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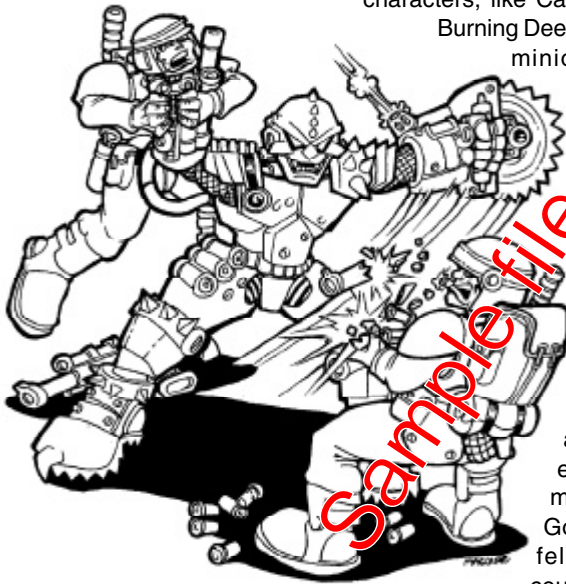
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Sample file

## Introduction to Shock Force

Shock Force: Battles in the Remnants of America captures all the action of battles between seven factions of future Americans as they wrestle amongst themselves for control of what remains. A Shock Force game is a fast and furious battle between opposing forces that blaze away in dramatic firefights and desperate close assaults, complete with heroic leaders, grizzled veterans of countless conflicts, and terrified rabble troops prepared to run at the first opportunity. You determine the strategic and tactical maneuvering of your force, guiding them to either glorious victory or bitter defeat.

Players in Shock Force control figures representing individual combatants, either heroic characters, like Captain Jack Robertson, Jr., Chief Burning Deer or Darkwhisker, or their soldiers, minions, and followers, like the



Megacom Tac Troopers or the Mutant Hordes. Following the rules presented in this book, each player takes turns moving groups of his figures and declaring their attacks. How far the figures can move, how strong their attacks are, and how likely they are to survive other figures' attacks are determined by characteristics detailed in the Forces section. Dice rolls made at the time of attacks add an element of chance and luck making it possible for the lowliest GothRat broodling to occasionally fell the greatest of heroes. Of course, the hero will almost certainly

escape such inauspicious destruction, but that's why there are other heroes, right?

For those of you that care about that sort of thing, this game is designed with 28mm figures in mind, the sort that puts a typical human at a little bit more than an inch tall. DemonBlade Games makes a whole range of figures for Shock Force based on the troop types and characters presented in the Forces section. Once you get the hang of Shock Force, you can also check out the WarEngine section of this book that tells you how to bring other models into the fight, including the figures DemonBlade produces for other games. The WarEngine is designed to be readily adapted to any genre so that the only barrier to infinite expansion of your games is in your imagination.

The dice we use in this game are always the normal six-sided kind. If you've never seen any type of dice other than the kind that comes in the typical game you buy at the toy store, don't worry about it. That's the kind we use.

We're not really going to get into fiddly details about time and ground scale, but for those of you that find such things important, each figure represents a single combatant

and a typical Megacom Tac Trooper stands about six feet tall. Each turn in the game represents about ten to fifteen seconds of real time, although that's dependent on what you direct your force to do, rather than a hard and fast rule. The important thing is really that however long the game would have taken in real time, you've had the opportunity to have your force clash with your enemies and either roar with victory or slink away in defeat.



With that basic explanation in mind, let's delve right into the rules and show you what you have to do to play Shock Force!

## Setting Up the Game

Like any game, there are a few things you have to do before you play. You each need to pick out figures to represent your force. You need to lay out some scenery on a playing surface over which your forces will fight. Finally, you need to place your forces in their starting positions. Dice and a tape measure readily at hand, you're then ready to go.

### *Your Force*

How do you know what figures you and your opponent control? You could just each pick out a few figures that you think are particularly cool, making sure you each have roughly the same number, and go with that. The first couple times you play, you probably ought to do just that to get used to the rules. Once you get the hang of it, though, you'll probably want some way of making sure you each have forces that are about even so you can tell which of you really did a better job of controlling your force. For that, we have a point system.

Each figure in your force is worth a number of points. The Force lists later in this book give each figure's basic cost in points. There's also a way to further customize your figures by adding tweaks. Tweaks are edges and flaws that adjust the cost up or down according to how good or bad the effect the tweak has on the figure's performance in Shock Force. Each player picks out figures, adding up the point totals, until he has some set number of points. A decent sized conflict will have each player taking about 4000 points worth of figures, but the game can be played at most any size with anywhere from two to six players getting involved. An example of selecting a Force is given in the Force section so you can see how it's done.

