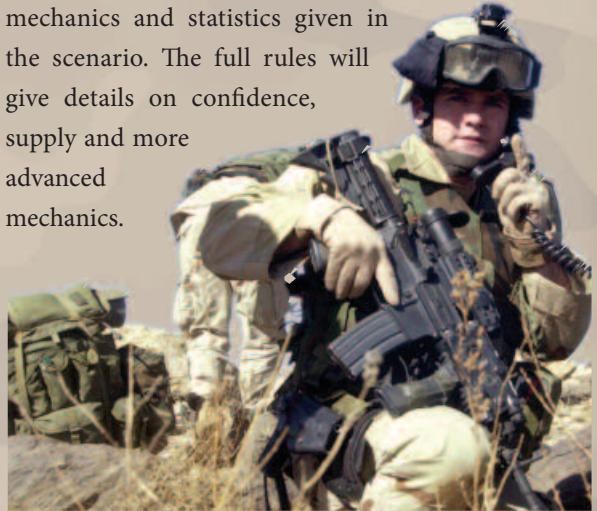

FORCE ON FORCE

QUICK START RULES

Welcome to today's training mission. This exercise is designed to familiarize you with the basics of Force on Force and give you experience in commanding troops on the tabletop. The scenario is set near Gasmir, Afghanistan, featuring a United States Marine Corps (USMC) squad versus an opposing Taliban force. First of all, set up the 3' x 3' area for play based on the scenario map. You can use a paper map, felt cloth or actual terrain pieces to represent the different elements on the map. Sort out the figures into USMC forces and Taliban forces. Players should choose sides and then place their figures per the map setup areas. Fire teams must deploy as a unit; i.e., every figure in a team must be within one inch of another figure in the team.

For the purposes of this game, you will only need to know a few of the game mechanics and statistics given in the scenario. The full rules will give details on confidence, supply and more advanced mechanics.



The USMC player or players will be in command of 14 figures.	The standard unit for activation, movement and shooting in the game is the fire team. In this case, the USMC has three fire teams of four men each; the squad leader can be attached to any one of the fire teams. The attached pilot/air controller can be attached to any one of the fire teams.
The Taliban player or players will be in command of 20 figures.	The Taliban are organized in three fire teams of differing sizes. These teams, although less organized than the USMC fire teams, will still function as units in the game.
The Taliban have the initiative for the first turn.	This means the Taliban player goes first and the USMC player will be "reacting" to the Taliban for the most part. After Turn One, both sides will roll for initiative.
The Taliban player can activate one of his units.	Activation means taking your turn. You can move, shoot, move then shoot. You must complete all of your actions with one team before moving on to the next team. Please note that for this scenario, the Taliban player MUST open fire with at least one of his units as his first action.

How far can my unit move?	If you elect to move a unit, it can move up to 6" with Tactical movement or up to 12" with Rapid movement. Tactical movement means that you are using cover, watching for ambushes, etc., and allows you to fire at the end of your move. Rapid movement is just that; a faster pace in exchange for greater risk. Units that Rapid Move lose one Defensive Die when fired upon and a die of Firepower when shooting. More on this in a bit.
How do I move my unit?	Fire teams move by measuring out the distance you wish to move them, starting from the center of the unit to the center of where you want them to go. Fire teams can "snake" around terrain; go around obstacles, etc., with no penalty. In the full rules, some terrain types may affect movement, but not in this introductory scenario.
How far can my unit shoot?	Across the board. Given the ground scale of the game, weapons easily can cover the entire surface of play. All you need is clear line of sight to the target. Units that are close by may be within Optimal Range, which is determined by Troop Quality (which comes next).
How do I shoot?	This is where Troop Quality (TQ) first comes into play. Let's take a look at the first Taliban team in the scenario. It says that Taliban forces have a D6 Troop Quality. That means they roll six-sided dice when firing. It also means that any target within 6" is within Optimal Range. The base number of dice you roll is equal to the number of figures in the team. So Taliban Team Two has eight figures and therefore rolls 8D6, or eight six-sided die as a base. This is further modified; first, if the Taliban unit remained stationary or moved cautiously, it would receive all of its base dice. Second, since it contains a light support weapon, it gets an additional die. If the target were within six inches (the number in inches = number of sides of its TQ die), it would receive another die. So in this example, the Taliban fire team would roll 8 +1 or 9 six-sided dice to shoot one of the USMC teams. If the USMC team were within 6", it would roll 10 six-sided dice.
What do I need to roll?	Force on Force has a nearly universal mechanic. Successes are always based on rolling a '4' or better. So in the above example, the Taliban player would roll 9 six-sided dice for '4's or better. Let's say the rolls were 6-5-5-4-4-4-3-3-1. That would be six potential hits on the USMC fire team.
Is that it?	No. The USMC player gets to defend against the potential hits. Just like when shooting, TQ enters into it. The USMC are Troop Quality D8, meaning they roll 8-sided dice when shooting and defending. Again, count up the number of figures in the target unit. In the case of Fire Team Alpha, the USMC has four figures. This means that they USMC player rolls 4D8 or four eight-sided dice as the team's base defensive dice. The USMC player also gets an extra die for wearing body armor. If the USMC team is behind cover (in this scenario, if the majority of the unit is behind one of the stone walls), the team would receive another defensive die. Let's say that the USMC team is not in cover. That means the USMC player rolls 5D8, or five eight-sided dice when defending. Note, too, that seriously wounded or dead figures do not contribute defensive dice. Continuing the firing example from above, let's say the USMC player rolls 7-6-4-4-2. Using the Rule of '4', that means four successes. The next step is to compare dice rolls. Like "blocks" like or lower. So in this case, the USMC player can block a 6, 5, and two 4's from the Taliban players roll. This means a 5 and a 4 result from the original roll remain unblocked and cause casualties.

