SHELLSHOCK COMBAT SYSTEM™

Introduction:

The Shellshock Combat System™ in its most basic version is a turn based miniatures game system. But do not be fooled. Even though the record sheets are no larger than a business card, and the rules fit on only 3 business cards*, it does not mean Shellshock is not a full fledged wargame. The ease of the game system, yet realistic play, gives Shellshock the unique ability to truly represent vehicle combat at the company level.

A typical game of 10 units on 14, on a kitchen table, can be played by experienced players in less than 1.5 hours. New players may need 2 hours. At conventions we will run new players through a game of 20 on 29, and still finish in 3 hours.

*The rules can be shown on only 3 business cards back and front, but that is with very sparse explanation. Experienced wargamers can figure out how to play with just those rules, but those new to wargaming, or those without a "Tutor" will need more. This set of instructions is for the new player.

There are many rules that can be applied to make the game more intricate to simulate real combat more closely, but each of these rules slows down gameplay. Inversely, some rules can be modified to speed up play. These extra rules can found elsewhere on the site.

Game Setup:

Players decide teams. Typically the sides will be United Nations (UN) versus Rebel units. Players divide units amongst the team. In the lower left hand corner of each record sheet/card, is the combat value of the unit. Sides with combat values that are similar will have an "even" fight.

The playing field should be well defined. All players should know ahead of time what the borders are. Define what objects block line of site. Where rivers are, where gradations in elevation are, and what "miniatures" represent which unit.

It is highly advised that there be many forms of cover "built" into the map. Shellshock uses line of site to determine if you are a valid target. If you are playing on an 80 foot long table, in theory you can be shot across that entire distance.

Miniatures: Any miniatures can be used. You can take salt and pepper packets and write down the name of the unit to represent your units. It doesn't matter. Shellshock also has "miniatures" available in PDF format that can be printed and cut out. We hope to be selling metal mini's in the future.

If playing a future game, each player will need 2d10, 1d6, and 1d2 (1d2 is a coin, or you can use the 1d6) If playing Modern, you will also need a 1d8

Game Turn:

Players roll for the first part of initiative.
Players move half of their force according to initiative
Players roll for the second part of initiative
Players move the remaining half of their force according to initiative
Declare targets (fire solutions) as well as spotting pairs
Resolve ranged combat (Simultaneous)
Resolve physical combat (Simultaneous)
Damage is accessed, and destroyed units are removed from play

Rolling for Initiative:

Captain of each team rolls a 1d10. ("1d10" is a common abbreviation for one, ten sided dice. 3d4 stands for three, 4 sided dice. You play craps with 2d6.) Ties are re-rolled. The loser of the die roll moves at least half of their force. Declaring a unit is standing still, is considered "movement." The winning player then moves at least half of their force.

The Captains roll for initiative again. Move the remainder of the forces according to who won initiative.

Movement: (Look at the green area of the record card)

Units move independent of other units. The following steps detail what EACH unit must do to move and maneuver during play. Move one unit and determine what directions its weapons are pointed in, before moving onto the next one.

	Section taken from a Mason	
Max Speed		Movement costs over Open Ground
Road Speed		Movement costs over Rough Ground
Maneuver Description		Movement costs through Trees
Tonnage of Unit		Movement costs over Level 1 inclines
		Movement costs over Level 2 inclines
		Movement costs over Shallow Water

Unit Speed:

Each unit can move up to its maximum speed. Do not think of this speed as how far the unit moves, think of it as how many movement points your unit gets. All units traverse open ground at 1. This means if you travel 1 inch on open ground you use up 1 movement point.

The Mason has a movement of 2 when traveling an inch over rough ground, and a movement of 4 when traveling an inch through trees. These values combine if traveling through a forest that has rough ground. So if traveling 2 inches over rough terrain covered with trees, a unit would have to expend 12 movement points. The Mason has a max speed of 9, so could not travel more than an inch in these conditions.

