Strike Force One
Ударная Группа Один
Unified Version

1-2-4

sieben

1-1-4

2-1-4

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This version all text, illustrations, graphics, and layout by Christian Holm Christensen, *except Expert* game replay commentary which is by Alan Emrich and partially reproduced here with kind permission.

Resources:

- Basic & Advanced webpage (Wayback machine)
- Expert webpage (Wayback machine)
- Basic & Advanced Boardgame Geek webpage.
- Expert Boardgame Geek webpage.

Preface

Strike Force One and it successor *Strike Force One+*, are very much seen educational games. *Strike Force One*, in its basic form is indeed *very* basic — to the point of being pathologically simple. However, for a new-comer to wargamming, and soon to be grognard[1], it provides a nice and easy start. Despite the name, the *Advanced* rules for *Strike Force One*, are still pretty simple, but the pedagogical value of a shallow learning curve seems quiet reasonable. Finally, the expansion set *Strike Force One+*, or *Expert* rules, are much more elaborate and has some interesting features such as **Random events**, which will probably increase the games enjoyment over longer times.

The original *Strike Force One* game came free with Nicholas Palmer's book *The Comprehensive Guide to Board Wargaming* [1] published in 1977. It was republished in 2007 by Victory Point Games. Victory Point Games also published the extension *Strike Force One+* in 2015. However, neither of these games are available from any retailers nor from the publishers web-site.

This document is therefore an attempt at revisiting the two classic games under one heading. It differs from the original in that the rules of both *Strike Force One* and *Strike Force One+* are presented together. I believe there is an educational benefit to present them in this way. It makes it easier for the players to better appreciate the steady progression of complexity that wargaming provides.

The language and form of the rules is completely new. The original rules took great pains to be welcoming and direct with the reader. I have tried to strike a similar tone in this document but without forcing it. Sometimes a more terse approach can provide more clarity. The board, tables, and counters have all been redesign. The original games used unit chits with silhouettes of soldiers or tanks, and without "factors" and similar information. In this version, I have consistently used NATO App6 symbology were applicable. I have also explicitly stated all factors on the chits themselves.

Everything is designed to be printed on ISO A4 paper, resulting in 1.2cm × 1.2cm (or roughly 1/2" × 1/2") chits. The board, chits, and chart sheet can be printed and glued onto sign cardboard and cut out. Of course, if one can print on adhesive paper or the like, or have access to better cutting tools, then all the better. If you decide to scale down or up the board or chits, make sure to scale them equally. Otherwise you may end up with very small chits on huge hexes or vice versa.

Christian Holm Christensen
Copenhagen, 2022

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[1] "(games, slang) Someone who enjoys playing older war-games …"

References

[1] Palmer, N., *The Comprehensive Guide to Board Wargaming*, Arthur Baker Limited London 1977. ISBN 0-213-16646-1.

Contents

Part I
Rules

§1   Introduction

This is a small introductory wargame design to let the players familiarise themselves with the concepts of wargaming. This game simulates a conflict between forces from the Union of Socialist Soviets of Russia (Soviets) and from United States of America (US). The hypothetical conflict takes place during the height of the Cold War in the mid 1970s at an important section of West Germany. The Soviet player will try conquer the towns on the map, and the US player will try to prevent that from happening.

The forces on either side is comprised of companies (circa 120 soldiers plus support) and each faction represents a battalion (around 600 soldiers) commanded by a Lieutenant Colonel.

§2   Overall structure of the game

Each player controls a *faction* — either Soviet or US including West German allies. The game is played in **Turns** comprised of **Phases** (Section 5). First, the Soviet faction goes through all of its phases, since the Soviets are the aggressors in this conflict, followed by the US faction going through its phases. During the Soviet part of a turn the US is largely doing nothing (but it pays to pay attention), and vice versa during the US part.

During its part of a turn, a faction will move its units around the board and attacking the opposing force initiating **Battles**. When battles are resolved the opposing faction may be called upon to take some actions, such as **Retreat** or **Eliminate** units.

Levels of difficulty

The game can be played at three levels of difficulty: *Basic*, *Advanced* , and *Expert*. These rules contains all three levels, but *Advanced* and *Expert* rule differences will be clearly marked. Paragraphs *not* preceded by either *Advanced* or *Expert* (or both) apply to all three levels unless a subsequent paragraph overrides for the higher levels. Some sections are marked *Basic* and *only* apply to the basic game. Make sure to read these when preparing for a *Basic* game. Thus, to read these rules for the *Basic* game, you should skip over all paragraphs marked as *Advanced* or *Expert*, but read those marked *Basic*.

It is highly recommended you first play the *Basic* game before embarking on *Advanced* or *Expert* games. Read through the rules — skipping irrelevant sections and paragraphs — in its entirety before playing the game. It can be a good idea to set up the board and go along as you read the rules. The examples in these rules uses the board and chits of the game, and you should be able to recreate the examples yourself.

Once you are familiar with the *Basic* game, you can give the *Advanced* game a try. Read through the rules again, but make sure to *also* read the sections are paragraphs marked *Advanced*. There are a number of subtle differences between the *Basic* and *Advanced* game: **Forest**s can be traversed, units may stack, reinforcements and replacements are available, the combat resolution is different, and so on. Make sure to duly note the differences.

Again, after playing the *Advanced* game, you make take up the challenge of the *Expert* game. You should again read the rules through and take due note of the new rules. The basic mechanics (movement and combat) are not significantly different between the *Advanced* and *Expert* game, but a whole new concept of **Random events**, **Support** troops, and so on are introduced. There are also a number of *optional* rules that the players may decide to use. Once you have played the *Expert* game a few times, you should be in good shape to play most wargames available.

§3   Components

In the following, the different components of the game are described. **Note**, you also need a 6-sided dice to play the game 🎲.

§3.1   The board

The board is 9×8 hexes with two types of **Terrain**. The hexes, or placement boxes, models restrictions on troop movements in the simulation.

The two types of terrain, as illustrated in Figure 1, are

Clear These hexes represents fields and open land. Unit may move freely on these hexes as explained in Section 8.

Forest Or "woods". These hexes represent more dense growth.

> *Basic* Unit may *not* enter these hexes under any circumstances.
>
> *Advanced* & *Expert* Unit *may* enter **Forest** hexes if it has enough movement points to do so, as explain in Section 8, or as a consequence of **Retreat** or **Advance** (Section 9).

Each hex on the board has a label of four digits. The first two digits labels the hex column and the last two the hex row. The labels are only used for referring to a
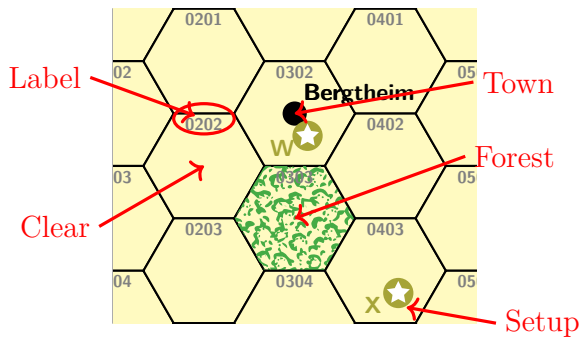
Figure 1: Terrain

Figure 2: Units

Soviet   West German

Infantry   "Pioneer"   Armoured

Figure 3: *Expert*: New units

particular hex and serves no other purpose in the game. Sometimes people Play By E-Mail (PBEM). Each player will set up a the game by themselves and record moves by the hex labels and unit identifiers.

