Dan Verssen's SPECIAL FORCES

By Dan Verssen Games (DVG)

Introduction

Special Forces is a quick to learn, fast-paced tactical game of modern man-to-man combat. You get to command Iraqi Insurgent Forces (IIF) or US forces in modern day 2004 and 2005 Iraq. Plan your tactics, move your troops, and take down the bad guys. Also, be sure to keep an eye on your ammo, it can run dry quickly in combat!

Getting Ready to Play

We have made these rules freely available through our website for a couple of reasons. First, we feel that by showing people the rules, our audience will see what a cool game we've made, and will want to start playing. Second, as we add additional material, scenarios, weapons, etc., it is very easy to post updates for players to download.

Here are the basic steps you need to perform to get started. Each is covered in much more detail in their respective web pages.

1)   Go to our website's "buy" page and purchase the Special Forces Vassal Game using PayPal's secure online service.
2)   Install the game using the registration code that is immediately emailed to you.
3)   Connect to Vassal's Special Forces online room, chat with the other players, and start up a game.

Game Tutorial

Included in the game is a quick tutorial. This tutorial will give you a very basic overview of the game. To open the tutorial, go to the Help pull down menu and select "Tutorial". Information will then appear in the Chat area. The first instruction will direct you to hit the "Step Forward" button. Continue hitting this button to move through the tutorial.

Game Rules and Vassal Interface

Starting-Up a Battle

You can start two types of battles. You can play pre-made scenarios or you can create your own battles.

Pre-made scenarios are ready to play games that have the map, soldiers, and counters pre-selected and ready to play. When you create your own battles, you get to select the map, counters and soldiers to be used.

To get started, we recommend starting with an Introductory-level pre-made scenario, such as "Home For Christmas".

Here is our standard instruction sheet for creating and joining Vassal games…

Starting a Vassal Game

1) Double-click the desk-top game icon. The Game Control window will open. Some Vassal games will have a "New Game" option, others will have a "Games" option with pre-made scenarios. Select New Game or Games (#1). If you select Games, also select a scenario.
2) Click on the server button (#2) to bring up the Active Games window and the Current Game window.
3) Click on the connect button (#3).
4) Type what you want to call your game room in the #4 area. Make the name unique so your opponent can find it among the other open games like: "Tic-Tac-Toe". Enter.
5) The game name will now appear in the window below the New Game (#5) area under Main Room. The game name will also appear in the Current Game window with your screen name.

Joining a Vassal Game

1) Your opponent must have already gone through the "Starting a Vassal Game" steps for you to be able to join his game.
2) Double-click the desk-top game icon, when the Game Control window comes up, click on #2, then on #3.
3) Type in the name of the game room you want to join (in this case, "Tic-Tac-Toe". The game will appear in the Current Game window.
4) Right-click on #5 the first player's name and select "synchronize" (#6). The game is now ready to play between both of you.

To Play the Game Again

1) Both players must do the following: Select Close Game (#7), then select New Game or Games (#1) for either a new game or a scenario.
2) The board reappears and the new game is ready to play.
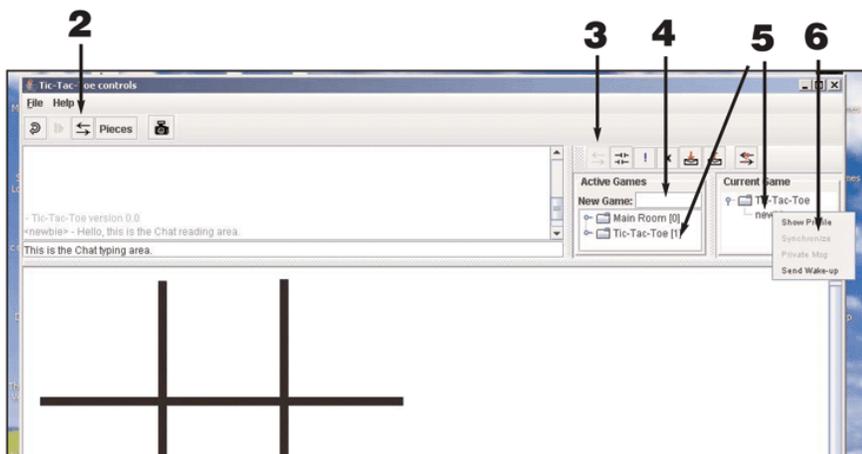
Starting a Scenario

These rules will assume that you are learning to play this game while playing a Scenario. If you would like to build your own scenario, there is a rule section at the end of this rulebook to help you do that.

From the Help pull down window, read through the scenarios and choose one you would like to play. Then, from the File window, choosing Games will bring up a sub-menu, then choose the scenario you want to play. For these rules, we will use examples from the scenario "Home for Christmas".

Once you have chosen a scenario, the game will begin. You will see the scenario map on the screen. Above it, you will see the Chat area, and above that, the selection buttons for your cards, pieces, and other information.

Between the map and the Chat area is a thick gray line. You can hold your curser over that line and drag the line up or down to change the size of the Chat area. In fact, all thick gray lines can be adjusted in this way.

It is assumed you will want to play Special Forces with an opponent. To link to an opponent, use the directions in the "Game Rules and Vassal Interface" section of this rulebook, or click on the "Connecting to Vassal" button to learn how to link a player to the game.

How to Win

Each scenario lists the Victory Conditions for that scenario. Check the Help pull down window for this information. If you create your own scenario, you can choose your own Victory Conditions.

Playing the Game

There are several soldier counters already on the map when the scenario begins. Look at the information on "Home for Christmas" from the Help pull down menu to see the Set-Up rules and counter placement.

Choose to be either American forces or IIF (Iraqi Insurgence Forces). The American counters (on the left side of the map) must start the game within 2 dots of Building #4. The building numbers are found inside the buildings on the map.

The IIF counters must be placed within 2 dots of Building #8 on the map.

The United Nations Aid Worker (UN Worker) is placed anywhere in Building #3 and is controlled by the US player.

Place your counters in the way you think will create the best outcome for the game, and begin the game.

