the boardgame of
JOE HALDEMAN'S
Hugo winning novel

THE FOREVER WAR

Design by JAMES GRIFFIN

Face the Challenge
of Command
Under Alien Stars

One to Six Players
Ages 12 to Adult

MAYFAIR
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A MILLION STORIES

By Joe Haldeman

The Forever War was not written primarily as an adventure novel. I wrote it to express some of the things I felt about fighting in Viet Nam, and about returning to a world suddenly turned stranged, alien. In the course of writing it, though, all sorts of space ships and ray guns and nasty creatures turned up. Many people, I found, did read it simply as a tale of whizbang adventure, and at one time that annoyed me. I wanted them to see the political metaphors, the philosophical statements about pain and brutality, about control and obedience, that it seemed to me were at the center of the book.

But after writing a dozen more books and reading many thousands, that doesn't really bother me any more. Because a story is like a mirror. Certainly to the author it's a mirror, if it was written at all honestly. But what's more subtle, and more important, is that any book is a mirror to its reader. ***The Forever War*** has had a million or more readers, in ten different languages, and they read a million different stories. Nobody read quite the one I *wrote*, but I see now that's always the case.

In junior high school they made us read ***The Old Man and the Sea***—and to our surprise we liked it, in spite of its being literature. Will the old guy land the fish? Will one of those sharks jump into the boat and gobble him up? Will the boat get back to land before he dies of thirst? When I read it now I ask different questions—and I have to wonder what was going through Hemingway's mind when he wrote it, an old man himself, with thousand of hours of wrestling big fish, rolling in the waters between Florida and Cuba, and with a head so full of pain and loss and fear that death would come to the welcome shore at the end of an arduous journey. All of that is in there, and more besides, but it's still a great adventure tale. If I gave it to a young boy or girl and he or she concluded that it was the story of an old guy who caught a big fish and fought the elements and lost, but got home, I'd have to say the child was exactly right. And it's not less of a book for that, but more.

I'm not about to step into the ring with Hemingway, but I'd like to think that ***The Forever War*** similarly works both as a serious novel and as an adventure tale. so I was delighted when the Mayfair people asked permission to structure a game around the battle situations in the book. The battle stuff is interesting by itself, and this game will give it a wider audience (and maybe even sell a few books).

Mayfair wanted me to outline a typical battle scenario, to introduce you to the game. Okay, here goes:

The enemy is a bunch of ugly critters called Taurans. When one is first encountered in the book, this is the way he's described: "He had two arms and two legs, but his waist was so small you could encompass it with both hands. Under the tiny waist was a large horseshoe-shaped pelvic structure nearly a meter wide, from which dangled two long skinny legs with no apparent knee joint. Above that waist his body swelled out again, to a chest no smaller than the huge pelvis. His arms looked suprisingly human, except that they were too long and undermuscled. There were too many fingers on his hands. Shoulderless, neckless. His head was a nightmarish growth that swelled like a goiter from his massive chest. Two eyes that looked like clusters of fish eggs, a bundle of tassles instead of a nose, and a rigidly open hole that might have been a mouth, sitting low down where his adam's apple should have been . . . he was wearing absolutely nothing except his ridged hide, that looked like skin submerged too long in hot water, then dyed a pale orange."

In their first encounters, the Taurans weren't good ground fighters (to them, evidently, war was something conducted between spaceships). They learned fast, though, copying human tactics and making up techniques of their own. They have a large advantage in that their soldiers have no individual identity; each is only a small fragment of a group mind. Therefore losing a soldier has no more personal significance than trimming a fingernail.

Humans and Taurans are roughly equal in military technology. They fight with lasers of various sizes (from the laser-finger that's built into a human fighting suit to the heavy lasers that are fired from semipermanent bunkers), with small nuclear "microton" grenades and other explosives, tachyon rockets, proximity mines and the like. The Taurans have a weapon that's like a large soap bubble, floating lazily a meter or so off the ground, that will disintegrate anything it touches. Both sides have the nova bomb, a tremendously powerful explosive that's normally only used in space, but can be used on a planetary surface as a last resort.