Road speed is the Speed the ground units can use when traveling over straight paved roads. If the unit is on a paved road, and has to make a sharp turn 80-120 degrees, the unit has to slow to normal speed, but can make the extra sharp turn as usual.

An Air unit, hiding behind hills and trees and buildings by maneuvering near the ground or other objects (within five inches) also uses the road speed, which for them is usually much slower than normal speed. This is called "nap of the earth travel."

Maneuverability:

There are three points when a unit can make up to a 60 degree turn during its movement: at the beginning, middle and end of movement. The extent a unit can turn is displayed in the maneuver description.

The maneuver description is three characters. 1st, 2nd and 3rd. These coincide with the beginning, middle and end of movement. "y" means a turn can be made, "n" means a turn can NOT be made. "?" will be explained in a moment.

The description may read "nyn" which means the unit can NOT turn at the beginning of its movement, travels half of its declared speed, CAN turn in the middle of movement, moves the remainder of its movement, and can NOT turn at the end.

If the description has question marks you can turn at one of the "?" positions, but not all. For instance let's say the description is "??n" (as on the Mason example) the unit can turn 60 degrees at the beginning OR the middle, and NOT at the end (because the n is at the last position). IF the description were "??y" the unit could turn at either the beginning OR middle AND at the end its movement.

When a unit is going to move it must declare how fast it is going to move, let's say 8. With a maneuver of "???" the unit can turn at any of the 3 positions, but only at one of the three. So the unit has three options. It can turn 60 degrees (or less) and travel its full 8; The unit could also travel 4, turn 60 degrees, and move the remaining 4; Lastly the unit can move its full 8 inches, then have a 60 degree turn at the end.

If you decide to declare that the unit is not "moving" you have the ability to turn the unit and face any direction you choose.

When you're done moving you must declare what directions the weapons are pointed. Each weapon has a small symbol that shows in what direction the weapons can point relative to the unit. This will be explained further in the combat section.

Combat:

Combat in the basic game is simultaneous. This means if you shoot another unit and destroy it, that unit can still fire back.

What can you shoot?

The answer is, "anything you can see, you can shoot." If your unit can see its target it is a potential victim. But… everything blocks line of site; every tree, every other unit, every edifice, and every hill. There is no partial cover. Draw an imaginary line from the center of one unit, to the center of another unit. If there is anything in the way, consider the view blocked.

If there is gray area (ie. As you draw the line, it crosses right at the edge of a hill) it's brought up to vote. If both agree to see each other, you see each other; if one or both do not want to see each other, you don't.

The next set of rules give generalities of what you're looking at, and might seem a little confusing, but when you read the accompanying example combat, it will all make sense. We have discovered over years of demonstration, this is the fastest way to teach players how to play.

Sides Column	Taken from a Mason	Weapons Column
Front and Back Column		Gunnery skill
	dV F B Sds d10+4	
Energy Row	E 8 (6)	This is what you have to roll to hit a Mason on the side with an Energy Weapon
Missile Row	M 12 10 14s ❸	
Ballistic Row	B 11 9	
Indirect Row	I (13) 11 25pO	This is what you roll to hit a Mason with an Indirect Weapon from the Back.
Small Caliber Row	S 31 30	
Physical Row	P 10 1.27	
	1 Internal 2 Internal	

Defense Values: (the defense area is in blue) ⬜

On the left hand side, in the middle of the card, you see the letters E, M, B, I, S, and P. These represent Energy, Missile, Ballistic, Indirect, Small Caliber and Physical. These line up with the Defense Values of the unit.

The defense Value (dV) is what the enemy has to roll (or beat) to hit you with a weapon of that type.

Weapons: (the weapons are in Red font)

The red fonts in the center of the card show your weapons. These line up with the dV's also.
If there is no weapon lining up with a dV, then the unit does not have this type of weapon.
Look at the weapons on the Bison.

