

SHOCKFORCE

An Introduction

Shock Force is DemonBlade Games' science fiction tabletop wargame. It uses plastic or pewter figurines (representing soldiers, vehicles, and the like) to depict fast and furious battles between opposing armies that blaze away in dramatic firefights and desperate close assaults.

This article presents a basic introduction to those rules, so you can get started immediately. So grab some 6-sided dice (the only kind we use) and read on.

INITIATIVE

Who goes first? A question easily answered by each player rolling a die. High roll determines where in the order he/she would like to activate units. Sometimes it is wise to choose to go last - that way you can react more effectively to other player's actions.

ACTIVATION

However much you feel like moving all of your units at once, you can only activate one unit (such as a squad) at a time, alternating between players until all units have been activated. When a unit is activated, you perform all actions for one of the models in that unit before going on to the next model in the same unit. Finally, a unit may only be activated once in a turn.

MOVEMENT

Every model has a Movement rate, which is the maximum number in inches that the model may move in a turn. What is important to remember in Shock Force is that a model may fire any and all of its ranged weapons and even engage in close combat before, during, and after movement. Here's an example. Billy Bob, a Good Ole Boy with a Movement of 9", want to visit a world of hurtin' on Tar Pit, a Mutant only 6" away. Billy Bob decides to unload his 12-gauge first. Tar Pit survives, so Billy Bob's player elects to move the Good Ole Boy 6" to engage the Mutant in close combat. Whatever the outcome of the attack, Billy Bob will still have 3" of movement left in the turn.

FIRING RANGED WEAPONS

A model may fire any or all of its ranged weapons during its turn. When firing, besides having line of sight to a target, there are two ranges to consider: in range and out of range. Out of range means you're out of luck - you can't hit your target. However, in Shock Force, you may always pre-measure so that you will not waste a shot (in fact, you may pre-measure anytime you wish to determine some sort of distance).

To find out if your attack was successful, you roll a number

of dice equal to the Attack Value (AV) of the weapon. The targeted model rolls dice equal to its Defensive Value (Df). So when you pick a target and aim your Starbeam Laser Rifle (AV 2) at a Shock Force trooper (Df 2), you and your opponent will both roll two dice. Special circumstances, like cover (see below), will modify the amount of dice you roll.

After rolling, total the amount and compare to the other player's roll. If the attack roll exceeds the defense roll, then the targeted model is removed. Otherwise, no change. There's one little hitch to firing ranged weapons - you cannot do so while in base-to-base contact with an enemy model.

CLOSE COMBAT

When in base-to-base contact with an enemy model, the attacker may use any or all of its close combat attacks. Like ranged weapons, your model will have close combat Attack Values. You will roll the appropriate amount of dice, and if the total exceeds the defender's roll, the targeted model is removed.

A very important reminder: if your enemy has survived your close combat attack and you wish to move away, the enemy model may use any or all of its close combat attacks on your model without losing any of its attacks on its next activation. Really cool tactic: You will find yourself wanting, needing to take down an awesome foe, like a Stalker for example (Df 5). Best way to do that is to gang up on the model. It works like this: for every friendly model you have in base-to-base combat with the same enemy model, close combat attacks are increased by one die. So a normal AV 2 trooper can attack with an AV 5 when there are three other models in contact with the same enemy.

RESERVE FIRE

If you do not fire any or all of your ranged weapons, you may choose

to put one of those weapons on reserve, by placing a bead, rat tooth, or whatever, to indicate that the model has reserved fire. This will allow you to fire a weapon on an opponent's turn when the opportunity arises. When reserve fire is declared, it interrupts the current action, except an attack declared by the player whose turn it is. However, a situation arises where simultaneous fire is exchanged if the target of the reserve fire is also firing. This means that both of you will get to roll attack dice as well as defense dice, and this could result in both models being removed from the game.



COVER

A word about cover: use it and use it often. Light cover (trees, fences, etc.) provides a one-die defensive bonus, while heavy cover (wall, bunker, etc.) provides a two-dice bonus. So a trooper with a Df 3 behind a wall, will roll 5 dice (base 3 dice + 2 dice bonus for heavy cover).

WAIT THERE'S MORE

Shock Force also covers rules for other situations and has, besides backgrounds and army lists for the seven factions found in the game, unique builder lists that help you customize your army. Here's a brief look at what else Shock Force has to offer.

AREA EFFECT: Learn how to affect multiple targets without using a template.

COMMAND RADIUS: It's always best to stay with your squad leader, but we'll tell you what happens when you find yourself apart from your commanding officer.

VEHICLES: There's a good reason why vehicles can't be stabbed to death - they're made of metal! This is reflected by their special defensive bonuses.

ARMY LISTS: all the stats you need are found on the one or two pages found in each faction section.

TROOP AND WEAPON BUILDER LISTS: Build armies from scratch using our unique point system. Play a balanced game ALL the time. These lists also help in converting existing figures from other game systems for use with Shock Force. Also found in these lists are advantages and disadvantages to help further your personalization of your army.

THE SITUATION

A Mutant squad has caught a Vengequan scouting party in their neck of the woods. The Mutants will now try to invoke

the popular "trespassers will be eaten" law. The Vengequan player will try to prevent that from happening. Good luck!

THE SETUP

Plunk down some terrain pieces, trees, buildings, etc. or if you do not have those things, books, coffee mugs and other everyday household items. Set up the figures on opposite sides of a table, at least 24" apart.

THE FACTIONS

The Mutant army consists of five Freaks led by a Geek. A Battle Shaman leads a squad of four Braves for the Vengequan. Their stats will be found below in our army list boxes.

IN CONCLUSION

We hope you have enjoyed learning about Shock Force. There are several other places where you can get more information on Shock Force and converse with other players of the game. If you have email, you can join the Shock Force Discussion List by sending an email message to shockforce-request@demonblade.com with the work 'subscribe' (no quotes) in the body of the message. Those with access to newsgroups can read various Shock Force posts in rec.games.miniatures.misc regarding conversions, faction friction reports and general rule questions. Also online, starting from the Shock Force main page at www.shockforce.com, you can follow the Shock Force web ring to various sites on the Internet relating to Shock Force. Finally, we publish a games digest called Figurehead Quarterly, which has conversions and other cool Shock Force information and contests. This is available in our online store at www.demonblade.com.

Geek		190 Pts		
Pts	Type	Mv	Df	Mn
55	Elite	9"	3	3
Pts	Weapon	R	AV	AE
25	Tenderizer	-	4	-
45	Flayer	18"	3	-
65	Flayer	18"	3	-

Freak		90 Pts		
Pts	Type	Mv	Df	Mn
30	Trooper	9"	2	2
Pts	Weapon	R	AV	AE
15	Renderer	-	3	-
45	Disintegrator	24"	2	-

BattleShaman		215 Pts		
Pts	Type	Mv	Df	Mn
75	Elite	12"	3	4
Pts	Weapon	R	AV	AE
25	Desert Wolf Assault	-	4	-
50	Bolo Grenades	12"	4	-
65	Starbeam Laser Pistol	18"	3	-

Brave		105 Pts		
Pts	Type	Mv	Df	Mn
50	Trooper	12"	2	3
Pts	Weapon	R	AV	AE
10	Knife/Tomahawk	-	2	-
45	Starbeam Laser Rifle	24"	2	-