One new human weapon makes all of those futuristic ones impotent—the "stasis dome." The dome is a hemispherical force field about fifty meters in radius; inside it, nothing can move at a speed greater than 16.3 meters per second (about 36 miles per hour); slower than an arrow. The dome is silvery and opaque. Lasers, hear, and radiation can't penetrate it, though a Tauran or human can step through without effort. The soldiers inside the field fight with swords and shields, spears, darts, bolos, and throwing knives. Their space suits have a special insulation that keeps the field from affecting their bodies. The slightest scratch kills instantly, because once the insulation is breached, all electrical activity in the body stops: brain death. (The victim also freezes solid in seconds.)

Like most sophisticated weapons, the stasis dome can turn on its user and kill him. Once the enemy understands what's going on, he can turn the dome's advantages into weaknesses.

The first time the dome was used, it provided a stunning victory, practically without firing a shot. The Tau-

rans were lured into it—easily done, since they are indifferent to survival—and died instantly.

But eventually they would learn. Their fearlessness would make them formidable opponents with primitive weapons, but they would also find out that there were other ways to fight the people hidden inside the dome. They would drop showers of darts from outside; shoot arrows at random intervals. And because the power supply that generated the dome was finite, they could simply saturate it with continuous laser fire. The instant the dome snapped off, everyone inside would be incinerated.

Which would make the weapon almost useless, eventually. But the situation is complicated by the phenomenon of "technology lag."

Travelling from star to star takes time. A Tauran or human vessel might be in transit for decades, even centuries, between battles. (Because of relativity, the occupants of the vessel age only months while the centuries pass.) Since they are out of touch with their home base during transit, they don't learn of new weapons, their own or the enemy's. The end result is that when a human force meets a Tauran one, neither one knows whether the enemy will have roughly the same technology as theirs, or will be hopelessly old-fashioned—or will essentially be coming from their future, with possibly unbeatable weapons. The only way to find out whether the stasis dome will be effective is to gamble, and try it. It will either be absolute protection for the people inside, or a deathtrap.

This is how things wind up in the last battle of the book. Our hero, William Mandella, started out an unwilling draftee but has, by a series of *Catch-22* twists, wound up with the rank of Major, in charge of an entire strike force. The force has a stasis dome but none of them has ever used it in combat. They're stationed in an underground base a thousand light-years from nowhere, waiting to see whether the Taurans will show up—and they do, of course.

Mandella and his troops have to sit on their hands for a long period while the Tauran ship fights it out with the human cruiser that is their first line of defense. The human ship is ultimately outgunned and destroyed.

The Tauran cruiser "parks" in orbit on the other side of the planet and starts flinging missiles at Mandella's base. The automatic defeses—gigawatt lasers—take care of them but one by one become disabled. The cruiser launches several troop carriers full of Tauran infantry.

Meanwhile, in a last-ditch effort to destroy the cruiser, the humans have glung a couple of drone missiles, armed with nova bombs, in a "slingshot" orbit around the system's sun. They come whipping around at almost the speed of light, and one does succeed in zapping the cruiser. The other, of course, hits the planet.

Unfortunately, the explosion sets up a huge seismic disturbance. The planet starts to "ripple," and all of Mandella's people have to leave the relative safety of their cave, which will collapse in a few minute. Only 42 survive, and they face more than ten times that many Taurans. Mandella has no choice but to move them into the stasis dome, even though it seems likely that the Taurans will be ready for it (since they did have the technology to defeat the human cruiser).

They've been inside for only a few minutes when it turns out that the Taurans are indeed ready for the stasis dome. A cloud of catapulted darts comes swarming down from the top of the dome; several people are killed before the rest see what's going on and raise their shields.

They wait for a couple of edgy hours while nothing happens. Then there's another rain of darts, and while the people are still cringing under their shields, the actual attack begins.