	Taken from a Bison (we cut out the Defense area for clarity)	on the "E" line, means this is a primary weapon ("p" for primary) that fires through the front arc, of the unit and rolls against the Energy dV.

 on the "I" line, means this is a secondary weapon ("s" for secondary) that fires through the front arc, and rolls against the Ballistic dV.
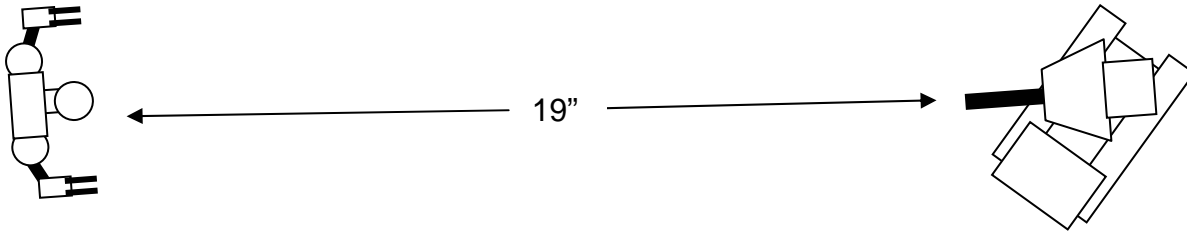
Gunnery Skill & Gunners:

   Taken from a Bison.

Above the weapon list, is the gunnery skill of the unit, "d10+2". All humans start off with a 1d10. (This is not shown, but it's ALWAYS assumed) The gunnery skill of d10+2 means the targeting computer is equal to a 1d10, and the experience of the gunner adds on another 2 points. So the gunner of the Bison rolls 2d10+2 to try to hit its target.

The number of gunners tells you how many targets you can aim at in one turn. Each gunner can select any of the weapon systems, but no weapon system can fire more than once per turn. If there are three weapons on the unit, and 2 gunners, one gunner can fire 1 weapon and the other can fire 2 at a different target. Both gunners can aim at the same target if they wish. (This is perfect when you know any one weapon will kill the unit, this way you get two tries.) It's also possible for 1 gunner to fire all the weapons, leaving the 2nd gunner to act as a spotter.

Example Combat (Theory):

19"

We have a Mason versus a Bison. The Bison's front is facing the Mason rear left side, and the Mason has its turret facing the Bison's front. The units are 19 inches away from each other. The Mason is going to fire both of his weapons, (he only has two.)
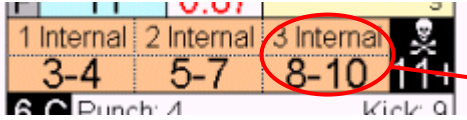

The Mason fires his "I" and "M" weapon (Indirect and Missile weapon systems) at the Bison. The Mason asks the Bison what the Bison's front dV's are for Indirect and Missiles. The Bison reply's 19 for Indirect, and 14 for missiles.

One of Mason's gunners is going to fire both weapons. The Mason rolls 2d10 and with the additional gunnery skill of +4 gets a total of 19. (rolled a 15 plus 4 equals 19) The only modifier in Shellshock is for range (unless you count the gunnery skill). Every full 10 inches the units are apart, makes the target 1 harder to hit. So the roll is really 18. The Mason needed 19 to hit with both weapons, but will still hit with his missile.

The Missile does 25 points of damage. Now we check to see if weapon does normal damage, or double damage. We flip a coin (1d2) heads, we do double damage, tails we do normal damage. We roll tails. So normal damage of 25.

25 points comes off the front of the Bison. There are only 16 points of armor in the front. We make the armor 0, and 9 points of damage goes into the Bison. This is equal to 3 boxes internal damage.   (Note: if the weapon were just 2 or more points more powerful, doing a total of 27 of more points, there would have been 11 points going internal, which is immediate death.)

Internal box chart taken from the Bison.

9 points internal

Now we have to see what is damaged. The Mason rolls 1d6 and gets a 2. We mark off 2 in the internal chart and go up 2 more. (Remember a total of 3 boxes were destroyed.)

