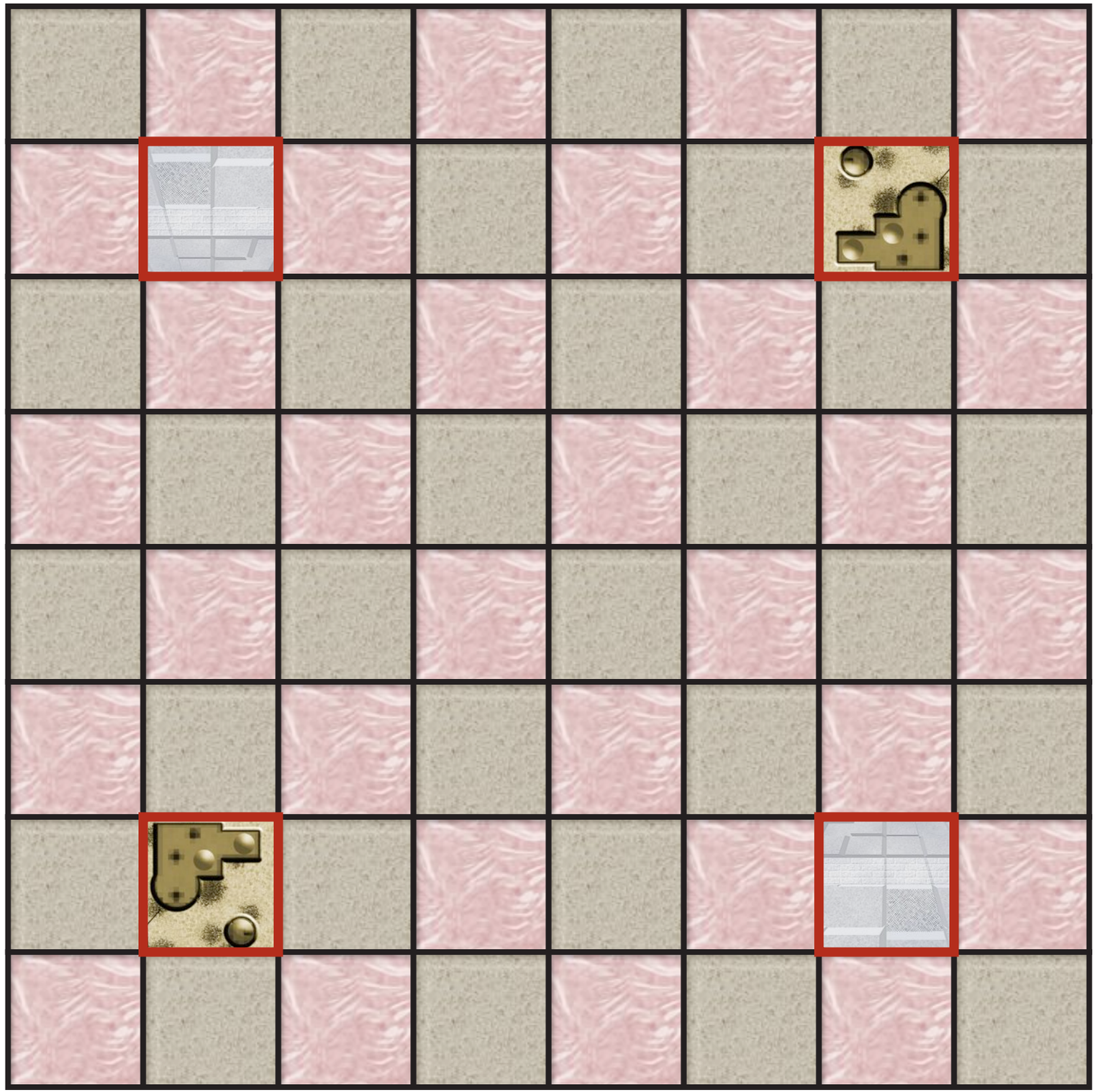

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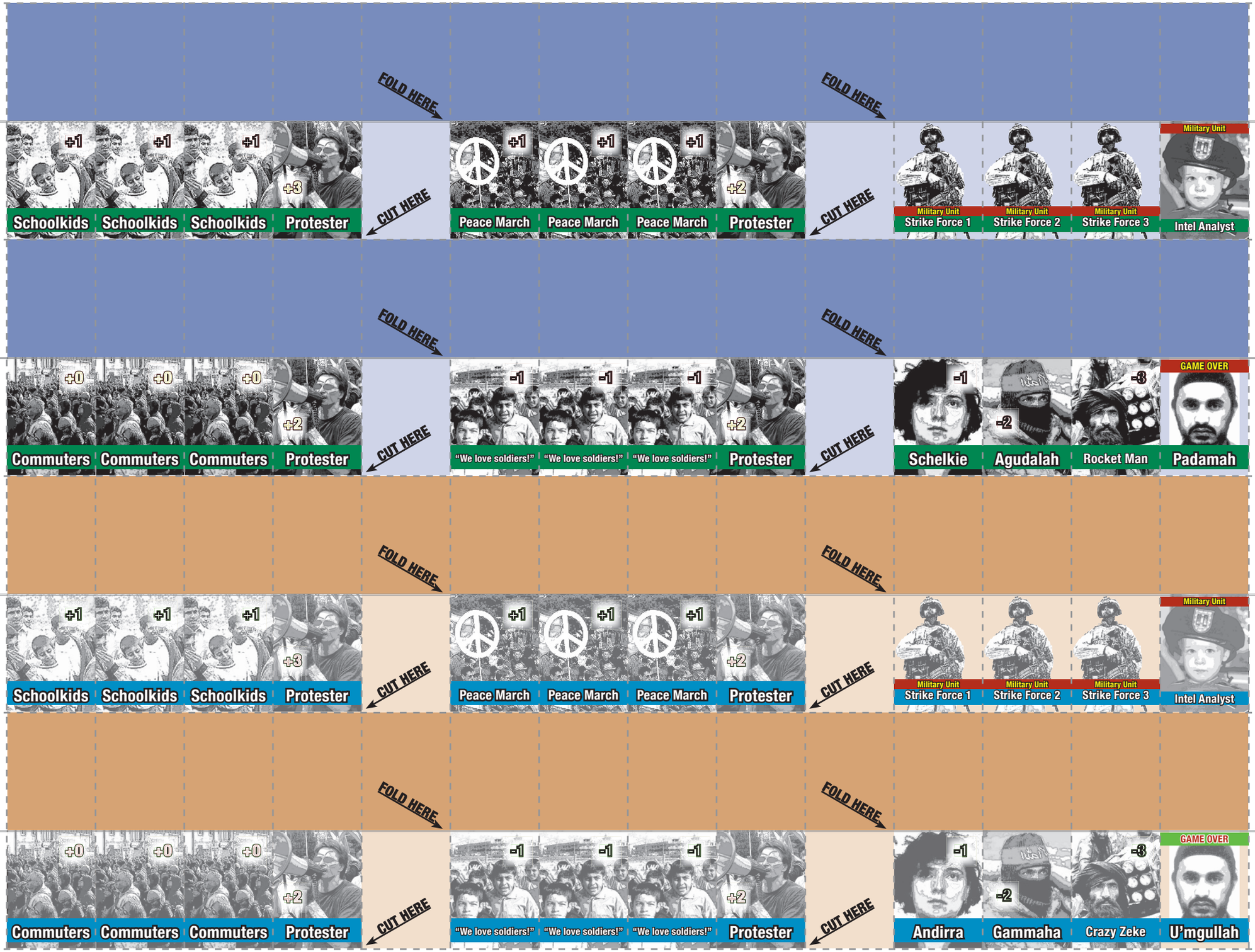

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STRIKE FORCE: HUNTER

A quick & dirty game of chasing bad guys.

The object of the game is capture your opponent's terrorist before he enters either your city or your military base. Similarly, you are also trying to sneak your terrorist into your opponent's city of military base. To chase your opponent's terrorist, and his associates, you have 3 military strike forces, and an intelligence analyst. You also have your population of citizens, who take umbrage at being accosted in the search for undesirables in your population.

Set-Up

Within your country you have 24 total pieces. You have 16 citizens, 4 military units, and 4 bad guys. Your four bad guys all have nicknames. Your citizens have descriptive titles. Your units have identifiers.

These pieces are set up in the three rows closest to you on the board. When you set up, face your pieces toward you, so that the blank side faces your opponent and (s)he cannot see what your pieces are.

There are restrictions to where these pieces can be set up. Your military units must be in, or adjacent to, either your city or your military base. Your main bad guy may not be adjacent to any military unit. At least 2 of your associate bad guys must be adjacent to your main bad guy. Of your civilians, the only restriction is on the protesters. Protesters may not set up adjacent to each other or your main terrorist.