Three hundred Taurans appear simultaneously, almost shoulder to shoulder around the perimeter of the dome. Each one holds a round shield and starts flinging darts at the humans.

This turns out to be ineffective. The humans' shields are big enough to hide behind, and the darts can't penetrate them. But the Tauran shields are useless against the human archers. The aliens drop in waves, but keep closing ranks and moving in. When they get within range, the knife throwers start to tear them up. (They use an Indian throwing knife, a *chakram,* that's a ring of heavy metal hurled like a Frisbee.)

When the Taurans finally come within hand-to-hand range, though, the odds get better for them. They pull out long scimitars against the humans' sabers and quarterstaffs. They fight suicidally and kill more than a dozen humans, before they themselves are down to two dozen survivors. Then they abruptly about-face and walk out of the dome.

The humans definitely came out ahead in terms of "kill ratio." But that doesn't mean much if the Taurans can come back in a few minutes or hours or days with three hundred more. They can't tell how many Taurans are outside unless they either turn off the dome or have someone go outside and take a look around. Neither course seems very smart.

After a day of waiting, it looks as if the Taurans have opted for a war of attrition. The darts keep falling in, but not in swarms anymore—just single dars or as many as a dozen, coming in at random intervals. The humans lose someone every three or four hours.

Mandella takes a quarterstaff and pokes it outside the dome. It comes back melted clean off; the enemy is saturating the dome with laser fire, waiting for them to either run out of power or go stir-crazy and turn the dome off.

Paradoxically, they do have a means of escape, now that so many of them have died. There's a small fighter craft inside the dome, that can hold twelve people. They could button up inside it and turn on the power. It wouldn't go anywhere, of course, with the stasis field on, But they could set up the field generator to turn itself off at a given time, and the instant the field collapsed, the fighter would leap for the skies. But would it be destroyed before it cleared the laser? Probably.

What would you do in Mandella's shoes? It looks as if he has the choice between having his people slowly

picked off by the enemy, or risking a desperate escape, probably suicidal.

I should stop at this point and make you read the book to find out what he does. I'm not that cruel, though.

Mandella solves his problem the way commanders often do in wartime. You analyze the way an action is being fought, establishing the implicit *rules* of the conflict. Then you break the rules.

The fighter is equipped with two nova bombs for space warfare. Mandella and a mechanic go into the bomb-bay and separate the bombs from their cradles. They smash the delay and fail-safe circuits. Now, if the stasis field were to be turned off, the whole battlefield would flare with the temperature of the interior of a supernova. All the humans would die, too, a nanosecond before the Taurans.

To get around that little problem, they carry the nova bombs to the edge of the field. Then two beefy guys lift the field generator and stagger a few steps in the opposite direction. The dome moves; the nova bombs find themselves outside—and blooie! No more Taurans. The humans wait a few days, for the surroundings to cool down, then they turn off the field and fly home.

It wasn't for several years after I wrote the battle sequence that I realized how closely it paralleled an action I saw in Viet Nam: the seige of Brillo Pad.

Brillo Pad was a small mountain that overlooked the main road between two large cities, Kontum and Pleiku. The enemy really wanted that mountain; from it they could launch harrassing rocket attacks at the convoys that moved back and forth all day and night. We were determined to keep them off the mountain.

Some other outfit took the mountain by combat assault. Then we went in to hold it—three or four hundred infantry and support troops from the Fourth Division. We were armed to the teeth; lots of artillery, mortars, rockets, and enough ammunition to start our *own* war. We had jets and helicopters for air support and could even call in fire from a battleship, 'way over the horizon, with sixteen-inch guns. All the enemy had was determination and courage and a remarkable ability to hide. That was enough, eventually, to kick us off the hill.

There were thousands of them in the jungle below the mountain. Working at night, they quietly built up a honeycomb of tunnels and caves in the mountain next door to Brillo Pad. The other mountain was so close, a couple of hundred meters, that you could hit it with a rifle grenade. Then they proceeded to harrass us with sniper fire.