The three towns **Ganheim** (0107), **Bergtheim** (0302), and **Essleben** (0406) are the main **Objectives** of the game. The Soviet faction will try to assume control of these towns through movement and battles.

The hexes 0207, 0302, 0406, and 0406 are marked with a US sign ✪ and the letters **W** through **Z**. These are the initial set up points of the US faction. The units **W** through **Z** must be placed on corresponding hexes.

The hexes 0801, 0806, 0901, 0902, 0907, and 0908 are marked with a Soviet sign ★ and the (Cyrillic) letters A through E. These are the set-up points for the Soviet faction. The Soviet faction must place the corresponding units in these hexes.

§3.2 Units

All units in this game are infantry (foot-soldiers) companies (roughly 120 soldiers). Figure 2 shows the various elements on the units. These are

Unit size The size of the unit. All units are companies.

Unit type The kind of unit. In the *Basic* and *Advanced* game all units are infantry (⊠).

Offensive factor The offensive strength of the unit.

Defence factor The defensive strength of the unit.

Movement factor The operational capability of the unit. All units have a movement factor of 4.

Identifier This identifies the unit. In Strike Force One, these merely indicate the set-up of a unit.

The chits also have something on the back side. This is *not* used in the *Basic* or *Advanced* game.

Expert In addition to the infantry units, the *Expert* level also introduced armoured units (▢), and a West German "pioneer" (or infantry engineers — ⊠) type. These new unit types has some specific benefits.

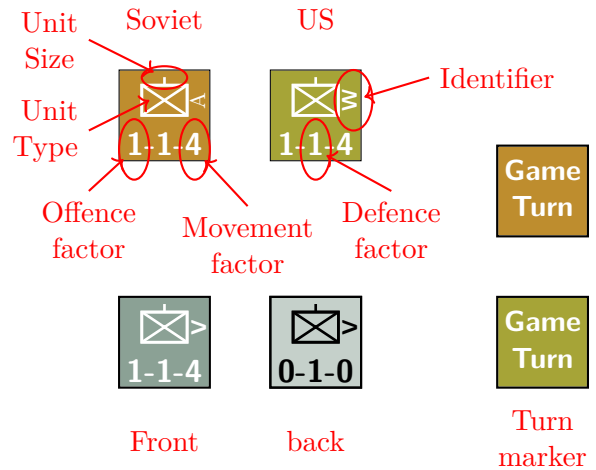The reverse side of all ground units are used in the *Expert* game, and represented the *disrupted* state of

the unit, and is used when a unit is subjected to either Soviet **Enemy SNAFU** or US **Command Problems** events.

In addition, in the *Expert* game, there are a number of chits (playing pieces) that represent different events.

§4 Begin the game

Expert Decide upon which scenario should be played. See Section 10 for a selection of scenarios.

The two factions should decide upon which **Optional** rules should be in effect. Optional rules are in the standard game are

Expert **Optional — Night** Turn four is night. This effects **Movement** and **Combat**.

Expert **Optional — Guards** Soviet troops are guard troops. This effect **Random events**.

Expert **Optional — ▢ in the open** Armoured units can move more. This effects **Movement**, **Retreat**, and **Advance**.

Expert **Optional — 6 turns** The game last a little longer.

The effect of each optional rule is detailed in the sections on which they have an effect.

Basic **&** *Advanced* Place all 4 US units **W** through **Z** on the corresponding hexes on the board. Likewise,
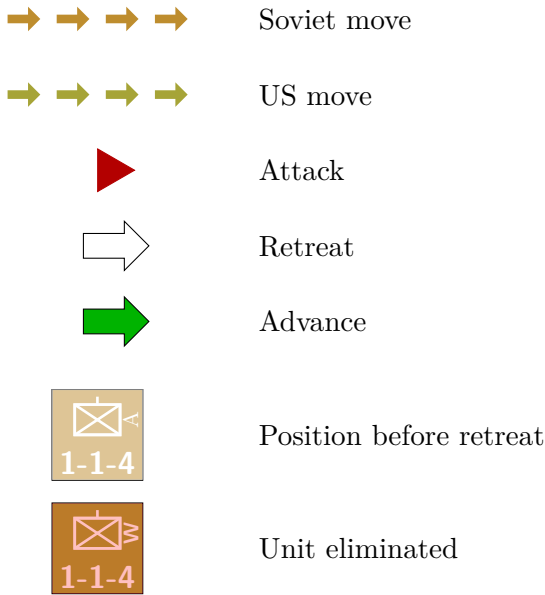
➡ ➡ ➡ ➡   Soviet move

➡ ➡ ➡ ➡   US move

▶   Attack

⇨   Retreat

➡   Advance

                         Position before retreat

                         Unit eliminated

Figure 4: Conventions used in the various examples in these rules

Soviet Turn
Events[AE]
Movement
Combat
US Turn
Events[AE]
Movement
Combat

Table 1: Phases of a turn

Figure 5: Zone of control

place all 6 Soviet units A to E on the corresponding hexes on the board. The game will then progress over 4 turns (see Section 5). The Soviet faction (or player) will go first, since it is the aggressor in this game.

Advanced Place the West German **V** unit in the corresponding box of the **Reinforcement** table on the chart sheet .

Expert The exact number of turns and the initial set-up of units depend on the scenario being played (see Section 10).

Place all **Random events** (see Section 7) chits in their corresponding boxes on the chart sheet.

§5   Turns

Basic & Advanced The game is played over 4 turns.

Expert The full-length scenario is played over 6 turns. Other scenarios are of shorter duration (see Section 10).

Expert Optional — Night Turn 4 is during night time. Night time severely limits the operational possibilities of the units. This means that units may *either* perform **Movement** *or* **Combat** — not both.

Each turn consists of four or six phases as shown in Table 1. These are

Soviet events[AE]

Advanced The Soviet faction may reinforce two units. This may only done *once* during a game.

Expert The Soviet player rolls two dices and consults the Soviet event table

See also Section 7.

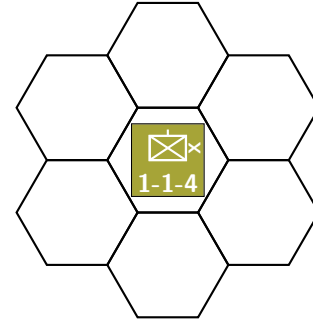**Soviet movement** The Soviet faction *may* move as many units as desired, subject to the constraints given in Section 8.

Soviet combat The Soviet faction *may* attack any US unit, resolving, in any order, one battle at a time as outlined in Section 9.

US events[AE]

Advanced If the Soviet faction occupies two or more towns, then the US faction is reinforced by the West German "pioner" company **V**.

Expert The US player rolls two dices and consults the US event table.