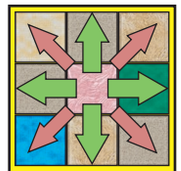
Four sample pieces, (L to R): a protestor, civilians, a military unit, and a terrorist associate.

Turns

First, each player adjusts their Hostility Tracks (see below). Player A moves, then conducts any challenges (s)he chooses. Then Player B moves, followed by Player B's challenges. The turn is then over and the next turn starts. Use rock-paper-scissors to determine who is player A.

Movement

Each turn, you *must* move at least 4 pieces: one bad guy, one military unit, and two civilians. You may move every piece, if you choose. You may move in any "square" direction; diagonal movement is not allowed. The colors of the spaces have no effect on movement. Pieces may never move into a space that is already occupied, see *Challenges*, below. Although your pieces start in your own back three rows, they may move forward as soon as the first turn.

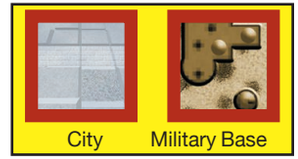


Legal moves in **GREEN**. Illegal moves in **RED**.

When moving pieces, certain restrictions still apply. At least two of your associate terrorists must remain adjacent (diagonal is OK) to your main bad guy. Your protesters may *never* be adjacent to your main bad guy. They raise a ruckus when challenged, but prefer to support the bad guys from afar. No more than one military piece can be adjacent to your main bad guy, either.