It was unnerving. Usually just a few shots a day, from various hidden locations. But someone was wounded or killed almost every day; my sergeant was killed while we were out stringing barbed wire. The Air Force bombed their hill and strafed it and burned it black with napalm. It didn't seem to have any effect. Finally we did a combat assault on their hill at dawn. We got thoroughly beaten back.

For some reason, possibly impatience, the enemy changed their tactics. At sundown they staged a "human wave" attack—like the *banzai* charges of WWII—a thousand or more (we were later told) charging up the hill, blasting away. It was a disastrous decision. While they were hung up on the barbed wire, the artillery cranked down and fired into them point blank with white phosphorous and "beehive" rounds. Fougasse mines spat napalm at them. Our heavy machine gun bunkers raked a terrible crossfire over them. They lost hundreds of men before retreating. (As it happened, I was able to watch this action at a comfortable distance. I'd taken a helicopter to deliver some chain saws to another hill—"Alamo"—seven or eight kilometers away. So I sat on a cliff and watched the fighting through night glasses. Though I'm as peace-loving as any sensible person, I have to admit there was a weird and terrible beauty to that fight. I might not have appreciated it closer up.)

It was a massacre, but it wasn't a lasting victory. When I returned to Brillo Pad a few days later, I was advised to jump out of the helicopter before it touched down, and land running. They'd stepped up the sniper fire to where we were virtually imprisoned in our bunkers. My own bunker, in fact, wasn't there anymore. It had taken a direct hit from a 122-mm rocket and collapsed (forever burying my novel-in-progress and chromatic harmonica). We were crawling from place to place in sandbagged trenches, trying not to be targets. After a couple of days we got orders to quit the hill.

It wasn't a matter of walking away, obviously. There was one place where a helicopter could land without drawing fire from the enemy hill. To get to the chopper we had to stand up and run over the crest of the hill, giving the enemy target practice. Mayfair almost had one less game there; I was narrowly missed by a recoiless-rifle (bazooka) round when I did my hundred yard dash to safety.

So we retreated, but we didn't ultimately lose. Like Mandella with his nova bombs, someone in our command studied the situation and determined what the "rules" were that were causing our defeat. Then he broke them.

We let the enemy set up their rocket base on top of Brillo Pad. Then we called in the B-52s, with their thousand-pound bombs, and blew the top off the mountain.

"Why didn't they do that earlier?" you may ask. I wondered, too, but corporals don't get explanations, just orders. Probably we had underestimated the strength of the enemy force, as you might do in a game, deciding not to tie up too much of your power where it wasn't needed.

Actual combat is a lot different from books and games, but there are interesting similarities. Just remember that not all the rules are written down in the instruction book. Figure out the unwritten ones and use them.

THE FOREVER WAR

INTRODUCTION

FOREVER WAR is a one to six player science fiction board game based on the novel "Forever War" by Joe Haldeman. Combat occurs on airless portal planets where small infantry ground units vie with each other for victory among the frozen wastes. A player can never be sure of whom or what he will find when his troops appear on the battlefield.

Units are equipped with weapons of the latest technology and embark on their starships. Only weeks or months pass for them travelling in at near light speeds, but decades pass in the universe surrounding them. The enemy these units meet on the battlefield could be technologically decades ahead or behind them when the battle is joined.

GAME COMPONENTS

PARTS LIST

The following parts have been included in each game:

- Rules book
- One map composed of 4 geomorphic map panels with border
- Two sheets of die cut playing pieces
- Two six-sided dice
- The game box

GAME MAP

The map upon which "Forever War" is played represents a section of a portal planet. A portal planet is a frozen world circling a Collapsar. All interstellar travel begins and ends at Collapsars. A hexagonal grid has been superimposed to regulate position, movement, and combat. The inside four panels of the map are partly geomorphic and so may be arranged in different configurations. When stasis field combat is played, the boards must be arranged with the large grey hex (which is the edge of the stasis field) assembled.

PLAYING PIECES

The creature riding it was a little more human-looking than the teddy bears, but still no prize. I cranked my image amplifier up to forty log two for a closer look.

