

# SHOCKFORCE

## Battles in the Remnants of America

### Quick Reference Card

#### Deployment

Players alternate deploying units, beginning with the units with the lowest Mv value, and continuing upwards to the highest Mv value until all units are deployed.

#### Turn Sequence

1. Initiative
2. Resolve continued effects
3. Unit activation
  - a) Activate unit
  - b) Remove reserve markers
  - c) Check command radius
  - d) Perform actions
  - e) Check command radius
  - f) Deactivate
4. Rout tests

Step 3 is repeated until all units on the board have activated exactly once. Then all required Rout tests are performed. Step 3d is repeated for each model in the unit in full before beginning actions for the next model.

#### Ranged Weapons

Attacker rolls a number of dice equal to his weapons AV. Target rolls dice equal to his Df. If the attacker rolls higher than the defender, the defender is removed.

#### Adjustments to Attack Dice

+1d Attacker did not move this turn, and was not engaged in close combat since its last activation

#### Adjustments to Defensive Dice

+1d Defender did not move last turn  
+1d Defender is in soft cover  
+2d Defender is in hard cover  
Medium vehicles treat 1s rolled as 2s  
Heavy vehicles treat 1s and 2s rolled as 3s

#### Close Combat

A model may engage in close combat if it moves into contact with another model. Attacker rolls a number of dice equal to its weapons AV. Defender rolls dice equal to its Df. If the attacker rolls higher, then defender is destroyed.

#### Adjustments to Attack Dice

+1d per additional attacker

#### Adjustments to Defensive Dice

Medium vehicles treat 1s rolled as 2s  
Heavy vehicles treat 1s and 2s rolled as 3s

#### Checking Command Radius

Command radius is 2" times the Mn value of the squad leader or special acting as a squad leader. Use 10" for models with 'Auto' Mn value. Models in the unit outside the command radius act at reduced efficiency until the next command radius check. Treat all sixes rolled on behalf of the model as fives.

#### Rout

Units will Rout under the following conditions:

1. If the squad leader or acting squad leader was removed this turn
2. If the unit has been reduced to half or less of its original number, and at least one model was removed this turn.

When testing for rout, roll a number of dice equal to the squad/squad leaders Mn value. If the total is 9 or less, the unit routs. Remove all figures from the board. Any model outside command radius tests at reduced efficiency. It is possible only part of the unit will be removed when only some models are outside command radius.