Your City & MIlitary Base

Two of your spaces are outlined in red. These spaces represent your city and your military base. Any piece can move through your city. However, only *military* pieces can enter or move through your military base.



City Military Base

Challenges

Your military units are able to challenge your opponent's pieces in their search for the terrorists. After a player's movement is complete, any challenges are initiated. You may challenge with one military piece, or all of your pieces. You may choose not to challenge any pieces at all.

Challenges occur after movement is complete. Units may challenge any piece in a space where it could normally move (ie. an adjacent "square" space).

Once a challenge is declared, both players reveal their pieces. The challenger must be a military unit. The challenged piece may be any type of piece. The effects of a challenge are as follows:

Challenge the main terrorist bad guy: game over, just like the piece says.

Challenge a civilian: move the hostility track in the direction, and with the value, indicated. The civilian piece remains on the board.

Challenge a terrorist supporter: move the hostility track in the direction, and with the value, indicated. Remove the supporter from the board. (There is one exception, see *Intel Analyst*, below).

Challenge another military piece: No movement on the hostility track. No pieces are removed. The challenger may not move the next turn. If too many military pieces challenge other military pieces to the point where this effect forces a player to violate the rules in *Movement*, above, (must move at least one military piece), then this effect takes precedence.

Any time a challenge affects your Hostility Track, move the Hostility Track score *immediately*. Those effects take place as they happen.

Intel Analyst

The Intel Analyst is a special military piece. The Intel Analyst may challenge pieces, just like any other military piece. However, the effects are different.

Challenge the main terrorist bad guy: game over, just like the piece says.
Challenge a civilian: no movement on the hostility track. The civilian piece remains on the board.
Challenge a terrorist supporter: no movement on the hostility track; *remove the analyst from the board*. Analysts aren't equipped to fight bad guys, just interview civilians.
Challenge another military piece: same effect as above.

Airlift Challenges

If you have a military unit in your city, or your military base, you may airlift that unit into your opponent's territory. If you choose to do so, you may challenge any piece in, or adjacent to, your opponent's city (but not your opponent's military base!). If this challenge is the main terrorist, the game is over. If you challenge any civilian or terrorist supporter, the hostility track is moved *one additional space* in the direction indicated (a +2 becomes a +3, a -1 becomes a -2). Your military unit returns to the space from which it challenged. You may only airlift *one* unit per turn; you may not airlift one each from the city *and* military base.

The Hostility Track

Challenging innocent civilians tends to annoy them. If enough of them get annoyed, they refuse to allow you to search their homes and cities, and become very agitated resistors. The Hostility Track measures this level of resistance to your military operations. The track starts at the lowest number, and is moved up and down based on who you challenge, and how, in your search for the terrorists. Remember, any time a challenge affects your Hostility Track, move the Hostility Track score immediately.

STRIKE FORCE: HUNTER

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At the beginning of each turn, *lower* the hostility track by *one*, before you start your movement. The Hostility Track affects the outcome of the game as follows:
If you hit "10" exactly, you have one turn to get it below 10.
If you exceed 10, you lose, since the native population will no longer support your efforts in searching for the bad guys.

The Bad Guys

You have a main bad guy (head terrorist) who is trying to stay alive and get into your opponent's city or military base. He has a few associates that are working with him, too. These associates must nearby to help, though.

A Main Bad Guy, with the "Game Over" indicator.

When you are moving your bad guys around the board, you must keep them in close proximity to each other (see *Movement*, above). If you move your main bad guy into your opponent's city or military base, you win, since the terrorists have now infiltrated the enemy's home and can conduct their attacks on the civilian population. Remember that the city or military base must be unoccupied for the challenge to take place.

Winning and Losing

There are several ways to win or lose.
You can win by capturing your opponent's main bad guy.
You can win by getting your terrorist into your opponent's city or military base.
You can lose if your hostility track exceeds 10.

What this is all about

By Brant Guillory *Strike Force Hunter* designer

I was trying to develop a game that mixed some form of "Concentration" with a two-player challenge. While "Concentration" forces you to remember patterns, this game adds a few twists: the patterns change every turn, and there are penalties for guessing wrong. All in all, it's not too different from the real-world challenges faced by the military when searching for bad guys in a civilian population, even if it is abstracted.

Summary of Game Effects

Challenges

Only military units can initiate a challenge.

- Challenge the main bad guy: Game over.
- Challenge a civilian: Move the hostility track; civilian piece remains on the board.
- Challenge a terrorist supporter: Move the hostility track; remove the supporter from the board. If challenged by an Intel Analyst, no movement on hostility track and remove the analyst from the board.
- Challenge another military piece: No movement on the hostility track; no pieces removed. The challenger may not move the next turn.
- Airlifts can only be initiated from your city or military base; only one airlift per turn.

Hostility Track

- Starts at 1; Moved as a result of challenges.
- At start of each turn, lower track by 1.
- If track hits 10, you have 1 turn to get it under 10.
- If it exceeds 10 at any time, the game is over immediately.

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