He had two arms and two legs, but his waist was so small you could encompass it with both hands. Under the tiny waist was a large horseshoe-shaped pelvic structure nearly a meter wide, from which dangled two long skinny legs with no apparent knee joint.

Above that waist his body swelled out again, to a chest no smaller than the huge pelvis. His arms looked surprisingly human, except that they were too long and undermuscled. There were too many fingers on his hands. Shoulderless, neckless. His head was a nighmarish growth that swelled like a goiter from his massive chest. Two eyes that looked like clusters of fish eggs, a bundle of tassles instead of a nose, and a rigidly open hole that might have been a mouth sitting low down where his adam's apple should have been. Evidently the soap bubble contained an amenable environment, as he was wearing absolutely nothing except his ridged hide, that looked like skin submerged too long in hot water, then dyed a pale orange.

He had no external genitalia, but nothing that might hint of mammary glands. So we opted for male pronoun by default.

Description of Tauran forces from *The Forever War*

The 252 die cut playing pieces are of two types: Counters and Markers. The Counters are troop counters, leader counters and weapon counters. Markers are PIN markers, force selection markers, and the game/turn marker. Earth forces are colored green; Tauran troops are yellow; PIN markers are red. The front side of the counters contain the values of the counter for normal combat (outside a Stasis Field); the reverse side of the counters contain the values of the counters for combat within a Stasis Field. For ease of play, the reverse (Stasis Field) sides of the counters are printed with the numerals in italics.

CHARTS AND TABLES

The game scenarios, the Combat Results Table, Terrain Effects Table, the Turn Chart, and the Unit Cost Chart are included in the rules.

PREPARATION FOR PLAY

1. The players select a scenario and choose sides, attacker or defender.

2. If the players choose to design their own scenario, then each player builds his force. If the scenario provides for multiple forces, each player uses his force selection counter to identify the force he has chosen. Each player then gathers the counters provided for in the scenario.

3. The Defender assembles the map (in any way he chooses) and sets up his forces, placing them at least 4 hexes from the map's edge.

4. The Defender secretly designates the bunker over his underground base by writing its letter on a piece of paper.

SEQUENCE OF PLAY

On the first Turn only: the Attacker conducts drone attacks against Tower Lasers and Globe Projectors during the Planetary Fighter Phase, and the Attacker then places his Units on the outside edge hexes of the mapboard and moves. The hex in which the attacking unit is first placed counts for movement as if the counter had moved into the hex from an adjacent hex off the board.

ATTACKER'S TURN

1. Rally: Attacker moves his officers, if any, and attempts to rally his pinned units.

2. Planetary Fighter: The attacker rolls to see whether his fighter appears. If it does, he then conducts its attacks.

3. Attacker moves his units.

4. Combat.

5. Defender's Turn

DEFENDER'S TURN

1. Rally: Defender moves his officers, if any, and attempts to rally his pinned units.

2. Planetary Fighter: The Defender rolls to see whether his fighter appears. If it does, he then conducts its attacks.

3. Defender moves his units.

4. Combat.

5. Move turn marker.

FIGHTER AND DRONE ATTACKS

DRONE ATTACKS

The next attack was also over in a fraction of second, but this time there had been eight drones, and four of them got within ten klicks. Radiation from the glowing craters raised the temperature to nearly 300 degrees. That was above the melting point of water, and I was starting to get worried. The fighting suits were good to over a thousand degrees, but the automatic lasers depended on low-temperature superconductors for their speed.

I asked the computer what the lasers' temperature limit was, and it printed out TR 398-734-009-265, "Some Aspects concerning the Adaptability of Cryogenic Ordinance to use in Relatively High-Temperature Environments," which had lots of handy advice about how we could insulate the weapons if we had access to a fully-equipped armorer's shop. It did note that the response time of automatic-aiming devices increased as the temperature increased, and that above some "critical temperature," the weapons would not aim at all. But there was no way to predict any individual weapon's behavior, other than to note that the highest critical temperature recorded was 790 degrees and the lowest was 420 degrees.

