



Onepagerules - Strike Force

Strike Force is played with 15mm miniatures and terrain.

Creating a Strike Force

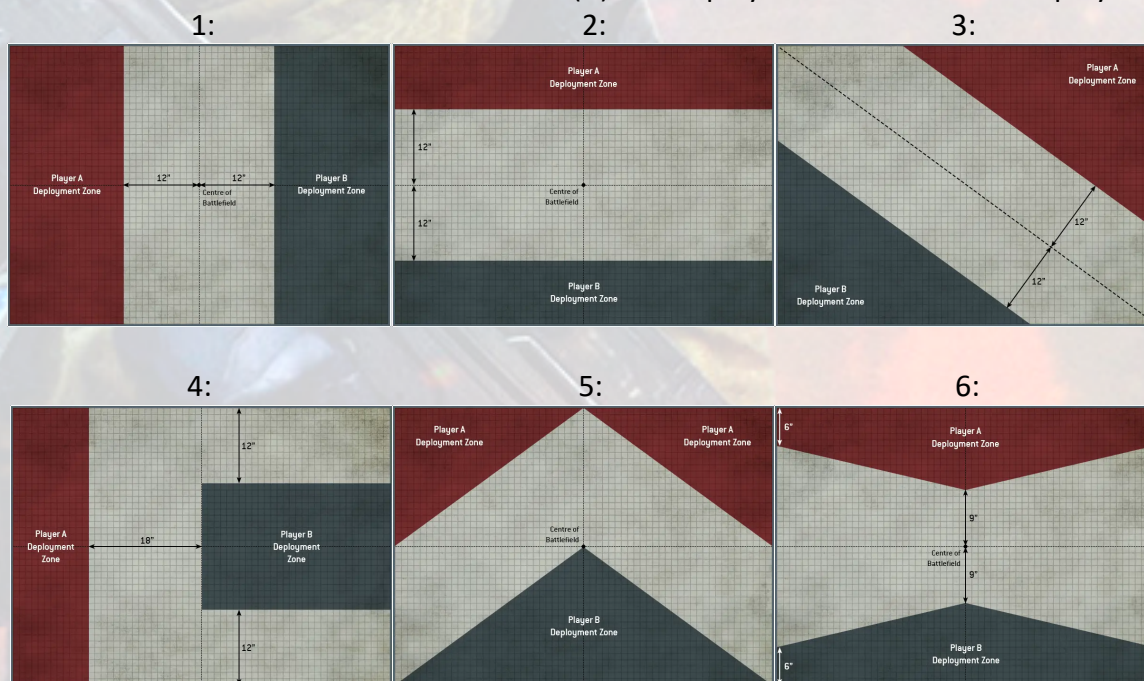
Maximum of 200 points. 1 hero pr. squad – no more, no less. No models with more than tough 3

Basic game rules & Battlefield

GF Firefight, but with centimeter measurement instead of inches. The battlefield should be at least 30x40 centimeters with dense terrain.

Setup, Deployment & Mission

Roll off. The winner will take the role of the attacker (A) and deploy first. Roll D6 to see deployment type:



Roll D6 to see mission type and win conditions (or choose one):

1. Strike Force Duel. Setup 3 objectives on the battlefield outside deployment zones. After 4 rounds, whoever controls the most objectives wins. 1-3 VP	2. Strike Force Ground war. The defender must secure no attackers within a radius of 6 centimeters from the center of the battlefield after 4 rounds. Otherwise, attacker wins. 2 VP
3. Strike Force Headhunters. The enemy leader is the primary target. If both leaders are eliminated after round 4, the winner will be the Strike Force with most remaining units. 2 VP	4. Strike Force Combat Masters. The strike forces must eliminate the enemy while keeping own units alive. The winner is the strike force with most units alive at the end of round 4. 2 VP
5. Strike Force Relic hunters. Setup 3 objectives outside deployment zones. When a unit seizes an objective, it can move with it next round. Stunned or destroyed units drop the objective. The winner is the strike force that first controls 2 objectives in own deployment zone. 1-3 VP	6. Strike Force Sabotage. Setup 2 objectives outside deployment zones. Objectives belong to the strike force that placed it. An objective is destroyed when seized by the enemy. If both objectives are destroyed at the end of round 4, the force with most remaining units wins. 2 VP

Campaign rules

In a campaign, only the Strike Force leader is a character and will earn Victory Points (VP) from one mission to another. The leaders and the Strike Force's performance will then determine the amount of VP, but there are no consequences for the individual non-leader units.

VPs that each Strike Force can earn (or lose) from a mission:

Participate in a mission	Mission Objectives	Leader not knocked out	Leader knocked out/routed
1 VP	1-3 VP	1 VP	-1 VP

If another mission is chosen than the ones from these rules, it's recommended that the amount of VP is between 1 and 3.

VPs from missions will continuously add to the leader's total VP result. After each mission the leader must also exchange the amount of VP earned from the mission into either Command Points (CP) or Experience Points (XP). The leader can freely decide how to exchange.

CP can be used for stratagems in the next missions and XP can be used to develop the leader's abilities.

Example: A Strike Force Leader has completed a mission and earned 4 VP (2 for the mission objectives, 1 for participating in the mission and 1 because the leader was still on the battlefield at the end of the mission). The leader will now have 4 VP added to the amount of VP he/she already has. Then the leader chooses to exchange 2 VP into CP and the other 2 VP into XP. Even though the VPs are exchanged, they are not drawn from the total amount of earned VPs – they still count.

The leader can now spend the 2 chosen XPs and save the 2 CPs for the upcoming mission. Unspent CP and XP will still be there to use for future mission.

Command Points (CP)

At any point during a mission, leaders may spend their CP to activate stratagems, with each only being usable once per unit activation (friendly or enemy):

CP	Stratagem	Effect
1	High Command	Add +1 to the result of any single die
1	Eternal Vigilance	Pick a unit that is knocked out and roll D6, on a 4+ it is stunned instead
1	Heightened Senses	Pick a unit that shoots at enemy in cover – the target counts as being in the open
2	Supreme Command	Add +1 to the result of all dice in a single roll
2	Closing Fire	Pick a charged unit. The unit can shoot at the attacker with -1 to hit
3	Code of Honor	Pick a stunned or routed unit. If stunned, it's not. If routed, it's stunned instead

Experience Points (XP)

Leaders can earn special abilities by levelling up. For every 5 XP the leader can choose a special ability:

Leader	Friendly units that activate within 6 centimeters of the leader gain +1 to morale tests
Instigator	Friendly units that activate within 6 centimeters of the leader gain +1 to hit in melee
Tactician	Friendly units that activate within 6 centimeters of the leader gain +1 to hit when shooting
Mastermind	Enemy units within 6 centimeters from the leader get -1 defense
Duelist	Enemy units get -1 in melee against the leader
Prowler	Enemy units further away than 12 centimeters get -1 when shooting at the leader
Herbalist	Friendly units within 6 centimeters of the leader can ignore wounds on a roll of 6+

Winning a campaign

Agree on a fixed number of missions for each Strike Force. After all missions are completed, the number of total VPs for each Strike Force will determine the winner.