

# GROUND FORCE

A BOARDGAME BY EMIEL AMENT

## 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). Each player gets their army, set of cards and dice of that colour. 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 squares of the base.

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

## THE GOAL

There are two ways to win the game:

- A player manages to move a 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. (He is allowed to activate all units of that type.)

## SUMMARY

Ground force is a strategic game played on a board with 112 spaces. The game ends when a player manages to get one of his units in the other player's base or when a player has no more units on the board. Each player starts his game with 8 troopers, 2 saboteurs and 1 heavy weapon unit.

Each turn a player takes a card from his deck and moves the units who are on the card. Each unit can move 2 spaces (only horizontal, not diagonal) and attack once. Whenever a unit has attacked it can not move anymore.

If he takes a reinforcement card he can't move and attack for that round but places new units in the base. He gets two reinforcement points for his base and one reinforcement point for each mine area he controls. (You can control a mine area with a trooper.) A trooper costs 1 point, a saboteur 2 and a heavy weapon unit 3 points to buy. You have to use all points if possible. If the base is full the rest of the points are lost.

- **Fighting:** Both the attacker and defender roll their dice. How many depends on how many units they have. The attacker has to roll swords and explosions and the defender shields and explosions (a.k.a. hits). How many units are destroyed depends on the number of hits the winner rolled more than the loser.
- With a trooper rush card you can move and attack with your troopers twice.
- With a saboteur stealth card you can jump with your saboteurs over enemy units. (Costs only one movement point.) They can also not be attacked for the upcoming enemy round.
- With a heavy weapon unit a player can shoot from a distance of three spaces. Both players roll one dice. If the attacker wins the roll all defending units are removed from the board. If the defender wins the roll nothing happens.

### Attacking with a heavy weapon unit

The heavy weapon unit is a special unit which shoots others from a distance of three spaces. (The bullet travels only horizontal and vertical not diagonal.) 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 rolls more hits all defending units have to be removed from the board. If the defender wins nothing happens. Heavy weapon units don't move to the enemy space when winning in combat.

A unit can walk each turn (0, 1 or 2 spaces, a.k.a. movement points) and attack if possible. Whenever a unit has 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, he can jump over enemy units 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're free in what order you want to activate these units. (You can even do a combined attack with a trooper and a saboteur!)

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

### SPECIAL CARDS

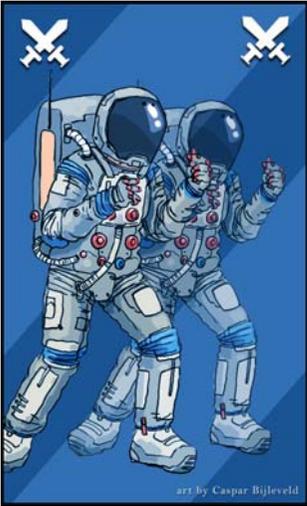
Each card deck also contains some special cards:



#### Saboteur stealth card

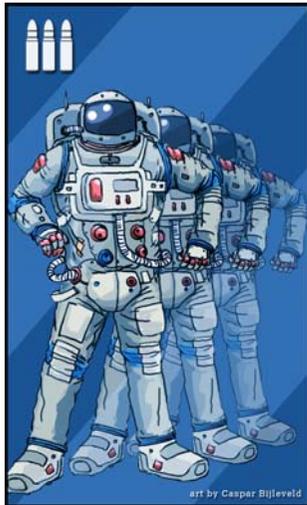
A saboteur with stealth is a good way to sneak past enemy lines and enter the enemy base.

They can move 2 spaces just like normal except that they are sneaky this round. It means they can jump over enemy units (only in a straight line) and can't be attacked by the other player for his next turn. Jumping over an enemy unit only costs 1 movement point.



### Trooper rush card

The player who picks a trooper rush card can activate his troopers twice. Which means: moving, attacking, moving and attacking again.



### Reinforcements

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 spaces 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.

## 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. (Also known as hits.)

The player who throws the most hits wins combat. How many of the units the losing player loses depends on the number of hits the winner rolled minus the hits the loser rolled.

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

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