The results of a Drone attack in *Forever War*

Drones may attack only during the Fighter Phase of the player's first turn. Drones may only attack and be attacked by Tower Lasers and Globe Projectors; they may not attack or be attacked by troop/leader counters or hand-carried weapons.

Each Tower Laser/Globe Projector may fire at only one Drone in the Drone attack phase. For example, three Drones attack two Tower Lasers: the Tower Lasers may fire at one Drone each leaving one Drone unattacked. If two Drones attack three Globe Projectors, two Globe Projectors may fire at one Drone and the third Globe Projector may fire at the second Drone (or all three may attack one Drone).

After all the Tower Lasers/Globe Projectors have fired, the Drone's attack on any Tower Lasers/Globe Projectors is resolved in the regular way (described below under **Combat Resolution**). The effectiveness of the Drone's attack depends on the results of the Tower Lasers'/Globe Projectors' fire on the Drone.

If the Drone was hit by a Tower Laser/Globe Projector, the Drone attacks each Tower Laser/Globe Projector with the first (lower) attack factor. If the Drone was not hit by a Tower Laser/Globe Projector, it attacks each Tower Laser/Globe Projector with the second (higher) attack factor. Drones are automatically removed from play (eliminated) after attack on a Tower Laser (having blown themselves up in the attack). Pin results have no effect in Tower Laser/Globe Projector vs. Drone combat.

FIGHTER ATTACKS

If the player has a Planetary Fighter in his forces, the player rolls 1 die during the Planetary Fighter movement phase to determine if his Fighter can enter the board and attack that turn. A Fighter may enter the board only on a roll of 6. On any other roll, the Fighter remains off board and does not participate in movement or combat that turn.

The Fighter attacks only by strafing one row of hexes for the entire length or width of the game board. The Fighter may not be fired on by defending troops but can be fired on once per turn by each defending Tower Laser/Globe Projector. The Fighter attacks each counter individually in the attacked row of hexes on the 1 to 2 column of the Combat Results Table. At the end of its attack, the Fighter is removed from the board until the owning player's next turn when the owning player

again rolls to determine if his Fighter participates in combat.

MOVEMENT

During his movement phase, a player may move any, all, or none of his counters up to his counter's total movement factor. Pinned troop/leader counters may not move. Movement factors are expended at the following rate:

1 to pick up a weapon,
1 to enter a lava plain hex,
1/2 to enter a hydrogen ice hex,
2 to enter a mountain hex,
2 to enter a fissure hex,
2 to enter a crater hex,
1 to enter or leave a bunker, regardless of terrain of hex the bunker is in.

Movement factors may not be saved from one turn to the next or later turns. A hex can not be entered if the moving counter has insufficient movement factors left to enter that hex. For example, a counter with 1/2 movement factor left may not enter a lava plain hex. A unit which has exited a bunker remains in the bunker's hex.

A counter may move into a hex which contains an opponent's counter, but the counter must immediately stop on entering the hex and cannot move out of the hex while an opponent's counter remains in the hex. There are no "zones of control" as used in some games.

No more than 3 friendly troop counters can be stacked in a single hex at the end of the player's movement turn. Leaders, weapons, pin markers, bunkers, enemy units, stasis fields, and catapults do not count towards the stacking limit.

The defender notes an underground base beneath one of his bunkers at the beginning of the game. Any number of troop counters may be kept stacked in the hex containing that bunker. Only 3 of the counters in the underground base may exit the base per turn. It costs one movement factor to enter or to leave the underground base from or to the bunker over the underground base. If the bunker over the underground base is destroyed, troop/leader counters exit and enter the underground base at a cost of 2 movement factors.

COMBAT

There are two basic types of combat in Forever War: melee and fire. The sequence of play in a round of combat is:

1. Moving player rolls all his attacks.
2. Any units hit are marked pinned (when pinned) or flipped (when destroyed, whether through an elimination result or from a second pin result).
3. Non-moving player rolls all his attacks.
4. Any units hit are marked pinned (when pinned) or are removed (when destroyed).
5. Remove flipped counters.