Who gets hit?	For regular forces (both the USMC and Taliban in this scenario), it really doesn't matter. We assume that troops are cross-trained in weapon use and that some sort of chain of command exists with regulars. If the grenadier gets hit, someone will pick up his launcher. If the leader gets hit, someone will step up to fill his shoes. For the purposes of who gets hit, seriously wounded figures do not count. They are already "out of the fight" for the purposes of the game.
Do we remove casualties?	No. Lay the casualties on their side in place. At the beginning of next turn, the owning player will roll to determine how severely they have been hit.
What happens next?	If the target that was defending takes casualties, it must take a morale check. To do so, it rolls one die for every surviving figure in the unit. It uses its Morale die type for this check. Successes are 4+; all it needs to pass is to roll more successes than failures (ties count as passing as well). In the above example, the USMC unit suffered a total of two casualties out of four figures. The USMC player must roll 2D8 for 4's or better. Let's say the player rolled a 7 and a 4. That's two successes and no failures, so the USMC player does not suffer any adverse results. If the unit's morale check fails, the unit is pinned and may conduct no further actions until the end of the turn. If the target unit did not take casualties, it does not need to make a morale check.
Can the USMC player shoot back?	Yes! In fact, that's one of the strengths of the system. There are two ways that the USMC can or will return fire. First of all, the non-initiative player (in this case, the USMC commander) can always attempt to interrupt the actions of the initiative player. To do so, he declares an interrupt of the attempted action while it is in progress. He may interrupt movement or firing. To determine who goes first in the interrupt, both players roll one TQ die; the higher die who also rolls 4+ goes first. In the event of a tie, the side with initiative completes its action before any interruptions. If the non-initiative unit rolls less than a 4, no interruption takes place.
What can the interrupting unit do?	It can fire on the unit it is attempting to interrupt –or– it can move in reaction to the initiative unit's action. If the interrupting unit won the TQ roll, it may fire before the initiative unit. Resolve the fire combat normally. The defending initiative unit, if it survives, may continue its action, but suffers the results of any casualties before it continues. If the interrupting unit elects to move, it may move normally (either using Tactical or Rapid movement). The unit may use Reaction movement only once per turn, however.
Is there any way to keep opponents from interrupting my own actions?	Non-initiative units may always attempt to interrupt unless they are pinned (or suppressed, but that is not covered in this introductory scenario). However, the initiative player may make them think twice about interrupting by putting some units on Overwatch. At the beginning of the turn, any initiative unit may declare it is going on Overwatch. It may not move during the subsequent turn and may only react to non-initiative interrupting units. It may fire in reaction to interruption attempts, and may also fire during the non-initiative player's portion of the turn.
This implies that a unit may fire more than once during the turn. Is that correct?	Yes. Units on Overwatch, initiative units that are defending themselves against incoming fire, and non-initiative units that have not rolled less than a 4 during previous interrupt, may keep firing. They lose one die each time they fire. Once they have run out of dice, they may no longer fire. For example, the four-man USMC fire team from above has an initial firepower strength of 6D8 at normal range. The second time it fires, it has a strength of 5D8, then 4D8, etc. Units recover their firepower dice at the end of the turn, less any reductions for casualties.