Chat with your opponent by typing messages in the area just above the map. Then, hit "Enter" to send the message. Your message will appear on your screen and your opponent's screen in the area above the typing

line. Your opponent will be able to see the message as soon as you hit Enter.

Maps
Special Forces uses a dot map instead of squares or hexes. Each dot is roughly 5 meters apart. Soldiers are always placed on a dot. When you move a soldier you may move him to any of the 8 adjacent dots.
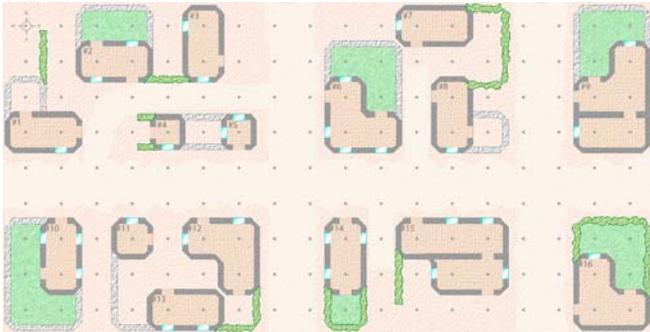
You get to select a map at the start of each game. If you are playing a pre-made scenario, the map will be automatically selected for you as part of the scenario's set-up.

Only one soldier counter can occupy a dot at a time.
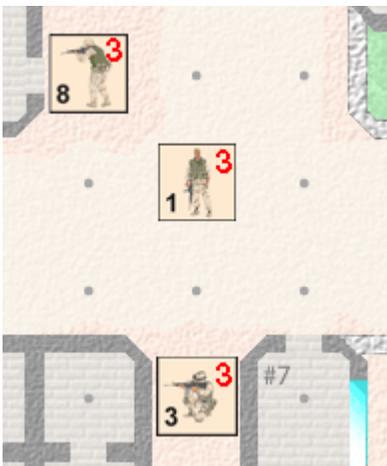
Action Points (APs)

Whenever your soldier declares an action, spend one of his Action Points by right-clicking on the soldier's counter and taking the "Pay 1AP" option to decrease his APs.

Right-clicking on a soldier's counter brings up a menu of functions for that soldier. These include paying APs, selecting that soldier as the Shooter or Target of an attack, or allocating Stuns and Wounds to the soldier. Different types of soldiers have different items listed on their right-click menus…
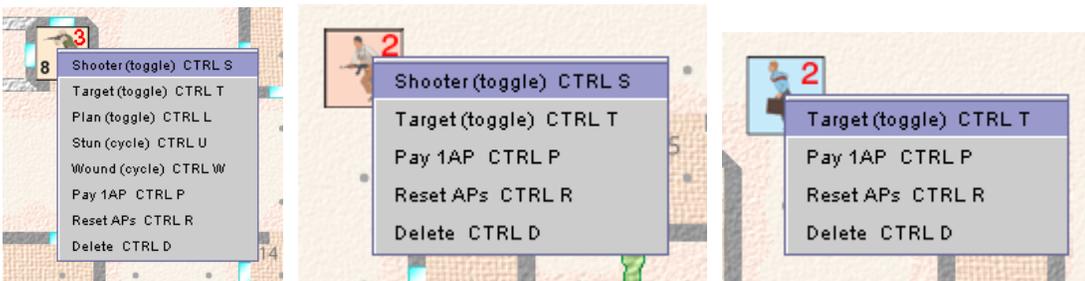
Continue taking actions for that soldier, one action at a time, until you decide to stop, or until your soldier runs out of APs. Once you conclude the soldier's actions, the opposing player chooses one of his soldiers to act. Continue alternating soldiers back and forth, until both players choose not to have a soldier act. If one player has more soldiers on the map then the other player, go back and forth until one player runs out of soldiers, then, continue playing the rest of the soldiers one after another.

Move
Spend 1 Action Point (AP) to move a soldier one dot in any direction, including diagonally.

A soldier can be moved through a friendly soldier, but not through an enemy soldier. A soldier cannot end his movement in a dot occupied by a friendly or enemy soldier.

Doors and small windows must be used to enter or exit some areas. Soldiers cannot use diagonal movement to move through a door or small window.
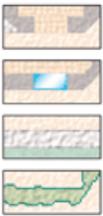

Sprint: When you declare an action for a soldier, you can declare that he is "Sprinting". To do this, you must use all the soldier's APs that he started the turn with, all at one time, to move. By sprinting, the soldier gets to move 1 extra dot.

For example, a soldier begins the turn with 4APs (3 normal, plus 1 for Planning). If he spends all 4APs moving at the same time, you can move him to a 5th dot.

Terrain
There are 3 types of terrain: Clear, Cluttered, and Impassable.

Terrain Chart

	Terrain Type	Move Notes	LOS Obstruction Check	Cover
	Clear	No Notes	No	No
	Cluttered	Stop After Crossing (unless Doorway)	Yes (unless adjacent to attacker)	8+
	(Doorway)			
	(Window)			
	(Low Wall)			
	(Vegetation)			
	Impassable	No Entry Allowed	Cannot Cross	Auto
	Smoke	No Notes	Yes	8+

Clear: Clear terrain is shown with the general background color of the map. Clear terrain does not effect movement or attacks. Clear terrain can look like dirt, paths, building floors or grass.

Cluttered: Cluttered terrain is shown with a variety of graphics that include: Windows, Low Walls, and Doorways. Each time an attack needs to pass through Cluttered terrain, roll 8+ to see if the terrain negates the attack.

Do not, however, perform the Cluttered terrain check if it is adjacent to the soldier performing the attack. This assumes the soldier is leaning out of the cluttered area, and therefore is not hindered by it.

Climbing through windows, over low walls and through bushes takes time. When a soldier crosses one of these forms of clutter he must end his movement on the other side. A soldier can still use the rest of his APs in ways other than movement.

Doorways are special. They are considered Clear terrain to move through, but because a doorway is difficult to shoot through with accuracy (or throw a grenade through, or launch a rocket through, etc.), they are considered Cluttered terrain for attacking through (unless it is adjacent to the attacker).

In the above graphic, the doorway will not affect soldier #8's attack.

Impassable: Impassable terrain is shown with thick gray lines. Attacks cannot be made through them, and soldiers cannot move through them.