### *Setting the Stage*

War games are different from board games in that there is no preset board on which

you play, although for simplicity's sake we'll call it a board anyway. Instead, the players take a convenient flat place like a kitchen table, the floor, or whatever and litter it with stuff to represent the scenery where the figures are fighting. You really need to use a space at least three feet in both directions so there's room to move your figures around. Bigger games will of course be better with more space, but you'll seldom need more than about six feet by four feet.

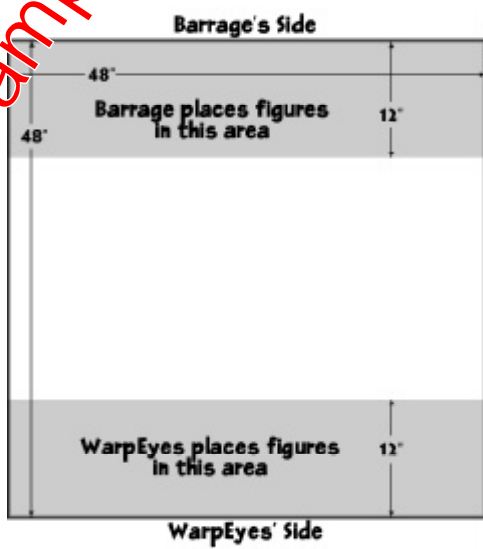
Veteran wargamers will have built model buildings and have all manner of scenery available, similar to that used by model railroad enthusiasts, but typically with more flat places so the figures have someplace to stand. If you're new to war games, simply use your imagination and do things like use books for buildings and hills, toy cars, wadded up sheets for glacial ice floes and that sort of thing. The key to a good game is to have lots of scenery so figures can hide behind stuff as they move forward, establishing good firing lines and covering the advance of their assault troopers that will flush out the enemy. Proper use of cover is critical to the survival of your troops, so if you're not sure whether to add one more building or clump of trees, go for it. Be creative!

### Placing Your Force

Each player takes turns placing his figures on the board, the slowest figures being placed first. If you take a look at the chart in the *Movement* section, you'll see that the Movement characteristic for each figure is a multiple of three inches, the minimum being zero for figures that can't move (like bunkers or Megacom medium PAK weapons or gun turrets.) Movement is abbreviated like this: Mv 9". That means the figure can move nine inches each turn.

All the figures with Mv 0" get placed first. Then all the figures with Mv 3" get placed. And so on, until all the figures have been placed. If both players have figures that move at a particular rate, they should roll a die and the one who rolls lowest has to place his figures first. Here's where we get our first example:

**Example:** *WarpEyes* has figures with Mv 6", Mv 9" and Mv 15". *Barrage* has figures with Mv 9", Mv 12", and Mv 15". The slowest figures are *WarpEyes*'s, with Mv 6". *WarpEyes* places those figures first. Since they both have figures with Mv 9", they each roll a die. *WarpEyes* rolls lower so he places all his Mv 9" figures, then *Barrage* places all his Mv 9" figures. *WarpEyes* has no figures with Mv 12", so *Barrage* places those next. Finally, they roll again to see who places their Mv 15" figures first, this time *Barrage* rolls lower. So *Barrage* places his Mv 15" figures, *WarpEyes* places his Mv 15" figures, and they're ready for Conflict!



In a typical game, players take opposite sides of the board as their starting location. Their figures may then be placed up to 12" from the edge of the board on their own side. For example, let's say WarpEyes and Barrage are playing on a table that's four feet square. The diagram shows where they may each place their figures.

## Playing the Game

### *Some Words We'll Use*

**Characters** – Single figures that don't necessarily have to stick close to other figures are called characters. A Megacom Captain is a great example of a character. They can move independently of other figures without penalty.

**Troopers** – Some figures, like DeadTech Outlaws, Brethren laity, and the like have to stick together as groups. Figures like this are called troopers. Particularly powerful troopers are called elites.

**Unit** – A unit is the basic grouping in Shock Force. Your force will usually be made up of many units. Units are most often a number of troopers that all move and attack at the same time. A character operating singly is also a unit. Sometimes, a character will join up with several troopers to help them attack or keep them from running away. While the character is leading the troopers, they are all considered a single unit.

**Leader** - Most units have a leader. For a unit to be considered controlled (more on that in the Check Control section below), the unit must have a leader. There is a very specific way to determine the leader of a unit. The figure in the unit with the highest Mental is the leader. If there is a tie, then the one of those with the highest Control Radius is the leader. If you still have a tie, then the one of those who was closest to the previous leader before that leader was destroyed becomes the leader. If there's still a tie, then you can pick whichever one of them you like. So to recap:

1. Highest Mental attribute
2. Highest Control Radius
3. Closest to Previous Leader When Destroyed
4. You Pick

## The Game Turn (Short Version)

One full turn in Shock Force consists of four steps, followed in this order: Initiative, Conflict, Follow Up, Rout. Both players are involved in each step. By far, the most involved step is the actual Conflict step.