Can more than one unit interrupt an initiative unit?	Yes! In fact, a typical action might involve a series of actions and interrupts. One unit's action triggers several interrupts, then Overwatch units may choose to fire, followed by more interrupts. Fire (or movement) is resolved in order of die rolls, from highest to lowest. Every unit rolls a single TQ die as explained above.
Wow. That seems complicated.	Not really. Most players just put a die next to each unit as it rolls to keep track of when it fires and then pick up the die after that particular exchange is resolved. It does mean that everyone needs to be actively engaged throughout the turn as it is never really "not your turn."
How else can the USMC player return fire?	Once all the initiative player's units have performed their actions, any USMC units that did not move or fire using interruptions may now take their actions, including returning fire at the initiative player.
What about ambushes? The scenario briefing says that Ambush rules are in effect.	Force on Force has a number of rules that only come into play when specified by a scenario. In this engagement, the Taliban player may use Ambushes.
What is an Ambush?	The Taliban player may declare that any of his units starting in the woods are Hidden. They may not be fired upon until they are spotted. They remain Hidden so long as they do not move or fire. To spot a Hidden unit, the spotting fire team must be within Optimal Range (in the case of the USMC, 8") and pass a single die TQ check. If successful, the Hidden unit is no longer Hidden. A Hidden unit may open fire on an opposing unit. It makes a TQ roll. If it rolls a 4+, it automatically fires first. Otherwise, resolve the fire and reactions as normal. As you can see, being Hidden and being able to fire first automatically are powerful tactics.
We think we're ready. Is that it?	One last item. It's called Fog of War and reflects the uncertainty of the modern battlefield. Any time a unit rolls a "1" on a reaction test, it triggers a Fog of War check. In the full game, this entails drawing a Fog of War card and applying its effects. Some cards have benefits, some hindrances; the cards always describe what happens and to whom it applies. For this game, we have created a simplified table of Fog of War results. Roll 1D10 on the table each time a Fog of War check is needed.
OK. Are there any other rules we need to play the first turn?	No, that's it. Once the Taliban has conducted all of his initiative actions, the USMC has conducted interruptions, then moved or fired his remaining units, the turn ends.
What happens at the end of the turn?	All pinned units are no longer pinned. All Overwatching units lose their Overwatch status. All firepower reductions due to multiple firing are restored.

<p>What happens at the beginning of Turn 2?</p>	<p>First of all, the two sides determine initiative. Each side totals up the number of active units it has and divides by two, rounding down. So long as the unit has active figures it counts as active. Example: the USMC player at the beginning of the game has 3 units. Assuming no units were eliminated during Turn 1, the USMC player would roll $3/2 = 1$ (rounding down) D8 for initiative at the beginning of Turn 2. The Taliban player would roll $3/2 = 1$ (rounding down) D6 for initiative. Both sides roll. The player with the higher total number of successes (4+ rolls) wins the initiative for the coming turn. If there is a tie, the player who had the initiative last turn retains it. The second thing that happens is that players with casualties check their status. To check casualties, the unit must have at least one figure remaining effective –or– another friendly unit must be within 1” of the unit. Roll 1D6 for each casualty. On a 1, the figure is KIA and removed from play. On a 6, the figure was only stunned may return to duty with no adverse effects. On a 2 or 3, the figure is seriously wounded. On a 4 or 5, the figure was lightly wounded and returns to duty, but still counts as a casualty.</p>
<p>How does a dependents/casualties affect my unit?</p>	<p>Lightly wounded figures contribute their firepower and defensive dice as normal, but force the unit to make a TQ check on one die to move faster than Tactical movement. Seriously wounded figures do NOT contribute their firepower or defensive dice, and force the same TQ check for movement faster than Tactical.</p>
<p>Can I leave my casualties behind?</p>	<p>No. A Regular force takes care of its own. You can elect to move a casualty off-board by assigning an effective figure to escort it off a friendly board edge (West for the USMC; East for the Taliban), but that effective figure cannot do anything else while escorting the dependent and must roll a TQ check to move faster than cautious. There are other options in the full rules for casualty handling.</p>
<p>What else do we need to do to start Turn 2?</p>	<p>Once initiative is determined and casualties have been checked and assessed, there is one more scenario specific task to perform. The USMC pilot (if he is effective; e.g., not seriously wounded or KIA) may attempt to call for an airstrike on the Taliban positions. He makes a TQ check. If he is successful, the scenario immediately ends and victory points are tallied. If the USMC player chooses not to roll or the roll is not successful, the game proceeds normally. If the Taliban player keeps initiative, he will assign Overwatch units then move/fire each of its units while the USMC player continues to react. If the USMC player wins initiative, he will be the one assigning Overwatch, moving and firing while the Taliban will react.</p>
<p>How do we determine the winner?</p>	<p>When the scenario ends, the player with the highest number of VPs wins. In the event of a tie, the game is a tie.</p>
<p>Do we need to know anything else?</p>	<p>For this scenario, we’ve covered everything of note. The full version of Force on Force covers much, much more; vehicles, airstrikes, artillery, fog of war, supply, campaign rules; in short, everything you need to know to replicate the modern battlefield on the tabletop. You’ll want to come back and play this scenario again after you’ve absorbed the full rules for even more tactical options and realism.</p>