See Section 7.

US movement The US faction *may* move as many units as desired, subject to the constraints given in Section 8.

US combat The US faction *may* attack any Soviet unit, resolving, in any order, one battle at a time as outlined in Section 9.

At the end of the last turn, the **Victory conditions** are checked and a winner of the game declared (see Section 10).

The following Sections will describe each of these phases in more detail — after a few words on **Zone-of-control**,
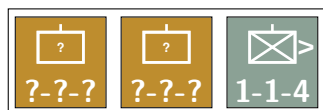
§6   Zone-of-control

Before we go on, we need to clarify the concept of a **Zone-of-control** (ZOC), as this will come up several times below. Every unit exerts a ZOC in the hex it occupies and the neighboring 6 hexes as illustrated in Figure 5.

§7 Events[AE]

Basic Nothing happens during this phase in the *Basic* game. Continue reading Section 8

Advanced

Soviet If the Soviet faction has taken any losses — that is, the faction has had to **Eliminate** any unit — it can bring in **Replacement** for these units. Up to *two* units may be replaced, but it can only happen *once* per game. Thus, starting from the second turn, the Soviet faction has the *option* to bring in one or two infantry units. If the Soviet faction chooses to do so, it cannot bring in any more replacements for the rest of the game.

Note that replacements cannot be saved up for later use. That is, if the Soviet faction brings in one unit (by choice or because no second unit is available to replace) in a turn, it *cannot* bring in a second unit in a later turn. It is an all-or-nothing choice. Also note that the unit Ж is *not* available in the *Advanced* game.

The Soviet player should place eliminated units in the **Replacement** boxes on the chart sheet. Since all units are the same, it does not matter which units are put there. There are room for two replacements units on the sheet. Use these boxes to keep track of the replacements done by the Soviet faction: Both boxes must be emptied in the same turn, and once they are empty they cannot be replenished.

Soviet replacement units arrive on the eastern border of the map.

US If, at the start of the US **Event** phase, the Soviet faction occupies two or more towns, then the West German V company arrives at the western edge of the map as reinforcement.

This reinforcement can be in dire need for the US faction. If the Soviet player holds two towns already, the US player must take back at least one town to win the game.

Expert

The faction rolls a dice twice and consults its **Random events** table on the charts sheet. One die roll indexes the column (result of 1,2, or 3 selects the left column, 4, 5, or 6 selects the right column), and the other die roll indexes the row. The players *must* agree upon an order of the die rolls *before* beginning play.

Alternatively the players can decide to put the event chits of each faction in separate bags and, instead of rolling two die, pick a chit from the bag. Note, however, that this does change the odds of the events. The probability, say, of **Air support** for the Soviet faction is one out of 12 (initially) if drawn from a bag, which is the same for two die rolls. But once a **Reinforcement** has been removed from the bag, the odds changes to one out of 11. At the same time, the risk of **As planned** events *decrease*, while with die rolls the risk *increases*.

The random events are described in more details below.

Expert **Optional — Guards** Soviet forces would often initiate offensives with **Guard** troopers. These were better equipped than regular troops and had far better support.

The Soviet faction rolls *two* **Random events** (a total of 4 die rolls) in each turn. The Soviet faction then choose *one* of these events for that turn.

§7.1 Random events[E]

Note, this is *only* for the *Expert* game.

There are essentially three kinds of **Random events**: **Reinforcements**, **Replacements**, and **Support**. In general, if the outcome of rolling the two die to select random event points to an empty box, then the event is considered a **As planned** event — that is, nothing happens.

Reinforcements

On this event the playing faction pick up the reinforcement unit from the **Random event** table and places it on the eastern or western edge of the board for the Soviet or US faction, respectively. The replacement unit can be brought into play in the subsequent **Movement** phase. See Section 8.4 for how this happens.

Note: This is a one-time event. Once reinforcements have arrived it cannot arrive again. That is, if the reinforcement unit is eliminated it cannot come back as reinforcement. Keep the eliminated reinforcement unit with stock pile of other eliminated units.

Note: The US faction only has *one* West German V unit, and can only reinforce with this unit *once*. However, the event can happen in *either* column (i.e, by rolling a two on the second die roll). That is, there

are two possible ways (out of 12) to obtain the this reinforcement. As with all other reinforcements, this event can only happen *once* in a game.

Replacement

Replacements replace previously eliminated units. The event counts as a **As planned** if the faction has no eliminated units to replace. The replacement is performed by turning the chit over in the **Random events** table. Then select the units from the stock pile of eliminated units and place them on the appropriate map border. In the factions following **Movement** phase the replacement may be moved into play on the map (see Section 8.4). At the end of the factions **Combat** phase, the replacement chit *must* turned back over in the **Random events** table. Replacements cannot be saved for a latter turn.

Soviet The Soviet faction may replace up to 2 units on each **Replacement** event. If the Soviet player only has one eliminated unit, then only one unit can be replaced.

US The US faction may replace a single eliminated unit on each **Replacement** event.

Air support

The playing faction will have the benefit of **Air support** for *one* battle during the factions **Combat** phase. Pick up the chit from the **Random events** table and put it on the edge of the board. At any point during the subsequent **Movement** phase the faction may place the support unit on a defender it will attack in the following combat phase. The **Air support** unit can only support *one* battle. The offensive factor (2) is added to the other attacking units offensive factors. The chit *must* be put back on the **Random events** table at the end of the factions **Combat** phase. The unit has no effect if the faction performs no attacks during the following **Combat**. Air support units can not be saved for later turns.

Artillery support

The playing faction will have the benefit of **Artillery support** for *one* battle during the factions **Combat** phase. Pick up the chit from the **Random events** table and put it on the edge of the board. At any point during the subsequent **Movement** phase the faction may place the support unit on a defender it will attack in the following combat phase. The offensive factor (1) is added to the other attacking units offensive factors. The chit *must* be put back on the **Random events** table at the end of the factions **Combat** phase. The unit has no effect if the faction performs no attacks during the following **Combat**. Artillery support

units can not be saved for later turns.
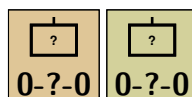
Command problems
Enemy SNAFU

The 'Friction' of War events. Turn over the chit in the **Random events** table. Then choose *one* enemy unit to place 'out of action'. Flip that unit to reveal its back side. This unit will not be able to move or take part in an attack for the opposing factions *next* turn. At the end of the current factions **Combat** the chit *must* turned back over in the **Random events** table. The 'friction' of war chit cannot be saved for later turns. The *opposing* faction will restore the unit to action at the end of that factions **Combat** phase.

Спецназ
Spetsnaz

Soviet special operations forces that specialise in creating disruptions behind enemy lines. This will benefit the Soviet faction in *one* battle in this turn. Pick up the chit from the **Random events** table and place it on the side of the board. At any time during the following **Movement** phase, place the unit on a defender it will attack in the following combat phase. For that *one* battle the Soviet faction rolls the dice *twice* and *must* use the lower value when resolving that battle. Note that the Soviet player does *not* have a choice whether to use the lower roll or not — even if the lower roll is adverse to the Soviet plans. The Спецназ unit *must* be returned to the **Random events** table at the end of the Soviet faction's **Combat** phase. The Спецназ unit cannot be saved for later turns.

