



When it comes to generic 25mm Science Fiction skirmish games, there are really only two choices.

[Stargrunt II](#), which is a gritty, realistic simulation of near-future combat.
And [ShockForce](#), which...isn't.

There are those who feel this fact is a detriment of the ShockForce system--I am not one of those individuals. This page is an attempt to integrate some of the more unique and appealing aspects of Stargrunt II (SGII) with the mechanics of the ShockForce rules. Please note that I do not feel that any of the additions are truly *necessary* (except, perhaps, for [Morale](#)), but they do add some new options to an already excellent and versatile game. Feel free to use all, part, or none of these rules; each section should be able to stand (and/or fall) on its own.

One last thing: I am not attempting turn ShockForce into a carbon copy of SGII--if that's what you're looking for, why not just play Stargrunt II? My primary goal with these rules is to maintain the ease, speed, and flavor of ShockForce. If this means that the SGII mechanics must lose something in the translation, that's a price that I am more than willing to pay.

As always, feedback is eagerly sought, and gratefully accepted.

And so, without further ado, let me present:



(Well, it was either that or ShockGrunt. I think that I made the right choice, don't you?)

Table of Contents

[Communications](#)

[Morale](#)

[Suppression](#)

[Wounds](#)

[Artillery Strikes](#)

[Smoke](#)

[New Advantages](#)

Communications:

SGII assumes that all soldiers are equipped with, at the very least, helmet radios. In ShockForce, this is not always the case--in order to make use of the Communication rules, both the sending and receiving models must have the [Comm-link](#) advantage.¹

In order to successfully communicate, both the sender and the receiver *must roll equal to or less than their Mental Value on 1d6*--this is referred to as a *Comm Roll*. Communications must always move *down* the chain of command. Thus, Specials can give orders to Elites, Troopers, and Cavalry; while Elites may only give orders to Troopers and Cavalry (of course, information is passed in both directions, but orders will always come down from above). Models with the Solo disadvantage may never give orders to another unit.

Only squad leaders may send orders. This requires full concentration--a model that sends an order can take no other actions on its turn. If the receiving model is a squad leader, it can pass this order on to the rest of its unit. This is a free action; a unit may still move and fire normally after receiving an order.

A model with the [ECM advantage](#) may attempt to interfere with Comm Rolls.; the ECM trooper must

have a reserve marker on it order to do this. When ECM is used, the sending model and the model with ECM both roll their Mental value--if the sender rolls higher, the message goes through. If the ECM roll is higher, the message is scrambled and has no effect.

With a successful Comm Roll, a model may send any one of the following orders:

- Motivate a unit.
- Rally a unit.
- Or call in an Artillery Strike.

Motivate

If it makes a successful Comm Roll, a motivated unit is immediately activated, and may move and fire as normal--even if the unit has already had one activation this turn. No unit may be activated more than twice in a single turn, and no model may motivate another unit more than once per turn.

Rally

Any unit that has failed a morale check may be Rallied. After making a successful Comm Roll, the unit may immediately make another Morale Check, rolling with the officer's mental value. If the Morale Check is successful, the unit immediately Rallies, and may move and fire as normal on its next activation.

Artillery Strike

If a player has at least one remaining Barrage, he may call for an Artillery Strike. The sender must make a successful Comm Roll, as must the artillery unit--assume that the Mental value of the artillery unit is equal to that of the sending model. If both Comm rolls are successful, the strikes arrives on the next turn, immediately following the Initiative phase. To determine the effect of the strike, see Artillery Strikes below.

Morale:

In standard ShockForce, morale is pretty simple: if you fail a rout test, your unit instantly disappears. Although this has the virtue of simplicity, I cannot help but find it a little...harsh. The following morale rules are meant to take the place of the standard ShockForce rout test.

A unit must immediately take a Morale Check under the following circumstances:

- The unit loses its squad leader.
- The unit is reduced to half (or less) of its full strength.
- Or a friendly unit within Line of Sight fails a Morale Check.

In addition, a unit must make a Morale Check whenever one of its members is fired upon, to determine whether or not the unit is suppressed. This is covered under [Suppression](#), below.

Mechanically, a morale check is just like a standard Rout Test: the squad leader must roll equal to or higher than ten, with a number of dice equal to his Mental score. However, if this test is failed the unit does not instantly disappear. If a unit fails a morale check, it is instantly moved one full movement away from the enemy--all of the unit's reserved fire is lost when this occurs. On each subsequent turn, the unit must make a morale check as soon as it is activated; if this check is passed, then the unit may move and fire as normal. If this check is failed, the unit must flee, moving its full movement directly away from the enemy. A fleeing unit can take no other action, and if it flees off the board, it is considered destroyed. If a fleeing unit is suppressed, it can take no action at all; the models will simply cower, and will neither move nor fire. On the unit's next activation, check suppression directly after making the morale check.

