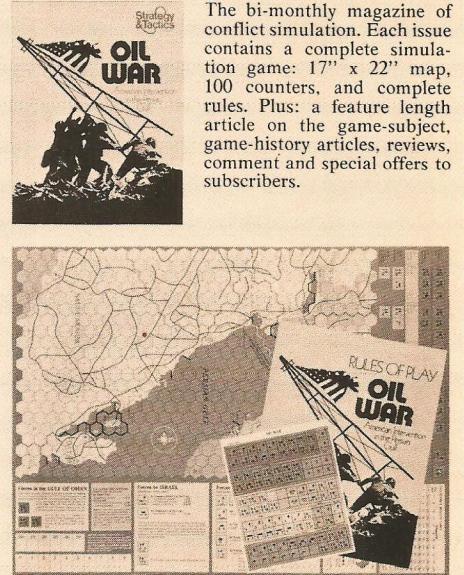
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