Multiple Layers of Defense
It is possible for an attack to have to overcome multiple layers of defense.

For example, a soldier fires an attack over a Low Wall, through a Doorway, to a target. The opposing player then spends one of that soldier's APs to have him Hit the Dirt. The defending player would get to try and roll 8+ for the Low Wall, and roll 8+ for the Doorway, and roll 8+ for the Hit the Dirt. If any of these succeed, the attack would be negated.


Exit Map
Some scenarios specify when an edge of the map can be exited. To exit the map, move to a dot next to the edge, and then pay 1AP to move off the map. You cannot pass through "Impassable" terrain when exiting the map.

Unless the scenario specifies moving off the map, you can't move off the map.

Soldier Cards

Your soldier cards are found in the Buttons area under US Soldier Cards (F1 key) or Iraqi Soldier Cards (F2 key). When you have chosen a scenario, the cards have already been selected and loaded with the necessary counters for that game.

    1)   Ammo counters are placed in the boxes marked "Ammo Out". When your ammo magazine runs dry (more about that in the Reload section) you will need to reload from your "Extra Ammo" or Web Gear areas. Each soldier has only a few extra magazines to reload with.

    2)   A soldier also begins with any other counters listed on his card, such as First Aid Packs.

    3)   Some scenarios allow your soldiers to carry extra equipment. These counters are placed in the Web Gear area of the soldier cards.
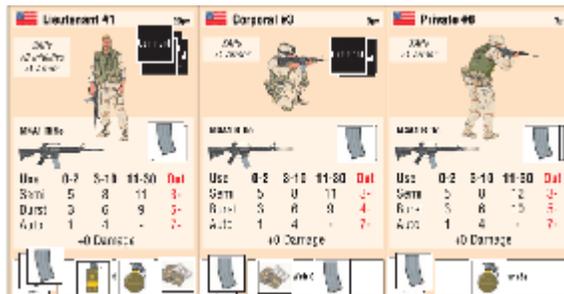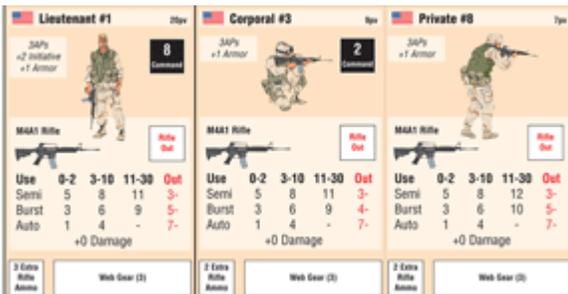
Web Gear

Some soldiers carry extra equipment in their Web Gear. The Web Gear area of the soldier information cards can hold the number of items listed on the card. If a soldier hands an item to another soldier called Give/Take, the item must fit in the Extra Ammo or Web Gear areas (not exceed the Web Gear or Extra Ammo numbers).

Untrained Soldiers

Untrained soldiers do not have individual cards. They do not have nearly the training of normal soldiers, so their game play options are limited.

One soldier card has all the general information needed to control any number of Untrained soldiers of that type. For example, if you had 100 Untrained Rifle troops, they could all be controlled using just one Untrained Rifle card.

All the special rules for an Untrained type of soldier is listed on his card.

Vassal Counter Controls
Counters can be clicked and drug around the map as if you were playing a board game on a table. However, due to the wonders of Vassal, counters also have additional functions built-in.

If you right-click on a counter, a menu of options will pop-up on the screen. Some of these options include:

Shooter: Labels the counter as the soldier making an attack.
Target: Labels the counter as the soldier you want to attack.
Plan: Allows the soldier to have 1 extra AP next turn.
**Stun:** Soldier cannot use an AP for anything other than removing the Stuns, until all Stuns are gone.
Wound: Each Wound permanently removes 1 AP each turn from that soldier for the rest of the game.
Pay 1AP: Pay for an action you are taking.
Reset APs: Resets the number of action points that a soldier can use during a turn.
Delete: Remove the counter from the game.
Info: Additional information about the counter will appear on the screen.
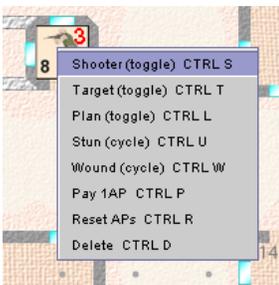
Soldier counters have 2 numbers, one in the top-right and one in the bottom-left. The bottom-left number is the counter's ID number. This corresponds to the Soldier card of the same number. The top-right number is the number of Action Points (APs) the soldier has remaining this turn. You can adjust these as the soldier takes actions by right-clicking on his counter and selecting "Pay 1AP".

Once a soldier's APs are reduced to "0" he can no longer act during this turn. At the beginning of the next turn, reset him to full APs by selecting the "Reset APs" option. You can also reset everyone on the map at one time by pressing the Reset APs button (you can also use the F12 key).

To see the counters, click on the "Pieces" button at the top of the screen. When you click this button, the "counter tray" will open up showing you the counters.

Counters can be added to the Soldier cards and map as needed by dragging them out of the counter tray at the top of the screen and dropping them where needed.

The counters are organized into different tabs in the "counter tray" to make finding them easy.

Counters are unlimited. Pull as many as you need from the counter trays.

Die Rolls
Dice rolls in the game are resolved using an automated die roller button that rolls 2 six-sided dice and adds their results together to obtain a result from 2 to 12.

Focusing an Action: When you declare an action that requires a die roll, you can declare it to be "Focused". This means you get to roll 2 dice and add 2. Use the "2d6+2" button for these rolls. This rolls 2 six-sided dice, adds their results together, and then adds 2 more to the result to obtain results from 4 to 14. Focusing costs you an extra AP.

Declare that you are using 2d6+2 in the chat area when you declare your action.

The results of your die rolls will be shown in the Chat window.

