

# **FORCES OF VALOR – BATTLE TACTICS**

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**Forces Of Valor, The Game** allows you to fight exciting and realistic war games. All you need to play are **Forces Of Valor** soldiers and vehicles, the game cards, which are downloadable at [www.forcesofvalor.com](http://www.forcesofvalor.com), a ruler, and four to six, six-sided dice. This game is designed for all scales of the **Forces Of Valor** military vehicle line. The game cards reference movement and ranges in feet, but you can adjust the measurement to reflect the scale (50% of distance recommended for 1:72 scale) or the size of your gaming area. Be sure to keep the values consistent, for example, if you reduce the measurement by 50%, then that applies to all the cards and all the movements and ranges.

## **BATTLES**

Each game you play of **Forces Of Valor - The Game** is a battle between two armies. It may represent a re-fight of a historical battle, such as The Battle of The Bulge, or it may be a made up battle between you and a friend, using armies of your own selection. You can use any troops and vehicles you want, but in order to have a fair game, you need to balance the forces. Each game card has a point value on it for the troops or vehicle represented by that card. You can have an even battle or an attacker-heavy battle. An even battle has the same number of points on each side. In an attacker heavy battle the attacker has 50% more points than the defender. We like to play battles with 100-150 points per side. The points may not match perfectly, but the total should be within 10% of your opponent.

Both sides set up within one foot of their side of the battlefield. In an attacker heavy battle, the defender sets up anywhere on his half of the battlefield. The game goes on until one side has lost all of its troops and vehicles, or surrenders.

## **BATTLEFIELDS**

Any flat area can be used for a battlefield: a game table, the floor, or even the back yard. Players need to agree to the different types of terrain on the battlefield. If they can't agree, one player sets up the battlefield. This player is the defender in an attack heavy battle, or is determined by a coin toss in an even battle. Once he has set up the battlefield, the other player decides which side of the battlefield he will enter from.

Terrain consists of hills, woods, buildings, rivers, and roads. You can make hills out of foam rubber painted to match the ground. Ruined buildings are supplied in many **Forces of Valor** sets. Hobby shops have model trees for woods and lichen for bushes. Blue cloth or plastic makes good rivers. If you have rivers, you'll also need one or more bridges. Both sides get an equal number of log and steel obstacles to place anywhere on their side of the table. In an attacker heavy battle, the defender gets twice as many obstacles as the attacker, and may trade up to half of them for sandbags.

## **GAME TURNS**

The battle is played out in alternating turns. First one player takes a turn, then the other, and so on. Toss a coin to see which player goes first in an even battle. The attacker always goes first in an attacker heavy battle.

**Each player's turn has three steps**, called phases in the game. The first is the Combat Phase, in which the player fires as many of his weapons and troops as he wishes. Next comes the Movement Phase, in which the player moves as many of his vehicles and troops as he wishes. Finally, there is a Rally Phase, where a player can restore the morale of panicked soldiers and vehicles. After a player finishes his turn, his opponent takes his turn.

## **FIRING**

Each soldier and weapon has a game card, and all the information needed to conduct combat is on these cards. You need the card of the firing soldier or weapon to determine if the fire hits its target.

The firing weapon's card has a firing bar. On the left side of the firing bar is a circle with a number in it. This is the number of combat dice the firing unit rolls for hits. If rolling multiple dice, the firer must declare which dice are attacking which enemy targets before rolling them.

Next there is the firing bar itself, either a single bar of a single color or divided into two parts with different colors. The colors tell you what sort of damage a weapon will cause at a certain range if it hits. Inside each section of the firing bar is printed the range at which that part of the bar is used, and the hit number at that range.



For example, the M1A1 Abrams tank's main gun has a two-part firing bar. The first part (to the left) is black and has the notation **5', Hit 1-4**. This means that at all range up to 5 feet, the gun hits on a die roll of 1, 2, 3, or 4. The second part (to the right) is red and has the notation **7', Hit 1-3**. This means that at ranges over 5 feet, and up to 7 feet, it hits on rolls of 1, 2, or 3. The color-coding is used to determine damage.