As planned

This is a 'No event' event. The faction will receive no special advantages during this turn. Turn the chit over in the **Random events** table. At the end of the factions **Combat** turn the chit back over in the table.

§8   Movement

The movement factor of a unit determines how a unit may move. At the start of a factions movement phase each unit receives as many **Movement points** has its movement factor.

Units may not move into a hex it does not have sufficient movement points for. Movement points cannot be accumulated from turn to turn, nor transferred between units.

Expert **Optional — Night** In turn four, during the night, a unit may *either* move *or* attack. If a unit moves during the night, turn it over to show its flip side, thus indicating it cannot attach in the following **Combat** phase. At the end of the factions **Combat** phase turn
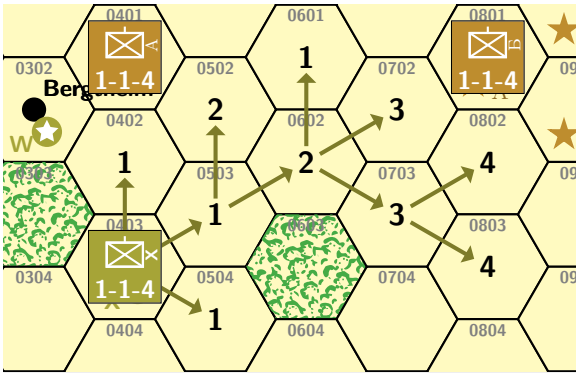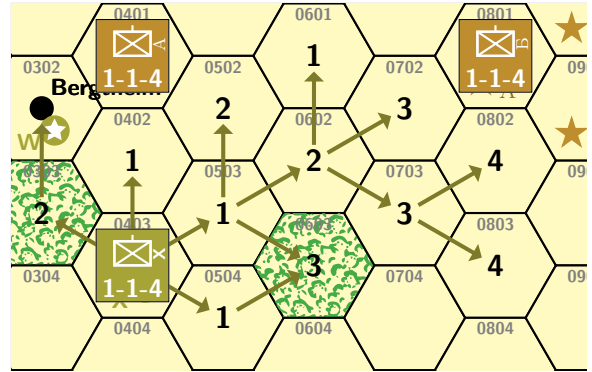
Figure 6: Example of movement. The US **X** unit can move as indicated by the arrows. Note that movement *must* stop upon entering hexes 0402, 0502, 0702, and 0802, as the unit will engage the enemy (enter their ZOC) in those hexes. Note that the unit *cannot* enter hex 0302, since woods are not passable.

the units back to face normal.

§8.1   Terrain effects on movement

Moving into a **Clear** hex costs one movement point.

Basic Units are not allowed to move into woods. Thus woods serve as obstacles to movement. That is, units may move 4 **Clear** hexes in every single turn. Figure 6 shows an example of permissible movements.

Advanced & Expert Units can move into **Forest** hexes by spending *two* movement factors. Figure 7 shows the same situation as in Figure 7 but allowing for movement through **Forest**s. Units in **Forest**s are harder to attack and they therefore receive a defensive bonus (see Section 9).

§8.2   Friendly units effect on movement

A unit may move *through* hexes occupied by friendly units.

Basic However, at the end of the movement phase of the faction, *no more* than one unit may occupy a single hex.

Advanced & Expert Units may *also* stop movement in a hex already occupied by a single friendly unit. However, at the end of the movement phase of the faction, no more than *two* units may occupy the same hex. Thus, a faction can form a *stack* of units. Units that stack has *combat integrity* and will therefore attack and defend as a whole.

§8.3   Enemy ZOC effect on movement

Units cannot enter hexes containing enemy units, and when they enter an enemy ZOC they *must* stop (*engage*). This applies even if a friendly unit occupies a hex in enemy ZOC. If a unit begins movement in an enemy

Figure 7: Example of movement in *Advanced* & *Expert*. The US **X** unit can move as indicated by the arrows. Note that movement *must* stop upon entering hexes 0302, 0402, 0502, 0702, and 0802, as the unit will engage the enemy (enter their ZOC) in those hexes. Note that the unit *can* enter hex 0302, and engage the enemy from the town of Bergtheim.
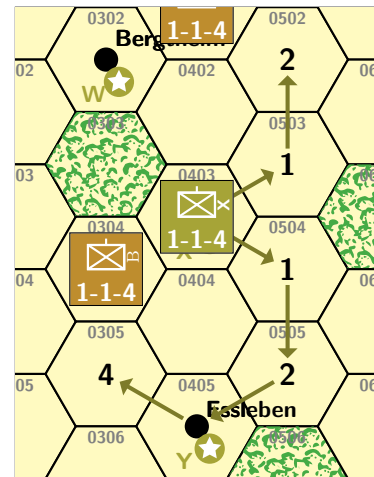

Figure 8: Example of engaging and disengaging. The US **X** unit can move as indicated by the arrows. Note that movement *must* stop upon entering hexes 0302, 0502, and 0305, as the unit will engage the enemy. **X** *cannot* move to 0303, *nor* 0402 since it must disengage from the Soviet **B** unit first. The **X** unit can engage the Soviet **B** unit from the south by first *disengaging* via the path through 0504.
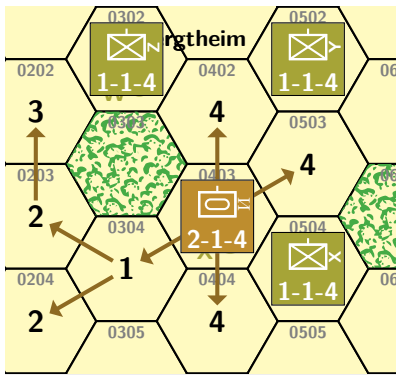
Figure 9: Example of **Infiltrate**. The Soviet tank unit И can move as indicated. Note that it cannot **Infiltrate** to 0303 since it is a **Forest**. The hexes of **Infiltrate** are marked with a cost of **4**, but the main point is that a tank unit can only move *one* hex when it **Infiltrate**.

ZOC, then the unit may *disengage* by moving to a hex *not* in enemy ZOC. If movement points allow, the unit may reenter an enemy ZOC (*reengage*), including the enemy ZOC just disengaged from. That is, units *may not* move from enemy ZOC to enemy ZOC. Figure 8 illustrates this. Take a moment to understand this rule — perhaps play out a few scenarios on your own. This kind of rule is often misunderstood.

Expert **Optional —** ▭ **in the open**   Soviet tank and US armoured companies my **Infiltrate**. That is, one of these unit types *may* move from one hex in enemy ZOC to another hex in enemy ZOC, *as long as* a) the hex entered is **Clear** terrain, *and* b) the unit *only* moves that one hex that turn (it will cost the full number of movement points). Figure 9 illustrates this.

§8.4   Arriving forces*AE*

Advanced **&** *Expert* Arriving forces covers **Reinforcements** and **Replacements** as detail in Section 7. These units start off-map and move into the map during the **Movement** phase of the faction. It costs *one* movement point to *enter* the map. That is, the first hex on the map is not gratis in terms of movement points. Units *cannot* enter the map into an enemy ZOC. Figure 10 shows an example of the West German **V** arriving on the board.

