

GROUND FORCE

RULEBOOK

CONTENTS

- Board
- 4 dice (2 yellow, 2 blue)
- Two armies (yellow and blue)
- Two sets of cards (yellow and blue)

PREPARATIONS

The board is put on a table and the players choose a color (yellow or blue). Then each player gets their army, set of cards and dice of that color. Both players check if their card deck contains 18 cards. Then they shuffle their deck.

Each player starts with 8 troopers, 2 saboteurs and 1 heavy weapon unit in their base. They can be placed in any order in the six places within the base.

Each place on the board can contain a max. of 2 units.

THE GOAL

There are two ways to win the game:

- A player manages to move an unit in the other player's base.
- A player destroys all the units of the other player.

PLAY THE GAME

The player with the least experience is the starting player. If that's not certain the youngest player starts. The player who starts picks a card from his deck to see which of his units he is allowed to activate for that round.

An unit can walk each turn (0, 1 or 2 spaces) and attack if possible. Whenever a unit has been attacked it cannot walk anymore.

Units can only walk vertical and horizontal, not diagonal. They can not walk to spaces occupied by forces of the other player. Also units can't jump over units of the other player (except for the saboteur when he is in stealth mode).

There are also cards with two types of units on them. If you draw one of these cards you can move and attack with both of these units this round. You first have to activate all of one type of unit, then the other.

To attack an unit(s) of the other player you have to be adjacent to them with one of your own. Except for the heavy weapons unit, he can shoot from a distance.

SPECIAL CARDS

Each card deck also contains some special cards:

Saboteur stealth card (indicated with a dish icon with waves)

A saboteur with stealth is a good way to sneak past enemy lines and enter the enemy base.

They can move 2 spaces just like normal except that they are sneaky this round. It means that they can jump over enemy units (costs only one movement point) and can't be attacked by the other player for his next turn.

Trooper rush card (incated with double sword icons)

The player who picks a trooper rush card can move his troopers twice. This also means they can attack twice (if they survive their first attack).

Important: They can't move 4 spaces and attack twice though! It's move 2, attack once, move 2 and attack again.

Reinforcements (indicated with a bullets icon)

Whoever picks a reinforcement card gets new units in their main base.

How many depends on the number of reinforcement points he gets. The player always gets 2 reinforcement points (base income). For each mining area he controls he gets an additional 1. (To control a mining area the player has to have one of his troopers standing on it. The mining area's are the red boxes on the board.)

The player can use these points to buy new units. Each trooper costs one point, a new saboteur 2 and a heavy weapon unit costs 3 points. All new units are placed inside the base and cannot move or attack till the next round.

You have to spend all points if possible. If you can't, because the base is full, the rest of your reinforcement points are lost.

BATTLE

A player can attack another player's unit by standing next to them with at least one unit of his own. (This doesn't count for heavy weapon units, but more about them later.) The attacker has to announce which unit(s) he uses to attack with. For each attacking unit he throws one dice.

The defender has to defend his space by throwing dice of his own. If the defender has one unit he throws with one dice. If he has two he throws two dice. All units (trooper, saboteur and the heavy weapon unit) defend in the same way.

The attacking player has to throw swords or explosions. The defender shields or explosions.

Who wins depends on who throws the best. The better the roll the more units are destroyed.

If a player has different types of units in battle and loses one he can choose which one will be removed.

For example:

Player 1 attacks with 2 troopers.

Player 2 defends with a trooper and a heavy weapons unit.

Player 1 throws a sword and an explosion.

Player 2 throws a shield and a sword.

Player 1 wins the roll with one hit.

Player 2 chooses his trooper to be removed from the game.

When the defender has lost all of his units the attacking unit will be moved to the attacked space. Important: This movement is free and even happens if the attacker already moved his two spaces.

Attacking with a heavy weapon unit

The heavy weapon unit is a special unit which shoots others from a distance of three spaces. The attacking player throws one dice and the defender will also throw one dice. (Even if the defender has two units!) Just like a normal attack the attacker wins if he throws better than the defender. If the attacker wins the roll all defending units have to be removed from the board. If the defender wins nothing happens.

For example:

The attacker attacks with his heavy weapon unit. He rolls a sword.

The defender defends with a trooper and a saboteur (but is only allowed to throw one dice). He rolls a sword.

The attacker wins the roll and both defending units are removed from the board.