FORCE ON FORCE		TURN SEQUENCE
Determine Initiative		Roll to see which side has initiative. Roll a number of TQ dice equal to ½ the number of effective units; highest total number of successes has initiative for coming turn (tie = same as last turn).
Check Casualties		Any units with casualties and at least one effective soldier still up or a friendly unit within one inch may assess the severity of its casualties.
Declare Overwatch Units		Initiative units may be placed on Overwatch status.
Activate Units/Interrupts/Reactions		The Initiative player takes actions with his units one at a time; the Non-Initiative player may attempt to interrupt or react to Initiative actions.
Resolve Rounds of Fire		Resolve each round of actions and interrupts/reactions in order determined by TQ rolls (tie = side with Initiative). Resolve each action or reaction one at a time, determining hits, blocks, casualties and morale checks, before moving on to the next action or reaction.
Repeat Activations/Resolutions		Continue activations and reactions until all Initiative units have had a chance to complete their actions.
Remaining Non-Initiative Units		The Non-Initiative player may now move and/or fire units that have not previously reacted during the turn. This may trigger reactions from Overwatching or defending Initiative units which are resolved in the same way as during the Initiative player's portion of the turn.
End Phase		All units recover from pin results; all units lose their Overwatch status; and all units who suffer from reduced firepower due to multiple fires recover.

DIE ROLL	RESULT
1	An Excellent Position (USMC). One of your units has found an excellent position that provides extra cover. Play on one of your units. As long as that unit stays in place, it receives one extra Defensive Die (+1D). If it moves, the benefit is lost and no other units may use the same position.
2	An Excellent Position (Taliban). One of your units has found an excellent position that provides extra cover. Play on one of your units. As long as that unit stays in place, it receives one extra Defensive Die (+1D). If it moves, the benefit is lost and no other units may use the same position.
3	Medic! (USMC) One of your figures is a trained Corpsman. Choose one figure; for the remainder of the game, that figure cannot shoot, but if it is within 1" of a casualty when assessing casualties, add +1 to the die roll (e.g., a roll of 4 = 5, changing a serious wound into a light wound).
4	Where'd THEY Come From? (Taliban) Reinforcements arrive. Any KIA figures removed from the board return anywhere on the East board edge as reinforcements. The original casualties still count as KIA for VP determination. If there are no KIA figures, this result has no effect.
5	Amped Up! Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them! Your units receive a +1 to all Reaction tests for the duration of the game. This takes effect immediately.
6	Tougher than they Look! (Taliban) One Taliban unit of the Taliban player's choice is more skilled than reports indicated. Bump that unit up to a TQ D8 for the remainder of the game. No further increases are allowed on the same unit if this result is rolled more than once.
7	Incoming! (USMC) A USMC unit is hit by Taliban mortar fire. Randomly determine the unit that is hit by the rounds. The affected unit is struck with an attack of 6D6.
8	Mad Minute! (USMC) A USMC unit gets carried away and has a "mad minute." They fire everything they have the next time they fire. Randomly determine which unit is affected. That unit receives one extra Firepower die for all attacks or Reactions for the rest of the turn.
9	Incoming! (Taliban) A Taliban unit is hit by short rounds from Taliban mortars. Randomly determine the unit that is hit by the rounds. The affected unit is struck with an attack of 6D6.
10	Praise the Lord and Pass the Ammunition (USMC) A supply SNAFU has left your units low on ammo. Randomly select one USMC unit. That unit rolls one Firepower die less for the remainder of the game.

FORCE ON FORCE SAMPLE SCENARIO

LOST & FOUND

With the USMC in Helmand Province, March 2008 Alpha Company, 1st Battalion Landing Team, 6th Marine Regiment is on patrol near Garmsir, Afghanistan. The Marines have recently arrived from Iraq in support of their British comrades in arms. From the moment of their arrival, the troops find themselves fighting rough terrain, oppressive heat, biting livestock and the occasional sniper. Action takes a turn for the dramatic when a fast-burner supplying close air support for a nearby operation suffers a catastrophic engine failure and the pilot is forced to bail out over contested territory.