A vehicle with several weapons may fire all of them, except that a vehicle may not fire its turret or loader machine gun the same turn that it fires its main gun, and it may not fire **any** other weapon the same turn it fires a missile.

Passengers in vehicles may not fire.

**Rockets and Missiles:** Some weapons have a red R or M instead of a number in the circle to the left of the firing bar. These weapons are rockets (R) or missiles (M). Rockets and missiles always roll a single die for hits. Certain types of armor affect these weapons differently, however, as explained in Vehicle Damage below.

A missile with its firing bar outlined in dark blue is a SAM (Surface to Air Missile) and may only fire at aircraft, not ground targets. Fire at aircraft is covered in the optional air rules. Many rockets and missiles can only be fired once or twice, as noted on the weapon card. .

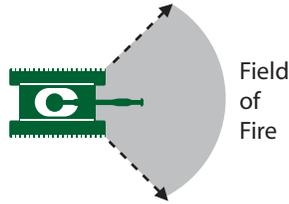
**Explosive Rounds:** Some weapons (like the M1A1 Abrams shown above) have an explosion on the right hand side of the firing bar. When firing at troops (not vehicles) a weapon may fire an explosive round. The explosive round may be placed anywhere in view of the firing unit up to its maximum range. This has the same effect as a regular round, but it affects all troops inside a 4-inch diameter circle. The number that appears inside the burst on the unit's card is the hit number for the explosion. Roll a separate hit die for each soldier inside the circle for a hit. Also roll a die for each vehicle inside the circle if the vehicle can be hit by a blue coded weapon.



:Explosive Round

**Grenades:** One soldier in each 5-man squad may throw a hand grenade each turn instead of firing his normal weapon. Any soldier armed with a combination rifle and grenade launcher may fire either the rifle or the grenade launcher in a turn, but not both. Grenades attack troops like any other explosive round. Grenades may attack vehicles as well, and in this case represent antitank grenades, molotov cocktails, or "sticky bombs".

**Field Of Fire:** A weapon may only fire in the direction it is pointed, and 45 degrees to either side. Each weapon card can be used as a field of fire template, by putting the Field of Fire dotted line facing directly forward from the weapon and then sighting down the edges of the card, to see which targets are in the firing weapon's field of fire.



Hull-mounted weapons are pointed in the direction of the vehicle. Turret mounted weapons are pointed in the direction of the turret. Commander machine guns point in any direction desired. Soldiers, vehicles, and guns, may be repositioned at the end of a player's movement phase, and cannot change until the player's next movement phase. Turrets may change position at any time during a player's own turn (but not during his opponent's).

**Blocking Terrain:** Although players can fire at troops in woods and buildings, they may not fire through a woods or building at troops which are behind it and more than six inches away from its forward edge. Troops in woods or a building, or behind it and within six inches of its forward edge, are treated as being in cover. This affects the sort of damage they take if hit.

Units may fire up onto a hill, or down from a hill, but no unit may fire at an enemy behind a hill, unless the firer is on the hill itself.

**Heavy Weapons:** Heavy weapons include all tripod-mounted weapons (such as heavy machine guns), mortars, and towed guns. Heavy weapons must have a crew of two or more soldiers with the weapon to fire at full effectiveness. If only one soldier is with the weapon when it fires, subtract 1 from its hit number. If it would normally hit on a 1-4, it hits only on a 1-3 instead. If both crew are killed, the weapon is destroyed (removed from play)

**Additional Support Weapons:** Other support weapons (such as light antitank weapons) are not considered heavy weapons because they do not need a 2-man crew to fire, and they may move after they fire. A support weapon can be purchased and added to any soldier (only one extra weapon per soldier), and he may fire it or his regular weapon. If he is killed, the weapon is lost as well.

## **DAMAGE TO TROOPS**

If a soldier is hit, there are only two damage columns on the table: Open and Cover. All color band weapons use these same columns when hitting troops.