Units will only check morale once per turn; any further threats will just be icing on the cake.

Suppression:

Generally, people don't *like* being shot at. The average soldier, when he's being fired upon, will feel motivated to seek cover as soon as humanly possible. A unit that is pinned down by the fear of enemy fire, unable to move, is referred to as *suppressed*. ShockForce already has rules for suppressive fire as an

advantage, but these rules allow all troops to make use of (and fall victim to) suppression. If you are using these rules, disregard the "Suppressor" advantage listed on page 19 of the ShockForce rulebook.

Whenever a unit is fired upon, successfully or not, it may become suppressed. As soon as the effects of the fire have been resolved, make a Morale Check with the following modifiers:

- +2 if no one was hit or injured.
- 1 for each model killed or wounded.
- 1 if the unit was fired upon last turn.
- 2 if the squad leader was killed or wounded.
- 2 if the unit if the attack is an Artillery Strike

If the unit passes the Suppression Check, it is not suppressed, and play continues as normal. If the unit fails the check, it is suppressed. A unit will only make one suppression check per turn (the first one, naturally), and once it has failed it cannot be "more" suppressed.

If a unit is suppressed in the middle of its movement, the model who was fired upon must end its movement as soon as the fire is resolved and the suppression check has been failed. Any members of this model's unit who have not yet moved may then move just close enough to it to maintain command radius.

A suppressed unit may not move, and fires at -1 to all dice. If a unit is suppressed at the beginning of its activation, all members have +1 DV--this represents the fact that the unit is prone and seeking whatever cover is available, and is not cumulative with cover bonuses (in other words, a unit that has been suppressed in hard cover, only gets the benefit of the hard cover).

A suppressed unit should make a new Suppression Check at the beginning of its activation. If this check is passed, the unit may take its turn normally. If the check is failed, the unit remains suppressed.

Units that have been suppressed may not reserve their fire (they are too busy keeping their heads down to take advantage of opportunity fire).

Wounds

ShockForce assumes that anyone who is hit by enemy fire is dead--or at least, dead enough. Making some casualties *wounded* instead adds another level to the game. Soldiers are unlikely to just abandon their wounded comrades, not after having fought beside them for so long. These rules will tend to slow down an assault somewhat, so they may not be for everyone. Give them a try, though, and [let me know](#) how they work.

Normally, when an attack roll exceeds a defense roll, the unfortunate target is simply removed from the table. The victim is not always dead, however--sometimes he is laying there badly wounded, begging his comrades to come to his rescue. Unless an attack roll is at least *twice as high* as the defense roll, the defender is only wounded.

If a model is killed, it is removed from the board as normal. If the model is wounded, however, leave it on the board, but either lay it flat or mark it with a counter to indicate this fact. Unless they have the Heartless advantage, his unit must make an effort to rescue the casualty. Unless there is medic immediately available, the wounded must be carried to safety.

Carrying a wounded colleague reduces a model's movement by 3" a turn, and reduces his attack rolls by 1 point per die. If a model who is carrying a casualty is hit by enemy fire, roll 1d6: on a roll of 1, 2, or 3 the wounded model is hit instead. If a wounded model is the subject of a successful attack, it is automatically *killed*. Better luck next time!

A model with the Medic advantage may attempt to heal wounded models. In order to do so, the medic must move into base-to-base contact with his patient, and then rolls 1d6.

On a roll of 1, the patient is dead. Remove the model from the board.

On a roll of 3-4, the patient is stabilized. The model is removed from the board, but will recover. Eventually.

On a roll of 5, the patient is on his feet--barely. Reduce the model's movement by 3", and all of his attacks by 1 die (no attack will drop below 1d6).

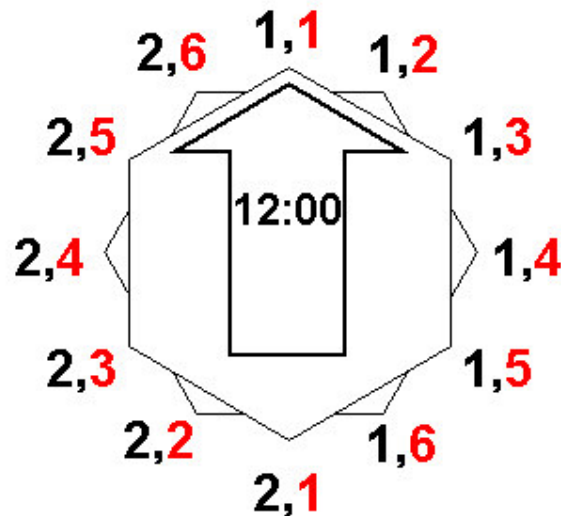
On a roll of 6, the patient is fine--it was only a flesh wound.