Charlie Squad of 1st Platoon suddenly finds its routine patrol turned into a footrace to make contact with a downed pilot before the Taliban can lay their hands on the year's greatest publicity coup!

MAP LEGEND

P: Pilot's starting position in an abandoned building
1-4: Taliban Team positions. Team 1 is at 1, Team 2 is at 2, etc.

SCENARIO INFORMATION

Duration of Game: 9 Turns

Initiative: Taliban for the first turn, then roll for Initiative normally

Special Conditions: None

Fog of War: Generated normally by Reaction Tests

USMC MISSION

One of Charlie Squad's fireteams must make contact with the downed pilot. See Special Rules for the pilot's behavior in game terms. The pilot must be escorted off

the table by the Marines by the end of Turn 8.

USMC VICTORY POINTS

The USMC side is awarded victory points as follows:

- USMC fireteam makes contact with pilot = 3 VP
- USMC fireteam escorts the pilot off table prior to Turn 6 = 10 VP
- USMC fireteam escorts the pilot off table by end of Turn 8 = 7 VP

USMC FORCES

USMC Basic Attributes

Initiative Level: D8

Confidence Level: Normal

Supply Level: High

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

USMC Rifle Squad

1 x Squad Leader w/ M-16A2

Fire Team Alpha

1x Fire Team Leader w/ M-16A2

1x Grenadier w/ M-203 RGL

(Lt. Support, +1Firepower Die)

1x Gunner w/ M-249 SAW

(Lt. Support, +1 Firepower Die)

1x Rifleman w/ M-16A2

Fire Team Bravo

1x Fire Team Leader w/ M-16A2

1x Grenadier w/ M-203 RGL

(Lt. Support, +1Firepower Die)

1x Gunner w/ M-249 SAW

(Lt. Support, +1 Firepower Die)

1x Rifleman w/ M-16A2

Fire Team One Charlie

1x Fire Team Leader w/ M-16A2

1x Grenadier w/ M-203 RGL

(Lt. Support, +1Firepower Die)

1x Gunner w/ M-249 SAW

(Lt. Support, +1 Firepower Die)

1x Rifleman w/ M-16A2

Taliban Team Two

1 x Leader with AK

1 x RPK MG (Lt. Support, +1Firepower Die)

6 x Troopers with AKs

Taliban Team Three

1 x Leader with AK

1 x RPG (Med. Support, +2 Firepower Dice)

3 x Troopers with AKs

Taliban Team Four

1 x Leader with AK

1 x RPG (Med. Support, +2 Firepower Dice)

1 x RPK MG (Lt. Support, +1Firepower Die)

4 x Troopers with AKs

TALIBAN MISSION

The American Marines have recently arrived here to fight alongside the British. Here is a chance to use the American pilot to lure the Devil Dogs into a bloody defeat! Catch them in a fire pocket and cause as many American casualties as possible as they try to rescue their airman. If you do your job right, the Marines will be wiped out or driven off and you can deal with the pilot at your leisure!

TALIBAN VICTORY POINTS

- Per USMC KIA = 2 VP
- Per USMC with Serious Wound = 1 VP
- Per Marine Captured = 3 VP
- Pilot still on table at end of Turn 8: VICTORY!

TALIBAN FORCES

Taliban Force Basic Attributes

Initiative Level: D6

Confidence Level: High

Supply Level: Normal

Troop Quality/Morale: D6/D10

Taliban Team One

1 x Leader with AK

1 x RPG (Med. Support, +2 Firepower Dice)

1 x RPK MG (Lt. Support, +1Firepower Die)

4 x Troopers with AKs

SPECIAL RULES

THE DOWNED PILOT

One of Charlie Squad's fireteams must make contact with the downed pilot by moving into cohesion distance. The pilot can be moved as part of that fireteam. He may be handed off to another Marine fireteam if the two fireteams are in contact. The pilot must be escorted off the table by the Marines by the end of Turn 8. The pilot adds no Firepower or Defense dice to the fireteam he is with. The pilot does not contribute dice to Morale checks. For the purposes of this scenario, the pilot cannot be injured or become a casualty. If a unit the pilot is with is wiped out, the pilot will move to the nearest cover that takes him away from the nearest Taliban unit.

TERRAIN

Woods, walls, buildings, and the bank of the stream provide cover (+1D defense). Woods and buildings block line of sight.

AMBUSH RULES ARE IN EFFECT

This means any Taliban units that are outside of Optimal Range may not be targeted by USMC troops unless they move or fire. USMC troops must pass a TQ check within Optimal Range to spot hidden Taliban troops. The Taliban automatically fire first from ambush.



2'x2' TABLE DIAGRAM