Cover is used if the troops are in woods, a building, behind sandbags, or on top of a hill (if fired at from a lower level). Also, soldiers crewing a towed gun, which has a gun shield, are under cover for fire from their front. Otherwise, use the Open column.

Find the correct column, roll a die, and find the row with the correct damage. There are three different effects of hits on troops: No Effect, Panic, and Kill.

**No Effect:** Troops behind cover often are not affected by fire, since their cover absorbs the shot.

**Panic:** Troops that panic are immediately moved one full move to the rear. They may not move or fire again until they are rallied. If they are forced to move off of the battlefield, they are eliminated from the game.

**Killed:** The soldier is eliminated, removed from play.

## **DAMAGE TO VEHICLES**

If the target is hit, you will need the target vehicle card to determine the damage suffered by the hit. If the target is hit more than once, roll a separate effect for each hit. Look at the Damage Effect chart on the card. Roll the die and find the die roll column that corresponds to the color of the firing weapon's firing bar. Read down until you come to the number rolled, then read across and find the result.

If the color of the firing bar does not appear on the target's damage effect chart, that weapon cannot damage the target. For example, small arms have a blue firing bar. Blue firing bars have no effect on most armored vehicles.

There are five different effects of hits on vehicles: No Effect, Mobility, Crew, Gun, and Explosion.

**No Effect:** The rounds hit the vehicle but bounce off, or don't hit anything important. The target is unaffected.

**Mobility:** The wheels or tracks of the vehicle are critically damaged. The vehicle cannot move again for the rest of the game. In addition, if the vehicle is carrying passengers, one passenger is killed. A second mobility hit destroys the vehicle.

**Crew:** One or more of the crew have been killed or wounded. First, the vehicle (and all of its passengers, if any) panics, and does a full move to the rear (away from the enemy unit which fired at and hit it) and it may not move or fire again until it has been rallied. (See rallying below.) It does not have to use road movement. If it is forced to move off of the battlefield, it is eliminated.

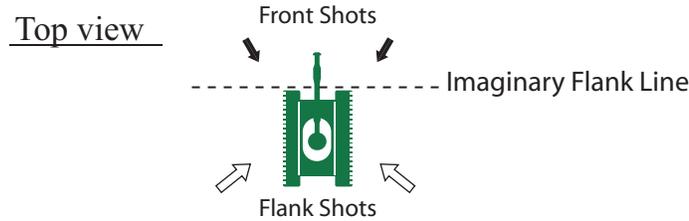
Once rallied, the vehicle's move distance is cut in half for the rest of the game. When firing, subtract 1 from the hit number by any and all weapons. If there are one or more externally mounted machine guns (such as the commander's or loader's machine gun on a tank, or the passenger's machine gun on a half-track), they may no longer fire.

In addition to the above, if the vehicle is carrying passengers, one passenger is killed. If a second crew hit destroys the vehicle.

**Gun:** The vehicle's main gun is knocked out. If the main gun is turret-mounted, the turret machine gun is also knocked out. Any other machine guns are unaffected. In addition, if the vehicle is carrying passengers, one passenger is killed. A second gun hit destroys the vehicle.

**Explosion:** The vehicle's ammunition and fuel ignites, completely destroying the vehicle and killing all passengers.

**Flank Shots:** Most vehicles are easier to damage if hit from the side or rear (both of which are called Flank Shots in the rules). Trace an imaginary line flush against the front of a vehicle and extending to each side. Any weapon behind that line has a flank shot on the vehicle; any weapon in front of it does not.



The target's card will note at the bottom of the damage effect chart the effect of a flank hit, if any. Usually, a flank hit shifts the damage die roll one column to the right (making it more effective). So a yellow firing bar weapon would roll damage as if it were a red firing bar weapon. A weapon must already have a column on the damage chart, however, to benefit from a column shift. Some small arms (light blue firing bar), which do not even show up on most vehicle damage cards, receive no benefit from flank shots against those vehicles.

