

SHOCKFORCE

Battles in the Remnants of America

From the Authors:

We've created this addenda sheet to the main Shock Force rulebook to clear up some issues which have arisen since the printing. There are both some rules clarifications and some errata, mostly to points values we miscalculated by running on too little sleep. We hope this is of use - if you come up with more stuff we missed, feel free to let us know.

Now, go play!

Frequently Asked Questions

Below are questions that we regularly get from Shock Force players.

Q: Where are models initially deployed on the battlefield?

A: Deployment zones are up to the players, but we recommend that the two armies begin at least 24" apart to allow a chance to maneuver before the armies clash.

Q: I have a model with Df 4 and the Tough advantage in light cover. The maximum dice I may roll is five. Do I lose the use of Tough in this situation?

A: No. Roll six dice and discard the lowest. You may roll more than five dice as long as no more than five dice are actually counted.

Q: Do squad leaders, elite or not, need to pay for squad advantages taken by their squad? Do specials deployed with the unit?

A: Squad leaders, as permanent members of the squad, do pay for the squad advantage. Specials, who may come and go as they please, do not.

Q: My unit's leader was killed since my last activation. Now I'm getting shot at again. Do my remaining troopers have to roll defense dice at reduced efficiency (all sixes become fives?)

A: No. They will not be at reduced efficiency until the next time they check command radius, in this case when they next activate as a unit. Even then, if a special activates with them, the special will act as squad leader. They will, however, be subject to a rout test at the end of the current turn due to the loss of their leader.

The following items were the stuff we simply messed up.

Area Effect: (Left out.) A model firing an area effect weapon picks a target as normal. A2x area effect weapon affects the target model and the closest model to the target up to a maximum of three inches away. Similarly, 3x affects three models, 4x affects four models. The additional models may include models that would not normally be valid targets due to range or line of sight rules. Attack dice are rolled once only but each attacked model rolls defense dice separately applying the result.

Special Forces Team Leader: (p32) Vibrosword should be 25pts, for a total cost of 220pts.

Commandant: (p32) Vibrosword should be 25pts, for a total cost of 230pts.

PAK-X: (p32) Laser Rifle should only be AV 2. The point cost is correct.

Captain: (p33) First Vibrosword should be 25pts, second 45pts, for a total cost of 320pts.

Infiltrator: (p33) This model always has the Infiltration advantage, for a new total cost of 300pts.

Taj Mahal Rocket Delivery System: (p36) This weapon should cost 120pts.

CybOrg: (p37) The basic cost should be 85pts, for a total cost of 210pts.

Mangler Cannon: (p41) This weapon should cost 185pts.

Deliverer (Anointer): (p44) The

Anointer Needle Rifle should not be an area effect weapon. The points cost is correct.

Burnin' Moonshine: (p45) This weapon should cost 82.5pts.

SewerStalker: (p48) The basic cost should be 115pts, for a total cost of 225pts.

BurrowFiend: (p48) The basic cost should be 90pts, for a total cost of 180+pts.

Furburner: (p48) This weapon should cost 140pts.

Reaper: (p52) The basic cost should be 110pts, for a total cost of 250pts.

Pale Rider: (p52) The basic cost should be 170pts, for a total cost of 470pts.

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