Soviet units arrive from the east side of the board. That is, the first hexes that a Soviet unit may enter is the hex column 09XX.

US units arrive from the west side of the board. That is, the first hexes that a US unit may enter is the hex column 01XX.

§9   Combat

The faction in turn *may* attack any enemy units adjacent to the faction's units. The order of the battles is
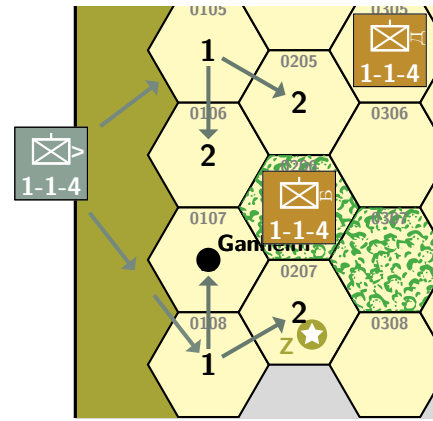
Figure 10: An example of US **Reinforcement** unit arriving on the map. In this section of the board, the West German **V** unit can only enter on hexes 0105 and 0108, since hexes 0106 and 0107 (**Ganheim**) are in enemy ZOC. The unit spends one movement point entering either of these hexes. The unit then has another 3 movement points left to move further on. It can expend those points as indicated above. Note that it *must* halt movement upon entering hexes 0106, 0107, 0205, and 0207 as these are in enemy ZOC.

decided by the attacking faction. Multiple units may attack enemies in a single hex. Units can only attack a *single* hex in a given turn. Note, a unit adjacent to another unit is not *obliged* to attack, nor does all opposing units in the factions ZOC need to be attacked. This means that the attacking faction is free to choose which battles to take and which not to take. For example, a player may be reluctant to engage in a battle of equal strength on both sides, as it entails a one in six risk of eliminating an attacking unit. Figure 11 illustrates these rules.

Expert **Optional — Night** In turn four, during the night, a unit may *either* move *or* attack. If a unit moved during the night it *must* be turned over to its flip side, and it is not allowed for it to participate in combat.

Basic Count up the number of attacking units in a single battle, and roll a die. Index the number of attacking units (**# Attacers**) by the die roll in Table 2 to resolve the combat.

Advanced **&** *Expert* *All* defending units in a hex (i.e., up to two), as well as *all* units from attacking hexes, *must* participate in the combat. That is, due to *combat integrity* stacks of attacking units can not be split over two battles, nor can the attacker choose to only attack *some* defenders in stack.

Defending units occupying a **Forest** receive an additional defensive combat factor. That is, if infantry one unit in a **Forest** is attacked, it will have a defensive combat factor of 2, while 2 infantry units defending from a **Forest** hex will have a combined defensive com-
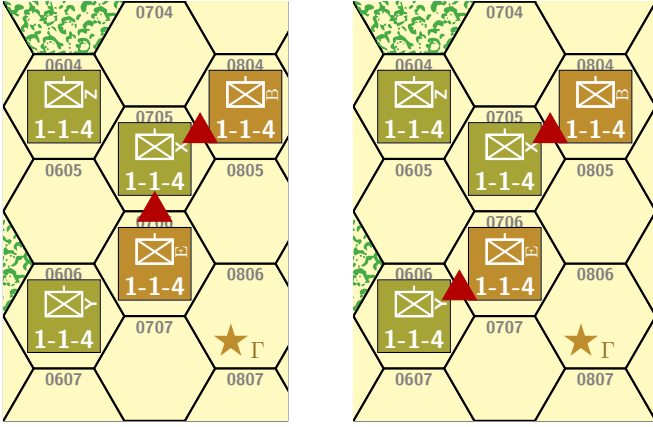
Figure 11: Examples of Soviet choice of battles. On the left hand side the Soviet faction attacks the US unit **X** with both E *and* B, and does not attach US **Y**. Since the Soviet faction attacks with two units against a single unit, the '2' column of **# Attackers** is used (for *Advanced* & *Expert*, the total strength difference is +1, and that column is used). On the right hand side, the Soviet faction attacks both US units **X** and **Y** with Soviet units B and E, respectively. Both are one-on-one attacks are resolved in the '1 Attacker' column (for *Advanced* & *Expert* both battles have strength difference of 0). Neither Soviet unit can not attack **Z** as none of them are adjacent to it.

🎲	# Attackers^B/Strength difference^{AE}					
	B	1	2	3	4	5	6
	A,E	0	+1	+2	+3	+4	+5
1		DR	DR	EX	DE	DE	DE
2		DR	DR	DR	EX	DE	DE
3		NE	DR	DR	DR	EX	DE
4		AR	NE	DR	DR	DR	EX
5		AR	AR	DR	DR	DR	DR
6		AE	AR	NE	DR	DR	DR

Table 2: Combat table

bat factor of 3.

Sum up all offensive factors of attacking units and subtract the sum of defensive factors of defending units, including any defensive bonuses. This difference is the **Strength difference**. Roll a die and index the strength difference with the die roll to resolve the combat. Note, if the combat difference is less than zero, then no combat is possible. See also Figure 13 (left) for an example.

***Expert* Random events** may result in **Air** or **Artillery support**. If such a unit is placed by the attacking faction in the combat, then the offensive factor of that unit must be included in the sum of is the total offensive factor. See also Figure 13 (right) for an example involving Soviet **Air support**.

The result of the battle is summarised below. Figure 12
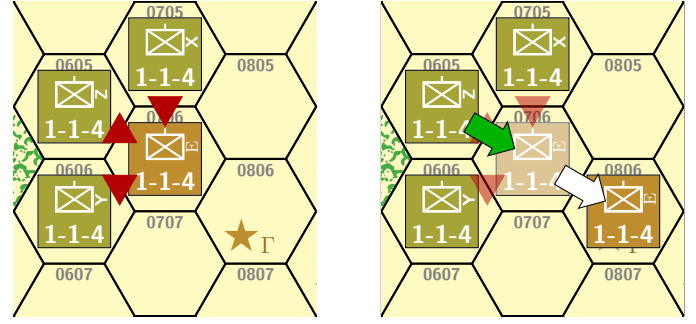
Figure 12: Examples of a battle. US units **X**, **Y**, and **Z** Soviet unit E. There are three attackers so the '3 Attacker' (or '+2' in *Advanced* & *Expert*) column of the combat table is used. If a US faction rolled a '1', then the result would be that the Soviet unit was eliminated (**DE**), and thus removed from play. Other results would result in **DR**, and the Soviet faction *must* **Retreat** the E unit. The only option for such a retreat would be 0806, since hexes 0707 and 0805 are in enemy ZOC. Had there been a US unit in f.ex. 0807, then hex 0806 would not have been a viable hex to retreat to, and the Soviet E would have been **Eliminate**d.

illustrates a battle.

Attacker eliminated (AE) The attacker is eliminated. The attacking faction must **Eliminate** the attacking units (see Section 9.1).