**Cover:** Vehicles behind buildings, in woods, and on top of hills (if fired at from a lower level) are in cover. Vehicles in cover ignore all Mobility hits. Cover has no other effect.

**Rockets and Missiles:** Some vehicles have special composite or reactive armor, which is particularly effective against antitank rockets and missiles. When hit by those weapons, the damage column is shifted to the left, as noted on the vehicle's card. Also, some German WW II vehicles had side skirts, which were effective against bazooka rockets.

## COMMAND

Each side gets one officer for free, and can (but doesn't have to) buy one more for each light command vehicle it has (as noted on the cards). Use any extra soldier figures to represent officers.

No vehicle or soldier may move toward the enemy unless it begins its movement phase within three feet of one of its own officers.

All members of a 5-man infantry squad must stay within 12 inches of all other members of the squad. If they are not all within 12 inches of each other, the squad is Disorganized and it may not move toward the enemy. (A soldier panicked to the rear counts, and so would stop the rest of the squad from advancing until he was rallied and rejoined them.)

Soldiers from a disorganized squad may move toward the enemy if they begin their movement phase within 12 inches of one of their own officers. (The officer's command overrides the squad's disorganization.)

## MOVEMENT

In the movement phase of the turn, a player moves his troops and vehicles. The movement distance is printed on the vehicle card at the bottom. Usually, the vehicle has a basic movement rate and then a road multiplier. For example, a German Panzer IV tank has a move speed of 2 feet and a road multiplier of x2. This means that a foot moved along a road only counts as six inches against the move distance of the vehicle.

 :Move Speed       :Road Multiplier

**Terrain and Movement:** Amphibious vehicles may move along or across rivers using their Water speed, and Snorkel vehicles may move directly across a river, using their entire movement for a turn to do so. All other troops and vehicles cross rivers only at bridges.

 :Water Speed

Vehicles have their movement halved when moving through woods or rubble. This doesn't apply when moving along a road, unless the rubble has fallen into the street.

Vehicles may not move through steel or log obstacles. An obstacle may be removed by any two or more soldiers. They spend an entire movement phase next to the obstacle, and then it's moved aside.

**Passengers:** It takes one full turn for troops to get into or out of a vehicle, and the vehicle may not move that turn. Troops may move half of their movement to or away from the vehicle the turn they get in or out. Troops may get into or out of a vehicle the same turn they fire.

It takes one full turn to unhitch a towed gun or hitch it back up to a vehicle. The vehicle may move half of its movement to or away from the towed gun the turn they unhitch or hitch. The gun crew may unhitch the gun the same turn they get out of the vehicle, and may get into the vehicle the same turn they hitch it up.

**Fire and Movement:** Soldiers and vehicles that fired in the player's Fire Phase may only move half of their normal movement in the following Movement Phase. Heavy weapons may not be moved or hitched up the same turn they fired. Heavy weapons include all tripod-mounted weapons (such as heavy machine guns), mortars, towed guns, and all missiles. *Even vehicle-mounted missiles, such as on the M2A2 Bradley, cannot move the same turn they fire.*

## **RALLY**

Each officer rallies all panicked men and vehicles within six inches of him in the Rally Phase of each friendly turn. Rallied soldiers and vehicles are turned around to face the enemy and may move and fire normally in the player's next turn.

## **OPTIONAL RULES**

The following rules add some complexity to the game, but also make it more fun. They particularly help balance attacker-heavy games, and make infantry much more valuable.

## **HAND-TO-HAND COMBAT**

If soldiers of both sides are in physical contact at the end of one player's movement, they fight an immediate hand-to-hand struggle. Roll one die for each soldier and the high die roll wins. The loser is removed, either killed or taken prisoner.

If two or more soldiers are fighting a single opponent, roll one die for each soldier, and the single opponent must beat *all* of the individual die rolls of his opponents. If he does, one enemy soldier is killed and the rest panic.