Turn Sequence
Start of each Turn:
1. Return each soldier's Action Points (APs) to full using the F12 key or the Reset APs button. Action Points are noted on each soldier's map counter.
2. Remove all Command counters that were used last turn (with the right-click "Delete" command).
3. Each player rolls the dice (using the "2d6" button) to see who has initiative. Some soldiers have a special skill mentioned on their cards giving you bonuses to your initiative roll. Add this to your die roll. The winner gets to have one of his soldier's act first this turn.
   A) High roll wins.
   B) For each "tie" rolled, both players receive 1 Command counter that can be used for any soldier until the end of the turn (drag and drop these Command counters from the counter tray onto the map). If the Command counter is not used by the end of the turn, it is lost.

Each Player's Turn:
1. Choose any one of your soldiers to move, shoot, or otherwise take action. That soldier may keep taking actions until he has spent all his Action Points or you choose to stop acting.

   Using the chat window, be sure to let your opponent know what actions you are taking, and wait for his reactions before going on to the next action.

2. After each action is declared, allow the opposing player a chance to react, and resolve any reactions.
3. When a soldier is done taking actions, the opponent selects one of his soldiers to act.
4. Right click on the soldier's counter to pay for action points as they are being used.
5. Players alternate having one soldier at a time take actions. A player can choose to have a soldier act that has already acted during the turn as long as that soldier has unspent Action Points. A player can choose to "Pass" and not have a soldier act. Passing does not prevent a player from acting later in the turn. To Pass, simply type "Pass" in the chat window.

End of each Turn:
1. Once all Action Points are spent, or both players decide to Pass in succession, the turn ends.
2. If a soldier has 1 or more unspent APs remaining, the soldier gets to "Plan" next turn. Planning gives your soldier 1 extra AP next turn. To Plan, right-click on the soldier's counter and choose the Plan option. A bright green "P" will appear on the counter. Select the right-click Plan option again to remove it from the counter when the extra Action Point has been used. A soldier cannot have more than 1 Plan on his counter at a time.
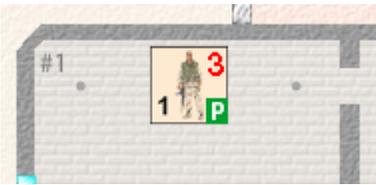
Actions

There are several different actions a soldier can take. Each of these actions cost 1AP.
1. Attack
2. Move from one dot to an adjoining dot
3. Reload
4. Give/Take
5. Use a First Aid Pack
6. Suppression Fire
7. Hit the Dirt
8. Focus

Line of Sight (LOS)

Whenever the acting soldier has a Line of Sight (LOS) to an enemy, the player can choose that enemy to be the target of an attack from the acting soldier. Whenever an enemy soldier has a Line of Sight (LOS) to your acting figure, you must give that enemy's player a chance to spend an Action Point from that soldier to react before your action is completed. LOS means that a straight, unobstructed line can be drawn from the attacker's dot to the target's dot. There is a built-in LOS tool in the game.

You access it by clicking the "LOS" button, then clicking on the map where you want the LOS line to start, and dragging it to the point where you want it to end. As the line is drawn, it will also display the range between the points.

Enemy counters not being targeted for attack can react to attacks if they have Line of Sight (LOS) to the attacker. They can use Suppressing Fire to cancel an attack. Any soldier being targeted can Hit the Dirt for a cost of 1AP. Also, regardless of LOS, other soldiers can give the targeted soldier a Command counter that will let him Hit the Dirt, or attempt a Suppressing Fire for himself.

Always draw the LOS from one dot to another. Vassal has created a way to make sure this happens. Go to the File menu and choose Preferences. Click on the LOS tab and check the "Snap Thread to grid" box. Your LOS should now snap to the dots on the map.
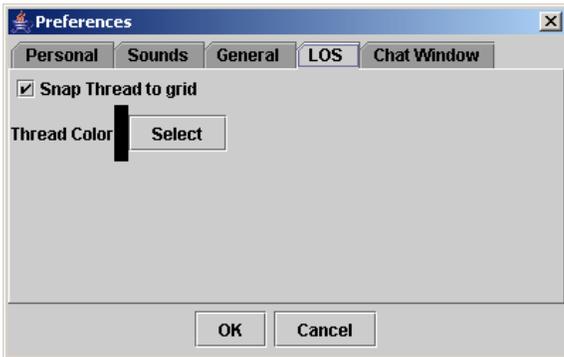
See the Terrain and Smoke sections for their effects on attacks.

Soldiers do not block LOS.

When you use the LOS tool, it does not appear on your opponent's screen. This allows you to plan your attacks without alerting him to your intentions.

Attack

To fire a weapon a soldier needs to have an LOS to the target dot.

Most weapons have more than one mode of fire. These include: **Semi** - the soldier is firing a series of individual shots, **Burst** – the soldier is firing several bursts with several rounds in each burst, **Auto** – the soldier is either firing many bursts, or one long stream of bullets, **Grenade** – the soldier is throwing or firing a single grenade which is immediately deleted after its use, and **Rocket** – the soldier is firing a single rocket which is immediately deleted after its use. When a soldier performs an attack, declare which fire mode he is using and the range to the target. Use these two pieces of information to determine the minimum attack roll needed to succeed.

When performing an attack, cross-reference the range on the soldier's data card with the mode of fire. Find the range across the card horizontally. In the above example, the ranges are: 0-2, 3-10, and 11-30. The mode of fire options are found down the left side of the card. In the above example, the modes are Semi, Burst and Auto. Roll the dice by clicking the "2d6" button. If you are "Focusing" your Attack, pay 1 extra AP and click on the 2d6+2 button.

For example, if you were attacking with the above information card at a range of 5, with a Burst attack, you would need to roll 6 or higher to hit.

If you were using Auto fire mode in that same situation, you would only need to roll 4 or higher to hit.

When making any Attack, right-click on the soldier making the Attack and choose the "Shooting" option. Then, right-click on the target soldier's counter and choose the "Target" option. This lets your opponent know who is shooting, and who is targeted.

Chat with your opponent and give him the option to React. Tell your opponent your current range (you can use the LOS option to get this number), your mode of fire, and the roll you need to hit the target. This is a courtesy so your opponent does not have to check your soldier's information card to find out what you need to Hit.

Example: Range 4, using a Burst – I need a 6+.