We'll go over the basics of each of these steps now so you understand what happens and when.

### *Initiative*

This step is simply the step of deciding who goes first. Each player rolls a die and the highest roll gets to decide who goes first. Sometimes, if your figures are all right where

you want them to be, you might have reason to make your opponent go first. If that's what makes sense, go for it.

### *Conflict*

Conflict is the step when the players take turns activating units until both players have activated each unit in their force one time. Activating a unit simply means that you have the unit do all the moving and fighting it can do. As we said before, the Conflict step has other steps in it, but we'll come back to that after we explain Follow Up and Rout.

### *Follow Up*

During the Conflict step, sometimes things happen that either don't take effect right away or are really nasty and affect their target more than once. For example, if a Megacom Gunner uses his flamethrower to roast a mutant, he might burn to a crisp right away or he might light up and thrash around a bit before expiring. Or a soldier might toss a time bomb into a shack that won't explode on impact, but will tick for a moment before setting off. When something happens in the Conflict step that has some such timed effect, you check the results during the Follow Up step.

### *Rout*

Rout is a shorter way of saying running away. In the Rout step, you check to see if any of your units are too scared and run off.

## **The Game Turn (Long Version)**

Now, we'll cover the game turn in more detail so that you can refer back to the previous section to see exactly what happens when.

### *Initiative*

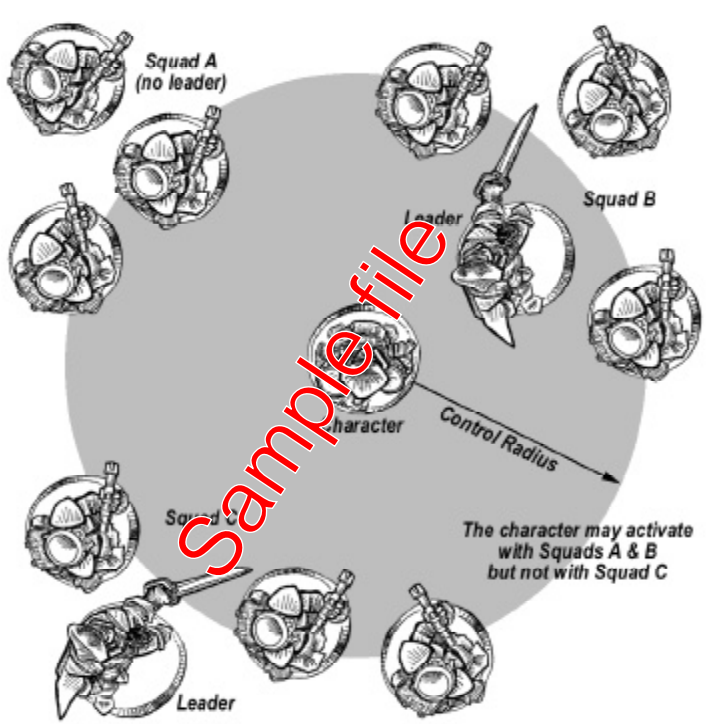
To recap, initiative decides who goes first. Each player rolls a die and the highest roll gets to decide who goes first. In a game with more than two players, the highest roll gets to decide when he'll go. He need not go first, but can choose to go later in the activation order. Then, the second highest picks when he'll go, and so on until everyone has picked a spot in the activation order. This activation order is kept for the entire turn until you get back to the Initiative step on the next turn. As with any roll to see who goes first, in the case of a tie, simply roll again to resolve the tie.

### *Conflict*

The Conflict is a big step. This is the step when most of the game is played. It is broken into several smaller steps that are handled repeatedly, unit by unit, until every unit on the board has had an activation. When it's your turn to activate a unit, you will first pick the unit you are going to activate. This can be any unit on your side that hasn't already activated this turn. Once you've picked the unit, you follow these steps for the unit, all of which will be explained in further detail below: Activate, Remove Reserve, Check Control, Perform Actions, Check Control, Deactivate.

## Activate

Remember that we defined a unit as either a number of troopers that start the game as a single group, a character acting alone, a single vehicle or monster, or a group of vehicles or monsters that started the game as a single group. There is one other special case, when a character activates with a unit of troopers as a single unit. If you have a character that hasn't activated and a unit of troopers that hasn't activated, and the leader of the troopers is within the control radius of the special, you can activate them together as a single unit. They are then considered a single unit until the next time you want to activate the character, the unit, or the two of them together on the next turn.



This diagram is there to help explain how that works.

If the unit has no leader left on the board, the character only needs to have any single figure in the unit within his control radius.

## Remove Reserve

As will be explained below, when a figure is done with his actions, he can put one of his unused weapons, if he has any, on reserve, shown on the board by placing a reserve marker next to the figure. In this step, any reserve markers that haven't been used are removed.