If a soldier moves into contact against the back of an enemy soldier, he automatically kills him. However, soldiers moving into hand-to-hand contact with the enemy must move in a straight line. If they start in front of an enemy, they cannot circle around behind him and hit him from behind.

## **OVERWATCH**

If a squad or vehicle does not move at all in its own Movement Phase, it is on Overwatch. We like to mark this with a twig from the yard about six inches long, laid in front of the vehicle or squad.

The line extending straight out from a weapon is its Overwatch Line. If an enemy vehicle or soldier moves into, out of, or across its overwatch line, the overwatch unit may fire immediately, in the enemy Movement Phase. It may only fire once per enemy Movement Phase. This is in addition to any fire it did in its own last turn, and does not affect its fire or movement in its next turn.

## **CONCEALED INFANTRY**

Infantry in concealment (in woods and towns, and on hills) is harder to see from a distance, and so often can ambush the enemy, or force them to come in close to find them. No unit may fire at an enemy infantryman in concealment unless there is a unit friendly to the firing unit within six inches of the concealed enemy infantry or the enemy infantry fired in its preceding turn.

## **TANK OVERRUNS**

If an armored vehicle with at least one functioning machine gun moves through one or more enemy infantry, those infantry are overrun. Each infantry contacted is automatically hit, and the overrunning player rolls a hit result on them. If in woods, town, or behind barricades, the overrun infantry use the cover column; otherwise they use the open column. (Infantry on top of a hill don't receive cover, since they are being attacked from the same level.) The overrun and its effects are resolved during movement.

Any infantry (not just one man per squad), which was not killed or panicked by the overrun attack, may throw an antitank grenade at the tank as it moves through. This is done immediately, as soon as the tank has finished its overrun attacks.

If a tracked armored vehicle drives over a light wheeled vehicle (such as a jeep), it crushes it (the equivalent of Explosion damage).

In order to overrun an enemy, a tank may not have fired in the combat phase before movement. It may change its facing at the start and end of its movement, but it must move in a straight line while actually moving to overrun the enemy infantry or vehicle.

## **ROLLING FIRE**

A few vehicles (notably the M1A1 Abrams tank) have the ability to conduct Rolling Fire (or fire on the move), due to a stabilized main gun. If these vehicles did not fire in the Fire Phase of their turn, and move half or less, they may fire their main gun or turret MG at the end of their movement.

If an enemy vehicle fires at a vehicle during movement using the Firing Lanes optional rule, and the target vehicle wishes to conduct rolling fire, both players roll a die and the high die roll gets to conduct their fire first.

## **DIGGING IN**

If five soldiers (either a full squad or parts of two squads working together) spend one full turn within six inches of each other and neither fire nor move during the turn, they have dug in. Place a sandbag barricade next to them. If they spend an additional turn neither firing nor moving, place a second sandbag barricade next to them, and so on.

## AIR RULES

The following rules cover movement of aircraft, fire by aircraft at ground targets, fire at other aircraft, and fire by ground troops at aircraft. Aircraft include helicopters and fixed wing aircraft, called simply “planes” in the rules.

### AVAILABILITY OF AIRCRAFT

Aircraft purchased for points are available to a player from the start of the game, and may enter the game table loaded with troops (if they can carry passengers). Note that adding some weapons increases the point cost. They may enter play the first turn of the game, or any turn after that when the player wishes.

Planes that enter have only a limited time in the air, and all aircraft (planes and helicopters) have a limited amount of munitions. Each aircraft has a “Loiter” number on its data card. Each player rolls at the end of his own combat phase for every plane, which attacked with any weapon, for each helicopter that attacked with missiles or rockets, and for each helicopter that unloaded troops. If you roll its “Loiter” number or less, it remains over the battlefield to make another attack, or pick up and carry more troops. If you roll higher than its “Loiter” number, it heads back to base and is removed from the game.



### MOVEMENT OF HELICOPTERS

Helicopters may either hover in place or move an unlimited distance on the table, but they must move in a straight line. They may change their facing direction at the start of the Movement Phase and again at the end, but not during the phase.