Crew killed. Unit is useless
Ammo hit: Unit can not fire starting next round. Roll off for sympathetic explosion.
Fuel hit: Unit can not move starting next round. Roll off for sympathetic explosion.
primary weapons destroyed. All weapons marked "p" cannot fire starting next round
mobility: Unit can not move starting next round
secondary weapons destroyed. All weapons marked "s" cannot fire starting next round

2 is mobility, 3 stands for primary weapons, and 4 stands for fuel. The Bison (because of 2 and 4, is no longer mobile, and can not fire his primary weapons (The Bison's E and B weapons, they have p's beside their numbers)

Taken from a Bison
Primary Weapons marked with a "p"

Secondary Weapon marked with an "s"

But 4 is a Fuel hit, there is a chance for a sympathetic explosion. Both players roll a 1d10. If the Bison pilot ties or beats the Mason, nothing else happens. But the Mason pilot rolls a 5 to the Bison's 4 and the Bison explodes.

Note if the Internal roll had been a 4, the Bison would immediately die, because you hit the F for Fuel, the A for Ammo, both could be a sympathetic explosion, but 6 (2 points roll up) is the crew.

Combat is simultaneous, so the Bison can still fire back.

Example Combat (Reality):

The above example is what you should do in theory, but in play, combat can be resolved much more quickly, with far less thought and cross referencing. The above was just shown so you understand what is going on in the background.

The Bison declares that one gunner is going to shoot everything at the Mason. The Bison rolls his 2d10. (Without referring to charts or anything) The Bison rolls a 9, his gunnery skill brings it up to 11, but the distance drags it down to 10.

Dice Roll 2d10	Plus Gunnery	Minus Range of 19 inches	Total Hit roll of:
4 5	+2	-1	10

A "10" on the Mason's side, hits with Ballistic, Missile and Energy.

The Bison has Energy and Ballistic weapons that do a total of 13 points of damage.

We roll, High or Low and roll low doing a total of 13 points. The armor on the rear left side is down to 0.

1 point of damage gets through, but the lowest internal box of damage doesn't occur unless 5 points of damage goes internal. Nothing else happens.
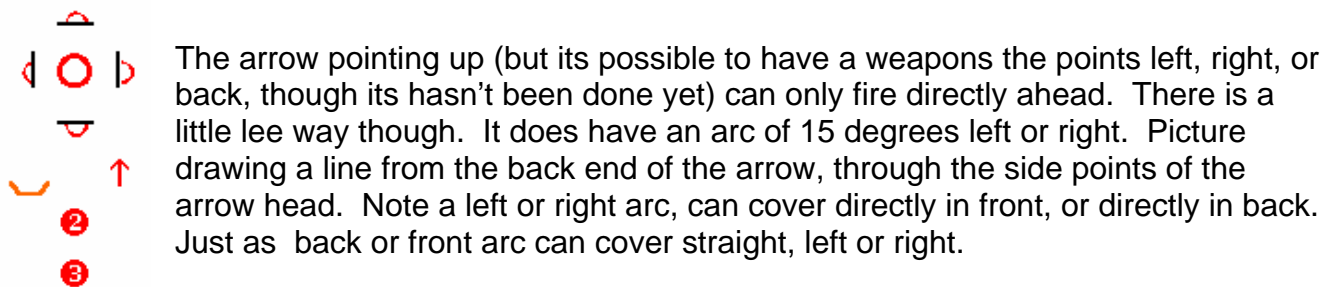
Combat Extras:

We will cover a few special rules that could have been presented earlier, but make more sense once you've had the previous stuff explained.

Spotting: If you coordinate your units, you can hit a target that you can NOT see. This requires a spotting unit that CAN see the target. The gunner that is spotting, can not fire. (To be clear, you can have other gunners in the unit fire weapon systems, while one acts as a spotter. In fact, all gunners can act as spotters if you wish.) The shooting gunner can only fire its Indirect weapons at the target. Also, the range from the shooting unit, to the target must be AT LEAST 10 inches. When calculating range, it is which ever is furthest from the target, either the gunner, or the spotter. Use the gunnery skill of the shooting unit. You can not shoot indirectly at an air unit (Unless the shooting unit specifically states that it has flak indirect weapons.)