Radius Attacks (Attacks that effect more than one dot)
Some attacks, such as those generated by grenades and rockets will affect targets spaced over multiple dots. Resolving such attacks is a two-step process. First you must determine if the initial placement of the attack is successful. If it is not successful, the attack will have no effect. If it is successful, the attack will expand out in all 8 directions by a radius of one dot (r1). Determine its effects on targets within its radius.

You can target a dot instead of a soldier for these types of attacks. To show the dot targeted, drag the weapon counter off the soldier's information card onto the dot being targeted. When making a Rocket attack, place a Rocket counter found in the counter tray on the dot you are targeting.

When suppressing the attack, the opponent must be in LOS with the soldier making the attack.

Attack: When a radius attack is declared, check for Terrain and Smoke as normal. The opposing player can react as normal.

Effects of Attack: If the attack is successful it will affect a target on that dot, as well as any targets in the dots up to the radius of the weapon (check for Terrain as normal).

For example, if a soldier tries to throw a Fragmentation Grenade at a dot that is 2 dots away from his position, he would need to roll a 5 or higher.

Fragmentation Grenade	1pv		
Use	0-1	2-3	4-5
Grenade	-	5	8
+1 Damage • Fragmentation (r1)			

The opposing player has a soldier on that dot, and 2 more in adjacent dots. He reacts by having one soldier attempt a Suppression fire, one soldier Hits the Dirt, and one soldier does not react.

The Suppression roll fails, and the Hit the Dirt roll is successful.

The attack roll for the Grenade is then rolled, and it is a 9. Success! The roll is 4 above what is needed, and is

applied to each of the 3 targets. 2 of the targets receive a "Down" result, and the one who made his Hit the Dirt roll is not affected.

Whether the Grenade is successful or not, remove its counter when it is thrown.

An attack that fails its attack roll has no effect.

Smoke
When creating smoke, choose the dot the Smoke will land in and place the Expanding Smoke counter on that dot. Roll the dice to see if the smoke landed on the dot you were aiming for. If you do not make your die roll, the Smoke attack fails and the Smoke counter is deleted. If the attack succeeds, place the counter on that dot.
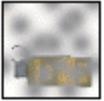
At the start of the next turn, the Smoke expands in all 8 directions.

Place a Smoke counter on each of the 8 adjacent dots. Smoke can spread over and through all terrain except the terrain that is "Impassable".

On the following turns, each player must remove one Smoke counter from that Smoke attack.

While the Smoke is there, it provides cover. When a soldier is Targeted through smoke, a cover die roll is made. On a roll of 8+ the attack is negated. Each Smoke counter that an Attack must pass through gives the defender a cover die roll of 8+.

Turn #1   *Turn #2*   *Turn #3*   *Turn #4*   *Turn #5*

On turn #1, US soldier #8 successfully throws a Smoke Grenade. Any attacks that pass through the Smoke Grenade's counter will be negated on a die roll of 8+.

Before the start of turn #2, the Smoke expands by 1 radius of dots. A Smoke Grenade has a maximum radius of 1 dot, so it will not expand beyond these dots in the future. An attack going from one soldier to the other would now be negated if any one of 3 die rolls came out to be 8+.

Before the start of turn #3, the US player and IIF player each remove one Smoke counter. An attack going from one soldier to the other would now be negated if any one of 2 die rolls came out to be 8+.

Before the start of turn #4, the US player and IIF player each remove one Smoke counter. An attack going from one soldier to the other would now be negated if a die roll came out to be 8+.

Before the start of turn #5, the US player and IIF player each remove one Smoke counter. The Smoke will no longer affect attacks made between the two soldiers.

The last of the Smoke counters will be removed before the start of turn #6.

If more than one smoke counter is in the same area, the smoke is cumulative. Roll 8+ for cover for each smoke counter between you and your opponent.

Hand to Hand Combat
Soldiers can attempt Hand-to-Hand Combat attacks at range 1. The soldier must roll 5+ to hit, and the attack has a –3 Damage modifier.

Opposing soldiers can react as normal.

Attack Summary
1   Acting player declares who is attacking, and the target of the attack (soldier or dot).
2   Defending player declares and resolves all reactions.
3   Acting player rolls to hit (use the chart on the weapon).
4   If successful, acting player determines damage, taking into account all modifiers (use the damage chart).

Determining Damage
The level of damage a target suffers is based on the success level of the attack dice rolled. When attacking, the more the die roll succeeds by, the more damage the target will suffer, see chart...

Damage Chart

Hit Roll	**Effect**
Exactly the roll needed	Flesh Wound: 1 Stun
1 above the roll needed	Hit: 1 Wound and 1 Stun
2 above the roll needed	Wounded: 2 Wounds and 2 Stuns
3 or more above	Down: Remove soldier from the game

Damage Chart Modifiers

Weapon damage modifier	See the information on the soldier card or by right-clicking on the Weapon counter.
Target's armor	See the information on the soldier's card. Example: +1 Armor reduces the damage level by 1.

Once the level of damage is determined, adjust it based on any Damage modifiers of the weapon, or target's Armor.

For example, if the attacker needs to roll a 6+ to hit and rolls an 8, he succeeded by +2, which means the target is "Wounded". If the attack were made by a weapon with a "+1" Damage modifier, the attack would "Down" the target.

If the Damage modifiers reduce the damage level to be less than a Flesh Wound, the attack has no affect.

Damage Effects
Stun – When a soldier is stunned, right-click on the soldier's counter and choose the Stun option. A yellow "1" will appear on the counter. Select the right-click Stun option again to increase the "1" to a "2" and again for a "3". Select the right-click Stun option again to remove the yellow Stun markers. A soldier cannot have more than 3 Stuns (disregard additional Stun results).

Each time a soldier pays 1 AP, he removes one of his Stun results. Stun markers cannot be removed as a reaction. If a soldier has Stun markers on his counter he cannot perform any actions or reactions until the Stuns

have been removed.

Wound – When a soldier is Wounded, right-click on the soldier's counter and choose the Wound option. A red "1" will appear on the counter. Select the right-click Wound option again to increase the "1" to a "2" and again for a "3". When a soldier accumulates a number of Wounds equal to his Action Points, he is Down.