**Loading and Unloading:** Helicopters may not move the turn they unload or load passengers. Loading and unloading a helicopter is the same as loading or unloading any other vehicle. Helicopters may not load or unload troops the same turn they fired missiles or rockets.

**Fire and Movement:** If a helicopter fires in the Fire Phase, it may not change its facing at the beginning of the Movement Phase. If it does move, it must move straight ahead. As with ground units, helicopters may not move the turn they fire missiles.

### MOVEMENT OF PLANES

Planes do not move around on the table. Instead, planes are simply over the battlefield or distant. If they are over the battlefield, they may attack a ground target or an aircraft over the battlefield, with any weapon except *standoff* weapons. If they are distant, they may attack, but only with *standoff* weapons. The decision to be over the battlefield or distant is made at the start of each friendly Combat Phase, but they must be distant the first turn they appear.

### FIRING AT AIRCRAFT

Planes can fire air-to-air missiles and guns at other planes and helicopters. Helicopters can fire guns and air-to-air missiles at other helicopters, and may fire missiles at planes that attack them first. Helicopters may not fire missiles at planes, which did not attack them first, however, and can never fire guns at planes.

Surface-to-air (SAM) missiles, small arms, and dedicated air defense guns may fire at aircraft. In addition, autocannons on vehicles may fire at helicopters, but not planes. Autocannons are vehicle main guns with a rate of fire of 2 or more.

Air-to-Air and Surface-to-Air missiles have a firing bar that is surrounded by a dark blue border, indicating that they may only be fired at aircraft. Their ranges are unlimited in game terms, but only *standoff* range weapons may fire at planes not over the battlefield, and *standoff* range weapons may not fire at planes that are over the battlefield.

The missile’s hit number is the chance of actually hitting the target aircraft, but subtract the target’s ECM number from the missile’s hit number. However, a roll of 1 always hits, regardless of the target aircraft’s ECM number.



Gunfire -- fire by small arms, aircraft guns, air defense guns, and autocannons -- always hits on a die roll of one, regardless of what is on the unit’s firing bar. Each soldier with an assault rifle or machine gun, each vehicle commander’s machine gun, and each autocannon (firing at a helicopter, not a plane) rolls one die for a hit. Air defense guns and aircraft fire their guns at other aircraft using their full rate of fire. When a plane attacks a ground unit with guns or bombs, place the plane over the table directly above its target point, and all ground units firing guns back at it measure their range to the target point.

**Damage:** If an aircraft is hit, roll a die on the aircraft’s damage table. The color code of the weapon’s firing bar determines which damage column to use, just as with ground combat. The results are No Effect, Shot Down, and Loiter roll. No Effect and Shot Down are clear. Loiter roll means that the aircraft must make an immediate Loiter roll to stay in play. There are several different rows of Loiter rolls with increasing modifiers. These modifiers are applied against the aircraft’s Loiter number, and are permanent, representing varying amounts of damage. So even if the aircraft passes this Loiter roll, it’s ability to pass future rolls is reduced.

### AIR TO GROUND COMBAT

Helicopters attack ground troops and vehicles exactly the same way that other ground units do. Their firing bars are the same as other ground unit firing bars. Because they fly above the ground, they may fire over intervening hills, woods, and buildings. Units in buildings, woods, and behind sandbags still receive cover.

Planes attack differently. Planes attack with gun fire, missiles, or dropped bombs, but none of these firing bars have ranges on the plane cards. Instead, the plane is assumed to pass directly over the target when firing guns or dropping bombs, or is well back (at *standoff* range) when firing missiles.

The difference when attacking with guns and dropped bombs, the planes can be attacked by all ground fire. While firing missiles they may only be attacked by air-to-air and surface-to-air missiles with *standoff* range.

When dropping bombs, the rate of fire number is the number of explosions placed on the table. They must all be placed in a line.

All attacks by planes are Flank Shots.