Shooting through your buddies: You can target through up to two of your buddies (in the future, with modern units, you can only shoot through one, and you can NOT shoot through anyone in WWII) But only your buddies, enemy units block line of sight as normal. The catch is, after you declare you are shooting through you buddy, if you roll a 2, you just shot your buddy with all weapons you were targeting at your enemy.

Shooting arcs:
As you recall, when you finish moving your unit, you must state what direction the turrets are facing. After everyone has moved, and you are declaring fire solutions, you can shift the facing of the weapon by 60 degrees left or right. If playing on a hex map, this is one facing. Assuming the turret can fire in that direction, of course. The symbols to the right of the weapon show what direction the weapon can fire in relation to the front of the unit. The top five symbols are self-explanatory.

 The arrow pointing up (but its possible to have a weapons the points left, right, or back, though its hasn't been done yet) can only fire directly ahead. There is a little lee way though. It does have an arc of 15 degrees left or right. Picture drawing a line from the back end of the arrow, through the side points of the arrow head. Note a left or right arc, can cover directly in front, or directly in back. Just as back or front arc can cover straight, left or right.

The 2, means the weapons can shift 120 degrees left or right (two 60 degrees, or 2 hex facings.) The 3 means three hex facings or 180 degrees. Effectively the 3 means you don't really have to state what direction the weapon is facing, it can "spin around" fast enough to hit anything coming at it.

Spreadfire: The last symbol is spread fire. If a weapon has this, it means it can add a 1d6 to the to hit roll, by reducing the damage of the weapon by half (rounding down). So if normally you have a weapon that does 5 points of damage, and you roll 2d10 to hit the target, you can instead do 2 points of damage, but roll 2d10 and 1d6 (all added up). If a gunner chooses to fire using spread fire, all weapons he is firing must be spread fire weapons and all weapons are halved individually. So if you have two weapons and each does 5 points. You do a total of 4 points damage. 5 divided by 2 is 2.5, rounded down to 2. Do this twice, get 4. (*Not* 5+5 equals 10, now divide by 2 and get 5.)

Add and re-roll tens. When rolling to hit a target, if you roll a 10 on either of the d10's, you add ten, and re-roll and add that result to the roll. Example I roll 2d10, get a 10 and a 5, I re-roll the dice that got a 10, and roll a 7. So all together I rolled a 22. If you roll a second 10, add that and continue rolling. It is possible to get 30s and 40s as Hit Rolls on rare occasions this way.

Lucky shot: If you ever roll 2d10's and get two 10's, you immediately hit with all weapons. (Except physical) So even if the Small Caliber to hit number is 32, rolling a natural 20, means you hit.

Even Rambo Misses sometimes: If you ever roll a natural 2 or 3, you miss even if your gunnery skill would have raised the roll high enough to hit. Even when playing older era games, for instance WWII where you roll 1d10 and 1d6 to hit, if you roll a 2 or 3, it always a flub.

Point blank: When you are directly beside a unit, all to hit rolls are halved. This does not count for physical attacks.

Ramming: Assuming a unit survives ranged combat, you can ram your unit if you like. This doesn't happen often though, so don't get your hopes up. During movement, you can declare that your unit is going to ram. The target of the ram MUST have already moved, and you have to have enough speed to enter their hex/space, not just come up to them, you have be able to move into their spot. You will notice that the physical weapon is usually a decimal. You multiply your declared speed against this number to determine how much damage the ram does.

Physical attack weapons: Assuming a unit survives ranged combat, some units have specific physical attacks. Walkers can kick or punch, and some even have weapons made for this, such as hatchets and clubs. You have to be able once again to enter the target unit's space. Otherwise treat as a normal attack.

Shields: Some units have shields. These will be boxes in the upper left or right corner of the unit's armor section. Shield's can be moved, and cover the left or right arc, depending on which side they are one. Shield gets hit, and when reduced to 0, then damage goes onto the armor as usual.