

This is version 7.3 of MCCC's Company phase adjudication wargame system named Force on Force. MCCC Team 1 developed this game to allow students to test the feasibility of their plan against a thinking enemy, played by another student, while accounting more realistically for the give and take and chaos of combat than static correlation of forces and means (COFM) calculators. The game is set to allow students to conduct hasty planning on a hexagonal map of a portion of the National Training Center (vicinity of the Central Corridor), urban terrain around the world, or other tactically significant hot spots and apply the instructional materials presented in the Company phase blocks of instruction A2 (Tank-Mech Infantry Co Team offense), A3 (Tank-Mech Infantry Company Team defense), and A4 (Stryker Rifle Company urban offense) to get a sense of execution, test tactics, and build intuition for maneuver warfare as they set conditions with IC, fires, and maneuver to a position of relative advantage against a determined opponent.

For questions or feedback about the game, contact MAJ Patrick O'Keefe, Tactics Team 1 Chief, at Patrick.k.Keefe.mil@army.mil and/or CPT Phil Knoetgen, MCCC Special Projects Officer at Philip.j.knoetgen.mil@army.mil.

For the Quick Start Instructional Video, print file downloads, group discussion, and more, visit: <https://www.milsuite.mil/book/groups/forceonforce>

**NOTE* This specific game package was designed for order/purchase from Print & Play Games (<https://www.printplaygames.com/>) by the Directorate of Simulation Education (DSE), Army University. Because the original game required vehicle miniatures and other custom components that could be difficult to acquire, DSE re-designed various parts of the game to facilitate easy purchase and use, and the rules have been edited to reflect these changes. For issues or concerns with these changes, please contact*

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