Attacker retreat (AR) The attacking faction must **Retreat** the attacking units one hex (see Section 9.2).

Exchange (EX) *Basic* & *Advanced*: Treat as **DR**. *Expert*: Both attacking *and* defending factions must **Eliminate** *one* unit. The defending faction must **Retreat** any defending units left after this (see below). The attacking faction may **Advance** (see Section 9.3).

Defender retreat (DR) The defending faction *must* **Retreat** the defending unit (or units in *Advanced* and *Expert*) one hex (see below). The attacking faction *may* **advance** (see Section 9.2 and Section 9.3).

Defender eliminated (DE) The defender is eliminated. The defending faction *must* **Eliminate** the defending unit (or units in *Advanced* and *Expert*) as described below. The attacking faction *may* **Advance** (see Section 9.1 and Section 9.3).

§9.1   Eliminate

Eliminated units are removed from the map, and can no longer by used by the faction. They can conveniently placed on the title part of the board.

Advanced Eliminated Soviet units may be placed on in one of the two **Replacement** boxes on the chart page, as long as replacements have not been taken (see Section 7). If replacements have been taken, then all eliminated Soviet units are removed from play. If both replacement boxes are already occupied, the So-
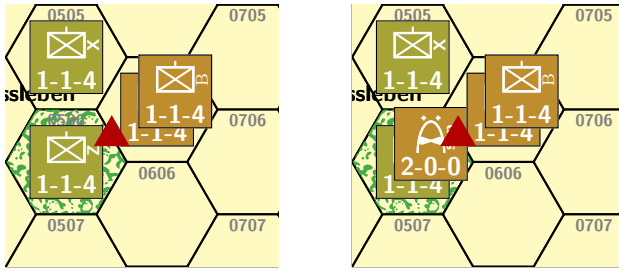
Figure 13: Examples of a battle. Left side (*Advanced* & *Expert*): The Soviet stack of A and B attack the US **Z**. The total offensive factor is $1 + 1 = 2$. The **Z** unit receives an additional factor for defending in a **Forest**, and the total defensive bonus is $1 + 1 = 2$, and so the **Combat difference** is $2 - 2 = 0$. The Soviet faction *cannot* attack the US unit **X** because of *combat integrity* — the full stack on 0605 *must* attack together.

Right side (*Expert*): The Soviet player received an **Air support** event and has placed that support unit on the US **Z** unit. As on the left hand side the total defensive factor is 2, but the total offensive factor is now $1 + 1 + 2 = 4$. The **Combat difference** is therefore $4 - 2 = 2$, and the Soviet faction stands a much better change of benefiting from this battle.

viet faction may choose to swap a unit for the newly eliminated one.

Expert Eliminated units — both Soviet and US or West German — should be placed in the appropriate pool part of the board. In the end, the **Victory points** are in part determined by how many of the opposing units were eliminated at the end of the last turn of the game.

§9.2   Retreat

If a defender or attacker must retreat, then *all* units participating in the combat *must* retreat one hex. The controlling faction performs the retreat. Units may be retreated into different hexes.

A retreating unit cannot retreat into a hex occupied by an enemy unit or a friendly unit. Nor can a unit retreat into enemy ZOC, A unit is eliminated if it cannot retreat without violating these rules.

Advanced & **Expert** A unit may retreat into a hex already occupied by a single friendly unit. That is, a unit may retreat into a friendly held hex if it does not break the 2–unit stacking rule.

Expert Units that have been disrupted, flipped over, as a consequence of a 'Friction' of War event can **Retreat** as per the usual rules.

Expert **Optional** — ▭ **in the open** If *at least one* tank unit participates in an attack against enemy units in a **Clear** hex, and the result is that the defending units must retreat (**EX**, **DR**, or **DE**), a **Breakthrough** oc-
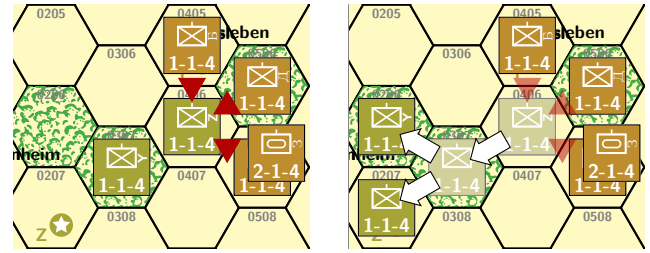
Figure 14: *Expert* Examples of a **Breakthrough**. The Soviet faction uses units Б, Д, В, and the tank unit 3 to attack the US unit **Z** in the **Clear** hex 0406 at a **Combat difference** of +4. The result is **DR**, meaning a **Breakthrough** has occurred. The US faction first retreats **Z** into the **Forest** at 0307, already occupied by the US **Y** unit. Now *both* of these units — **Z** *and* **Y** — *must* retreat an additional hex. As per the normal **Retreat** rules, the US faction decides to retreat to hexes 0207 and 0206.

curs. This means that the units *must* retreat two hexes. First, the defending faction retreats the units one hex as per the usual rules of **Retreat**. If not possible (e.g., due to enemy ZOC), then the units are **Eliminated**. Then the defending faction **Retreat** *all* units from the hexes retreated into, one more hex, again following the usual rules. That is, if a unit first retreat puts it in a hex where there already is a friendly unit, then *both* units *must* retreat another hex. Figure 14 shows an example of this.

§9.3   Advance

If the defender is either retreated or eliminated, then *one* (and only one) of the attacking units *may* move into the hex previously occupied by the defender. The attacker *can* move into enemy ZOC, or from one enemy ZOC to another as a result of this advance. Advances does not expend movement points. Even if a unit expended all its movement points in the **Movement** phase it can still advance.

Advanced & **Expert** An advancing unit may move into a **Forest**.

Expert **Optional** — ▭ **in the open** If the conditions of a **Breakthrough** (see Section 9.2) are met — i.e., at least one attacking tank unit into to an **Clear** hex results in the retreat of defending units — then the attacking faction may perform an **Exploitation**. **Advance** one tank unit into the vacated **Clear** hex as per the normal rules. Then, the tank unit just advanced *may* advance one more hex in *any* direction possible, including into enemy ZOC and **Forest** hexes. If the attacking faction chooses to advance a second square with the tank unit, then that faction may **Advance** an *additional* unit (infantry or tank) that partook in the attack. Figure 15 shows an example of this.
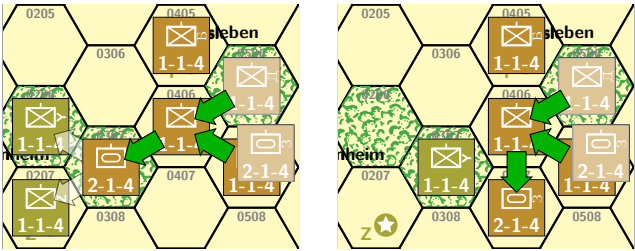
Figure 15: *Expert* Examples of a **Exploitation**. Left: This continues where Figure 14 left off. The US faction has **Retreat**ed the units as required. The Soviet faction may now perform an **Exploitation**. The Soviet 3 tank first **Advance** into the vacated **Clear** 0406 hex, and then into 0307. This is followed up by the Soviet infantry unit Д advancing into 0406.