For every Wound marker on a soldier, reduce his starting APs each turn by 1 for the remainder of the game. If a soldier has Wound markers on his counter equal to his maximum APs, he is Down, and removed from the game. Only a First Aid Pack can remove Wounds (See First Aid Pack rules section).

Down – Remove the soldier's counter from the map along with all of the counters on his soldier card. Place a Soldier Down counter on his card.
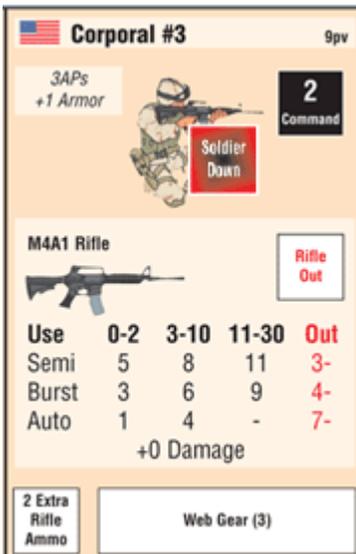
Reload
When you fire a weapon and roll equal to or lower than that weapon's 'Out' number (at the far right of the chart) the weapon is empty. Delete the ammo counter from the box next to the weapon's picture. To reload, spend one Action Point and move an ammo counter from the soldier's Extra Ammo or Web Gear boxes in the bottom left corner of the card to the weapon's "Weapon" Out area.

For example, if you were attacking with the US Private #8's M4A1 Rifle at a range of 5, with a Burst attack, you would need to roll 6 or higher to hit, and you would run out of ammo in that magazine if the roll is 5 or lower. So, if you roll a 5 or lower you will miss and discard that magazine counter. If you rolled a 6 or higher, you would hit, and you would get to keep the magazine.

If you were using Auto fire mode in that same situation, you would only need to roll 4 or higher to hit, but you would run out of ammo on a roll of 7 or less. If you rolled a 3 or less, you would miss, and run out of ammo. If you roll a 4, 5, 6, or 7, you would hit, but have to discard the ammo counter. If you rolled an 8 or higher, you would hit and get to keep the ammo counter.

When an attack is performed, always check for being out of ammo, even if the attack is negated by a reaction or obstacle.

If a weapon does not have an "Out" number, such as a grenade, it is automatically expended when used.

Give/Take Equipment
If two of your soldiers are in adjacent dots they can transfer Equipment counters. Either soldier can pay 1 AP to transfer as many Equipment counters as you like between the 2 soldiers. When the transfer of counters is complete, neither soldier can be in excess of his Web Gear or Extra Magazine counter limits.

Downed soldiers do not leave their equipment or ammo behind.

Plan
If a soldier has 1 or more unspent APs remaining, the soldier automatically gets to "Plan" next turn. To Plan, right-click on the soldier's counter and choose the Plan option. A bright green "P" will appear on the counter. Select the right-click Plan option again to remove it from the counter when the extra Action Point has been used. A soldier cannot have more than 1 Plan on his counter at a time.

A Plan marker gives a soldier an extra Action Point during the next turn.

Use the right-click "Delete" option to remove the Plan counter when it is used, or at the end of the next turn, whichever happens first.

First Aid Pack
One available piece of equipment is the First Aid Pack. A successful roll will turn a Wound into a Stun. Some soldiers, like the US Medic have a bonus for this roll. Be sure to add their bonus to the die roll generated. Delete the First Aid Pack counter whether it is successful or not.
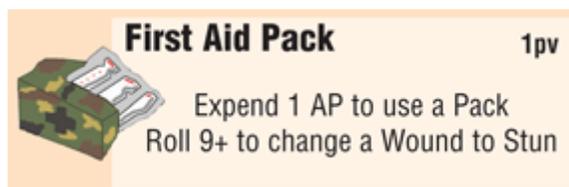
Reactions

When an enemy declares an action, your soldiers can quickly react before your opponent can resolve his current action.

Each opposing soldier can only react once to an action.

Suppress

When a soldier Suppresses, he lays down heavy fire to make the opponent's attack difficult. To suppress an enemy attack, the suppressing soldier must be in LOS with the attacking soldier. To suppress, perform a normal attack against the acting soldier. If the suppressing attack is successful, the acting soldier's attack is negated.

Suppressing attacks do not inflict damage, they only negate attacks.

Cluttered areas and Smoke have the normal chance to negate a Suppression attempt.

Check for running out of ammo as normal when performing a Suppression action.

Hit the Dirt

A soldier can attempt to negate an attack that will affect him by Hitting the Dirt. A soldier must pay 1 AP each time he wants to Hit the Dirt.

A soldier that Hits the Dirt will negate an attack by rolling 8+.

Command

Some soldiers have command abilities that can help the other soldiers on their team. A number on the soldier's card rates his command skill. Command represents not only shouted and radio commands, but also the planning that goes into a mission, as well as training, and overall unit cohesion.

The number of Command counters the soldier begins a battle with is listed in the Command box.

Each expended Command counter immediately gives another soldier 1 extra AP. A soldier cannot be given more than 1 Command counter each game turn. A soldier cannot expend a Command counter to give himself an AP. Command counters can be given at any time. Place the Command counter on the map and Chat to your opponent which soldier is receiving the Command counter and which soldier is giving the Command counter.

Reinforcements

Whenever reinforcements are called for in a scenario, do not place them if they cannot be placed due to counter, card, or map limitations.

Build Your Own Scenario

If you would like to build your own scenario, start the game as a New Game. You will then be asked to choose a map. Select the map of your choice and hit OK. Then, select your American soldier cards and hit OK, then your IIF soldier cards and hit OK. Soldiers have different skills, weapons, and Web Gear sizes to choose from. Use the "Add Row" and "Add Column" buttons to have more than one soldier for each side. When selecting numbered soldiers, do not select more than one with the same number for each side.

When selecting your soldiers, you will see a number in the upper right corner of the soldier information cards. This number represents the Point Value costs of that soldier. Select a roughly equal amount of US and IIF soldier points. If you need to add more points onto a side, you can also purchase equipment. The costs are found on their counters by right-clicking the counter and clicking on the equipment's information.

Set-Up

When a scenario specifies "in a building", this does not include any outside areas adjacent to the building, such as patios, lawns, etc.