Artillery Strikes

A version of Artillery is already available in ShockForce. Look at the "Lord of Technology" (ShockForce rules, page 33) as an example. However, this is nowhere near as devastating--or chancy--as Artillery should be. Naturally, not everyone has access to Artillery (among the "official" armies, only the Shock Force itself would normally have Artillery support), but there will always be those willing to pay the price for it. And the points....

Only Elite and Special units may call for an Artillery strike, and only those equipped with a Comm-link are able to do so ([see above](#)). The player must declare the target point of the strike (which *must* be within his line of sight), and it will arrive (and be resolved) at the beginning of the next turn, following the Initiative phase. The player may call for one, some, or all of his Artillery strikes at once, but he must declare the target points of each strike.

When each strike arrives, the model that called for it must make a Mental test; if the resulting roll is 12 or more, the strike is precisely on target. If the roll is less than 12, the strike deviates for 3" for each point under 12 (a roll of 7, for example, would deviate by 15"). To determine the direction of deviation, roll 2d6--the first die is read as either one (1,2,3) or two (4,5,6), while the second is read normally--and then consult the chart below.



The radius of a strike will depend on the size of the artillery (see below), and any model that is fully or partially within this radius will suffer the full effects. Cover provides no protection from an Artillery Strike, unless the models are under a solid roof (in which case cover bonuses apply as usual).

A player will only have a limited number of strikes, and each must be bought and paid for separately. Artillery strikes are designed just like a ranged weapon (ShockForce rulebook, pages 22 and 23), with a range of 6", a base cost of 50 points, and the total point cost modified as follows:

- Small (3" radius)--x2 Points.
- Medium (4" radius)--x3 Points.
- Large (6" radius)--x5 Points.

[Smoke](#) rounds do not use, or pay for, the radius modifier.

Example: Hellstorm Artillery Barrage

Base cost: 50 Points
Range: 6" (Free)
Attack Value: 4 (35 Points)
Armor Piercing: (50 Points)
Subtotal: 135 Points
Medium Artillery: (3x135)
Total Point Value: 405

Artillery is, obviously, not cheap--but it can be *very* effective.

Smoke:

Smoke really isn't an offensive weapon, per se. It is normally used defensively, to restrict the enemy's fire and movement. It can be useful tool, but don't depend too much upon it--just because the enemy can't see you doesn't mean that they can't still shoot you....

Smoke weapons are designed and built like much standard ranged weapons. The only exception is that smoke weapons do not have an Attack Value--they have a radius of effect, instead.

Radius	Cost	Notes
1"	Free	Radius of basic smoke weapon.
3"	+10	
4"	+20	Troopers and cavalry maximum.
6"	+35	Elite maximum
10"	+55	Artillery, specials, and vehicles maximum

In order to hit with a smoke weapon, the player must chose a target point, and then roll 10 or higher with the model's Mental dice. The smoke will deviate by 1" for every point that the roll is missed by--use the [clockface](#) above to determine the direction of deviation.

(If, however, the smoke is delivered by an artillery round, just use the normal Artillery Strike rules.)

Smoke blocks all LOS, and models may not normally shoot through it. If the player wishes, however, a model may shoot blind--but all of his attack dice are at -3. It's unlikely that anything is going to be hit, but not impossible.

For game purposes, smoke is assumed to form a column of the proper radius, rising high enough to block the LOS of all shots that pass through it, regardless of elevation (no one can shoot "over" smoke).

Smoke is removed each turn, during the "Resolve Continued Effects" phase.

New Advantages:

- +10 *Heartless* - Model may cheerfully ignore wounded comrades.
- +20 *Iron Man* - Whenever this model is wounded, roll 1d6, as though a Medic had attended to him.
- +20 *Comm-link* - The model is equipped with a Comm-link (see [Communication](#), above)
- +20 *ECM* - The model is has Electronic Counter-Measures equipment, and may interfere with Comm Rolls.
- +20 *Aggressive* - As the ShockForce rulebook, page 18.
- +20 *Spotter* - The model has +1 on all dice when calling for an Artillery Strike.
- +25 *Medic* - The model is a medic, and may attempt to heal wounded models.

Weapon Advantages

+20 *Terror Weapon* - All morale checks caused by an attack with this weapon are at -2.

For the moment, that's it. If all goes well, I intend to add rules for Drones, and direct conversions of StargruntII weapon and armor systems, at some point in the near future.

1: Alternatively, you can assume that everyone does have communications equipment, and simply ignore the Comm Unit advantage. It's up to you.

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