Right: Had the battle in Figure 14 had the outcome of **EX** (or **DE**), then the US unit **Z** would have been eliminated, the **Y** unit would not have been forced to retreat. The Soviet faction can still perform an **Exploitation**, but end up as shown above.

§9.4   End of combat phase

Advanced At the end of the factions **Combat** phase turn all units that are face down (either because of night-time movement or the opponents 'Friction' of war events) face up again.

§10   Victory conditions

Expert Victory conditions may vary from scenario to scenario. Typically the objective not for the Soviet faction to hold two or more town at the end of the game. Instead, the factions record the number of **Victory points** (VP) at the end of the last turn. The winner of the game is the one with the most victory points. The degree of victory depends on the difference between the factions victory points (ΔVP). The top of Table 3 lists the sources of **Victory points** while the bottom lists end result of the game as a function of the difference in **Victory points** in the winners favour.

Expert **Optional — 6 turns** The players may decide to play a long game of 6 turns. In that case, it is advised to use the **Night** option.

The Soviet faction wins if, by the end of the fourth turn, it occupies two or more towns. The US faction wins if it prevents this. The Soviet faction *must* have units in the towns — it is not enough to be the last faction to have occupied the town hex.

VP	Condition
2	Occupying Esselben (0405)
1 each	Occupying forests 0506 or 0603
1 each[*]	Enemy infantry (⊠) unit eliminated
2 each[*]	Enemy tank (▢) or "pioneer" (⊠) unit eliminated
ΔVP	**Result**
0	**Draw**. Indecisive result
1	**Tactical victory**. A slight advantage was won
2	**Marginal victory**. A noticeable advantage was won
>2	**Decisive victory**. An important advantage was won.

Table 3: Victory points and conditions.
* Only count enemy units that are eliminated at the end of the last turn of the game. That is, eliminated units that have been replaced do not count toward the number of victory points.

Part II
Scenarios*E*

This section *only* applies to the *Expert* game.

§11   Standard

This simulates the same conflict as in the *Basic* and *Advanced* game: The Soviet faction is trying to gain control of the area.

Setup As per the general rules (see Section 4).

Reinforcements None. Replacements arrive as **Random events** (see Section 7).

Number of turns 4 or 6. If 6 turns are played, it is advisable to include the **Night** option.

First faction Soviet

Victory Soviet faction if it occupies of *at least* two towns on the map at the end of the last turn. US faction if is not the case.

Optional — Victory points The faction with the most victory points wins the game.

§12   Engagement

In this scenario, the conflict has not yet fully escalated yet. Both factions have few units on the map to begin with and most arrive as reinforcements later on as the factions make contact.

Setup		Reinforcements	
Hex	**Units**	**Turn**	**Units**
0405	**Y**	1	**W**
0506	Г	2	А, Д, **X**, **Y**
0901	Б	3	В, Е

Number of turns 6

First faction Soviet

Victory The faction with the most victory points

§13   US counter offensive

In this scenario the Soviet faction has taken control of the area. The US, along with its allies, mount a counter offensive in an effort to take back the area. Since the US is the aggressor in this scenario, it moves first.

Setup		Reinforcements	
Hex	**Units**	**Turn**	**Units**
0303	А	1	**T**, **W**, **X**, **Y**, **Z**, Б
0405	Г	2	В
0107	Е	3	Д

Number of turns 6

First faction US

Victory The faction with the most victory points

Optional — Hardened NATO forces The US faction has chosen that it really needs to regain control. The troops in the US faction consists of **Hardened** and experiences troops. The US faction may roll *twice* on the **Random events** table and choose *one* outcome (similar to the Soviet **Guard** option.
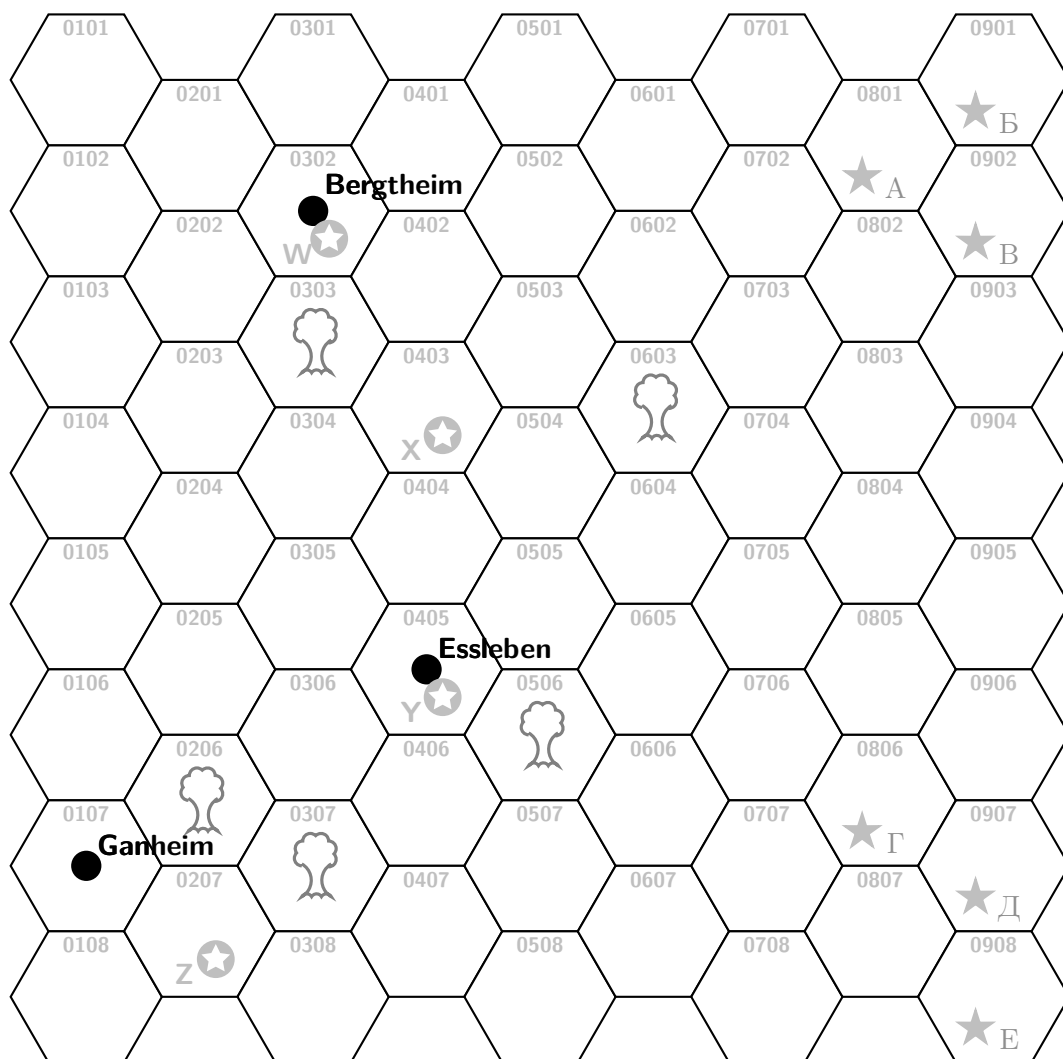
Event