Soldier Cards

Before the start of a battle, you get to place counters on each of your soldier cards.

1) Place 1 Ammo counter on each of his weapons to cover the "Ammo Out" spaces on the soldier card.
2) Place the indicated number of ammo counters listed on a soldier's Extra Ammo box at the bottom of the card.
3) A soldier also begins with any other counters listed on his card, such as First Aid Packs. All of these counters are built into a soldier's Point Value.
4) You can also purchase extra equipment for your soldiers. Place these counters in the Web Gear area of the soldier cards.
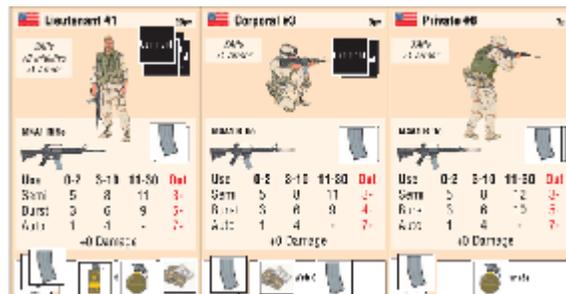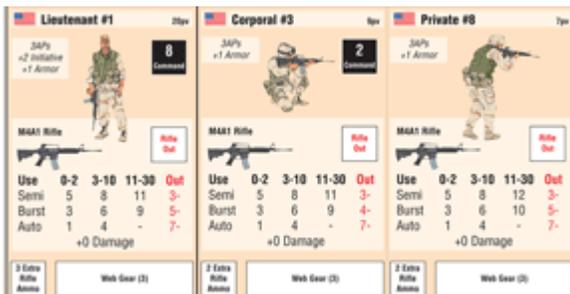
Web Gear

In addition to the normal counters, you can purchase additional counters for a soldier to carry. The Point Value of each counter can be found in the counter's right-click menu. A soldier is limited to the number of extra counters he can carry. This limit is noted in the Web Gear portion of his card. Place the extra counters in the Web Gear area of a soldier's card.

Drag the soldier counters onto the map and place them according to your scenario. Begin the game as normal.

Future Expansions

Special Forces is designed to be the first of many games covering the topic of modern, tactical combat. Our plan is to release a series of Vassal games that greatly expand on the basic structure created here.

We plan on adding vehicles, night combat, additional troops from many nations, new weapons, and scenarios from not only the modern era, but historical settings as well.

Credits

Game Design	Dan Verssen
Game Development	Holly Verssen
Vassal Software	Rodney Kinney
Initial Vassal Module	Michael Dorosh
Module Development	Holly Verssen, Dan Verssen
Testers	Mike Anderson, Andrew Farreny, Vern Hee, Chris Richardson, Kevin Verssen

Scenarios

All of these scenarios take place in modern-day Iraq. They include the Special Forces activities in pre-invasion 2004 Iraq, operations during the conflict, and the counter-insurgency missions that continue to this day.

All "Playtimes" listed are for experienced players. Expect your first games to take longer.

Scenarios list a point value for starting forces. You can replace the specific forces listed if you want to use your own selection. You can purchase both soldiers and gear with these points.

Home For Christmas

Complexity: Introductory
Briefing: December 20, 2004. While looking for illegal weapon caches, a US team comes across a UN Aid Worker. The UN worker had been kidnapped by the Iraqi Insurgent Forces (IIF) during the previous week, and has managed to untie herself. She is making a run for freedom before her captors can return.
Players: 1 US vs. 1 IIF
Playtime: 30 minutes
Map: Residential-1
UN Set-Up: The UN Aid Worker is placed in Building #3. (The UN Aid Worker is under the control of the US player)
US Set-Up: Private #8 and Private #9 (14 points). US forces are placed first, and must be within 2 dots of Building #4.
IIF Set-Up: Trained #2, Trained #3, and Trained #4 (12 points). IIF forces must be placed within 2 dots of Building #8.
Objective: The US player must move the UN Aid Worker off the South edge of the map to safety before she is killed.
Victory Conditions:

UN Aid Worker	Victory Level
Escapes off South edge	US Victory
Is Killed	IIF Victory

Initiative: Normal

Shades of Mogadishu

Complexity: Introductory/Solitaire
Briefing: While on patrol, a 2-man US team must move on foot after a roadside explosive disabled their HUMV. While moving through a town, the situation turns hostile when insurgent forces attack them. The team must make its way off the East edge of the map to reach safety.
Players: 1 US vs. Automated Rules for IIF
Playtime: 45 minutes
Map: Commercial-1
US Set-Up: Sergeant #2 and Private #8 (22 points). US forces begin on dots on the West edge of the map.
IIF Set-Up: 1 Untrained Rifle on North-East-most dot, 1 Untrained Rifle on South-East-most dot, 1 Untrained Rifle on East edge middle dot.
Objective: The US player must move his soldiers off the East edge of the map.
Victory Conditions:

US Soldiers Exiting North Edge	Victory Level
2	US Victory
1	Draw
0	IIF Victory

Initiative: The US player gets initiative every turn.
Automated Rules:
Reinforcements - IIF reinforcement counters appear on the map before the start of each turn using the following

chart. Roll once on the chart each turn and place the indicated forces in the area designated.

Die Roll	Reinforcing Soldiers	Arrival Location
2 to 3	1 Untrained Rifle	Within 1 dot of any US soldier
4 to 5	2 Untrained Rifle & 1 Untrained RPG	Within 2 dots of NE corner
6	2 Untrained Rifle & 1 Untrained Pistol	Within 2 dots of the East-most US soldier
7	2 Untrained Rifle	Within 2 dots of East edge middle dot
8	2 Untrained Rifle & 1 Untrained Bomber	Within 2 dots of the East-most US soldier
9 to 10	3 Untrained Rifle	Within 2 dots of SE corner
11 to 12	1 Untrained Rifle	Within 1 dot of any US soldier

Move and Shoot – Begin moving the IIF soldiers that are closest to US soldiers first, then work your way to the most distant. Each IIF soldier will move 2 dots towards an LOS to the closest US soldier if they are not in LOS. If an IIF soldier is at range 3+ and in LOS to a US soldier the IIF will move 1 dot closer and attack once. If an IIF soldier is at range 2- and in LOS to a US soldier the IIF soldier will attack twice.

Choices - Whenever there is a choice to be made for the IIF soldiers, make the decision to your advantage.

Rat's Nest
Complexity: Moderate
Briefing: A normal patrol through a residential area turns into a pitched battle when the US troops stumble upon an IIF cell planning their next attack.
Players: 1 US vs. 1 IIF
Playtime: 45 minutes
Map: Residential-1
US Set-Up: Corporal #3 with 1 Fragmentation Grenade, Private #8 with 1 Fragmentation Grenade, Private #9 with 1 Smoke Grenade, and Private #10. US forces are placed first, and must be within 1 dot of Building #6.
IIF Set-Up: Leader #1 with 1 Fragmentation Grenade, Trained #2 with 1 Fragmentation Grenade, 2 Untrained Rifle, 1 Untrained Pistol, and 1 Untrained Bomber (24 points). IIF forces must be placed inside Buildings #11, #12, and #13.
Objective: The US player must eliminate all IIF soldiers before the IIF soldiers can escape off the East map edge.
Victory Conditions:

Value of Escaped IIF Soldiers	Victory Level
0	US Complete Victory
1 to 2	US Victory
3 to 4	US Marginal Victory
5 to 7	Draw
8 to 10	IIF Marginal Victory
11 to 14	IIF Victory
15 or more	IIF Complete Victory

Initiative: Normal

WMD Secrets
Complexity: Moderate
Briefing: A local US Special Forces commander receives information that a vital folder holding information relating to Iraq's Weapons of Mass Destruction (WMDs) is located in a government building and will soon be destroyed. He decides to deploy a team to recover the folder.
Players: 1 US vs. 1 IIF
Playtime: 45 minutes

Map: Government-1
US Set-Up: Lieutenant #1 with 1 Fragmentation Grenade and 1 First Aid Pack, Sergeant #2 with 1 Fragmentation Grenade and 1 First Aid Pack, Corporal #3 with 1 Fragmentation Grenade, Private #8 with 1 extra Rifle Magazine Ammo, Private #9 with 1 extra Rifle Magazine Ammo, and Private #10 with 1 extra Rifle Magazine Ammo. (73 points). US forces are placed second, and must be placed on West, South, and/or East edge dots.
IIF Set-Up: Leader #1 with 3 Fragmentation Grenades, Trained #2 with 2 Fragmentation Grenades, Trained #3 with 1 Fragmentation Grenade, 8 Untrained Rifle, 2 Untrained Pistol, 2 Untrained Bombers, and 1 Untrained RPG (54 points). IIF forces set-up first and must be placed inside Buildings #1, #2, and/or #3.
WMD Secret Folder Set-Up and Rules: The IIF player drags the "Secret" folder counter on to the map at the start of the game. He then right-clicks on it and chooses the "Invisible" option. He then drags it on to any dot in the main Government building. The IIF player cannot move the folder once it is placed.

The Invisible option hides the counter from the US player. If the US player moves a soldier into LOS of the folder, the IIF player must right-click on the folder and select the Invisible option again. This will turn it visible to both players.

If the US player moves a soldier adjacent to the folder, he can pay 1AP to move it to that soldier's Web Gear. If a soldier carrying the folder is killed, place the folder on the map dot where he died.

Objective: The US player must find the WMD Secrets Folder and move it off the map.
Victory Conditions:

WMD Secrets Folder	Victory Level
Ends the game off map	US Victory
Ends the game on map, but discovered by US	Draw
Ends the game undiscovered by US	IIF Victory

Initiative: Normal

Baiting The Hook
Complexity: Advanced
Briefing: In an effort to disrupt insurgent operations, a Special Forces team is dropped into a known hot spot to supposedly carry out a mission. The team's real mission is to attract attention and draw IIF forces to their location so that US air and artillery assets can eliminate them. At a set time, a Blackhawk helicopter will withdraw the team, and the shelling can begin.
Players: 1 US vs. 1 IIF
Playtime: 90 minutes
Map: Commercial-1
US Set-Up: Sergeant #2 with 1 Fragmentation Grenade, 1 Smoke Grenade, and 1 First Aid Pack, Corporal #3 with 1 Fragmentation Grenade, 1 Smoke Grenade and 1 Rifle Ammo, M60 Gunner #5, Medic #7 with 1 Machine Gun Ammo, Private #8 with 1 Fragmentation Grenade, 1 Law Rocket, and 1 Rifle Ammo, and Private #9 with 1 Fragmentation Grenade, 1 Law Rocket, and 1 Rifle Ammo. US forces are placed after IIF Forces set-up, and can begin anywhere on the map, except they cannot start within 3 dots of the IIF Leader.
IIF Set-Up: Leader #1 with 1 Fragmentation Grenade, Trained #2 with 1 Fragmentation Grenade, 4 Untrained Rifle, 2 Untrained Pistol, 1 Untrained RPG, 1 Untrained Bomber (40 points). IIF forces cannot be placed within 2 dots of Building #1.
IIF Reinforcements: At the start of each game turn, roll on the following table for additional soldiers to be gained by the IIF player.

Die Roll	Reinforcing Soldiers	Arrival Location
2 to 3	4 Untrained Rifle	Buildings #5 and/or #6
4 to 5	2 Untrained Rifle & 1 Untrained Pistol	Buildings #3 and/or #7

6	1 Untrained Rifle & 1 Untrained Bomber	Building #7
7	3 Untrained Rifle	Buildings #3 and/or #8
8	2 Untrained Rifle	Building #7
9 to 10	1 Untrained RPG	Building #4 or #8
11 to12	2 Untrained Bombers	Buildings #6 and/or #7

Objective: The US player must have as many of his soldiers as possible alive and inside Building #1 at the end of 10 turns. Use counters off to the side of the map to keep track of the turns.

Victory Conditions:

US Soldiers in Building #1 after 10 turns	Victory Level
6	US Complete Victory
5	US Victory
4	Draw
2-3	IIF Victory
0-1	IIF Complete Victory

Initiative: Normal