In effect	Alternative	Comments

Moves

Unit	From	To	Comments

Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments

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Strike Force One
Ударная Группа Один
Unified Version

Applicable

Mark	Game mode
B	Basic
A	Advanced
E	Expert

Terrain effects

Ter-rain	Combat		Move	
	B	A,E	B	A,E
⬡			1	
⬡ (green)	n/a	+1 DF	n/a	2

US events

🎲	1	2	3	4	5	6
1	2-1-4 Armoured reinforcement*			1-2-4 West German Pioneer*		
2	1-1-4 West German infantry*					
3	Rally unit			Rally unit		
4	2-0-0 sup Air support			2-0-0 sup Air support		
5	0-?-0 Command problems			1-0-0 sup Artillery support		
6	As planned			As planned		

*Once per game

Soviet events

🎲	1	2	3	4	5	6
1	2-1-4 Tank reinforcement*			2-1-4 Tank reinforcement*		
2	1-1-4 Infantry reinforcement*			SOF Roll2 Спецназ Spetsnaz		
3	2nd Echelon 2 units			2nd Echelon 2 units		
4	1-0-0 sup Artillery support			1-0-0 sup Artillery support		
5	0-?-0 Enemy SNAFU			2-0-0 sup Air support		
6	As planned			As planned		

*Once per game

AE Attacker E1 & AR
AR Attacker retreats one hex
NE [B]AR, [AE]No effect
DR Defender retreats one hex
DE Defender E1 & DR
EX [AE]Attacker *and* defender E1, [BAE]DR
E1 Eliminate one unit

Replacements/Reinforcements[A]

?-?-? ?-?-? 1-1-4

Combat results

🎲	# Attackers[B]/Strength difference[AE]					
B	1	2	3	4	5	6
A,E	0	+1	+2	+3	+4	+5
1	DR	DR	EX	DE	DE	DE
2	DR	DR	DR	EX	DE	DE
3	NE	DR	DR	DR	EX	DE
4	AR	NE	DR	DR	DR	EX
5	AR	AR	DR	DR	DR	DR
6	AE	AR	NE	DR	DR	DR

Turn sequence

Soviet Turn
Events[AE]
Movement
Combat
US Turn
Events[AE]
Movement
Combat

Turns

1	2	3	4 Night	5[E]	6[E]

Strike Force One
Ударная Группа Один
Unified Version

Basic

AE Attacker E1 & AR
AR Attacker retreats one hex
DR Defender retreats one hex
DE Defender E1 & DR
E1 Eliminate one unit

Combat results

	# Attackers					
	1	2	3	4	5	6
1	DR	DR	DR	DE	DE	DE
2	DR	DR	DR	DR	DE	DE
3	AR	DR	DR	DR	DR	DE
4	AR	AR	DR	DR	DR	DR
5	AR	AR	DR	DR	DR	DR
6	AE	AR	AR	DR	DR	DR

Turn sequence

Soviet Turn
Movement
Combat
US Turn
Movement
Combat

Terrain effects

Terrain	Combat	Move
⬡		1
⬡	n/a	n/a

Turns

1	2	3	4

Strike Force One
Ударная Группа Один
Unified Version

Advanced

AE Attacker E1 & AR
AR Attacker retreats one hex
NE AR, No effect
DR Defender retreats one hex
DE Defender E1 & DR
EX Attacker *and* defender E1, DR
E1 Eliminate one unit

Combat results

	Strength difference					
	0	+1	+2	+3	+4	+5
1	DR	DR	EX	DE	DE	DE
2	DR	DR	DR	EX	DE	DE
3	NE	DR	DR	DR	EX	DE
4	AR	NE	DR	DR	DR	EX
5	AR	AR	DR	DR	DR	DR
6	AE	AR	NE	DR	DR	DR

Turn sequence

Soviet Turn
Events
Movement
Combat
US Turn
Events
Movement
Combat

Terrain effects

Terrain	Combat	Move
⬡		1
⬡	+1 DF	2

Replacements/Reinforcements

?-?-?   ?-?-?   1-1-4

Turns

1	2	3	4

Strike Force One
Ударная Группа Один
Unified Version

Expert

US events

🎲	1	2	3	4	5	6
1	2-1-4	Armoured reinforcement*		1-2-4	West German Pioneer*	
2	1-1-4	West German infantry*				
3	🏳 Rally unit			🏳 Rally unit		
4	2-0-0	Air support		2-0-0	Air support	
5	0-?-0	Command problems		1-0-0	Artillery support	
6		As planned			As planned	

*Once per game

Soviet events

🎲	1	2	3	4	5	6
1	2-1-4	Tank reinforcement*		2-1-4	Tank reinforcement*	
2	1-1-4	Infantry reinforcement*		SOF Roll2	Спецназ Spetsnaz	
3	2ⁿᵈ Echelon 2 units			2ⁿᵈ Echelon 2 units		
4	1-0-0	Artillery support		1-0-0	Artillery support	
5	0-?-0	Enemy SNAFU		2-0-0	Air support	
6		As planned			As planned	

*Once per game

AE Attacker E1 & AR
AR Attacker retreats one hex
NE AR, No effect
DR Defender retreats one hex
DE Defender E1 & DR
EX Attacker *and* defender E1, DR
E1 Eliminate one unit

Combat results

🎲	Strength difference					
	0	+1	+2	+3	+4	+5
1	DR	DR	EX	DE	DE	DE
2	DR	DR	DR	EX	DE	DE
3	NE	DR	DR	DR	EX	DE
4	AR	NE	DR	DR	DR	EX
5	AR	AR	DR	DR	DR	DR
6	AE	AR	NE	DR	DR	DR

Turn sequence

Soviet Turn
Events
Movement
Combat
US Turn
Events
Movement
Combat

Terrain effects

Terrain	Combat	Move
⬡		1
⬡	+1 DF	2

Turns

1	2	3	4 *Night*	5	6

Strike Force One
Ударная Группа Один
Unified Version

Map hexes (row labels): 0101, 0301, 0501, 0701, 0901
0201, 0401, 0601, 0801
0102, 0302, 0502, 0702, 0902 — Б, A, B
0202, 0402, 0602, 0802 — W (Bergtheim)
0103, 0303, 0503, 0703, 0903
0203, 0403, 0603, 0803
0104, 0304, 0504, 0704, 0904 — X
0204, 0404, 0604, 0804
0105, 0305, 0505, 0705, 0905
0205, 0405, 0605, 0805
0106, 0306, 0506, 0706, 0906 — Essleben, Y
0206, 0406, 0606, 0806
0107, 0307, 0507, 0707, 0907 — Garnheim, Г
0207, 0407, 0607, 0807 — Д
0108, 0308, 0508, 0708, 0908 — Z, E

★ US pool

★ Soviet pool

Game Turn | Game Turn

Front → ← Back