Fire is simultaneous; any unit entering combat unpinned may fire during the round of combat even if pinned, twice pinned, or eliminated in that combat round. Since there is combat after each player moves, two rounds of combat occur in each full game turn. Attack and defense factors may not be saved from one turn to the next.

COMBAT RESOLUTION

Compare the total attack factor of the attacking units to the total defense factor of the defending units. Add any terrain modifier to the total defense factors of the defending units. This comparison is expressed as a ratio of total attacking factors to total defending factors. The odds are rounded down. If an attack occurs at greater than 4 to 1 odds, roll the attack on the 4 to 1 table. Attacks of less than 1 to 4 may not be conducted unless the tech level difference brings the attack up to 1

Combat Results Table

Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1
2							
3							PIN
4						PIN	PIN
5					PIN	PIN	PIN
6					PIN	PIN	ELIM
7				PIN	PIN	PIN	ELIM
8				PIN	PIN	ELIM	ELIM
9			PIN	PIN	ELIM	ELIM	ELIM
10		PIN	PIN	ELIM	ELIM	ELIM	ELIM
11	PIN	PIN	ELIM	ELIM	ELIM	ELIM	ELIM
12	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM

PIN: The counter fired on is pinned. No effect in Tower Laser Drone
ELIM: The counter is eliminated.

to 4 or better.

For example, a tech level 2 counter (attack factor of 4) fires on a tech level 2 target (defense factor 20); the odds are 1 to 5, the attack automatically fails. A tech level 3 counter (attack factor 4) fires on a tech level 2 target (defense factor 20) at 1 to 5: shift one column to right on the table for the tech level difference, so the attack becomes a 1 to 4 which is valid and so may be resolved on the 1 to 4 table.

DEFENSE MODIFIERS FOR TERRAIN

After you have lived in your suit for a month or so you should be able to survive falling down, but right now you just don't know enough. Watch."

The captain flexed and hopped up onto the slab. His feet shot out from under him and he twisted around in midair, landing on hands and knees. He slipped off and stood on the ground.

"The idea is to keep your exhaust fins from making contact with the frozen gas. Compared to the ice they are as hot as a blast furnace, and contact with any weight behind it will result in an explosion.

Explanation of powered suits from *Forever War*

The defense factor of defending and attacking troop/-leader counters are modified by:

Terrain: Adds +2 to defense factor if the defending units are in a fissure, mountain or crater hex.

Bunker: Adds bunker defense factor to defense factor if the defending units are inside a bunker.

Destroyed bunker only in lava plain adds +2 to defense factor of 1 Leader/Troop counter.

The additions for terrain and for a bunker or destroyed bunker are cumulative; a counter can have additions for both.

If troops in a stack are fired on as a stack, add the defense factors of all the units in a stack, then add any defense modifiers. Example, three Tauran Troop counters are stacked on a mountain hex. The defense factor of each is 4 and the mountain add is +2. The modified defense factor if just one counter was fired at would be 4+(2)=6. The total defense factor of all 3 units fired at as a stack would be 4+4+4(+2)=14.

Example 2: One of the troops is in the small bunker in the mountains. The counter's modified defense factor is 4+(2)+(4)=10. The defense factor of a Tauran troop counter outside the bunker in the same mountain hex is 4+(2)=6. The combined defense factor if the entire hex is fired on as one target is 4+4+(2)+(4)=14.

PIN A unit which receives a "PIN" result on the Combat Results Table is "pinned." A pinned counter may not move or fire until it unpins. Pinned units in melee do not receive the bonus of 1 column shift to the right in melee attack but may conduct melee attacks. Pinned units retain their normal Defense factor and modifiers for combat results when fired on. A counter is considered pinned only after the end of the combat round it was pinned. A pinned unit is eliminated if it receives another pin result.

Only troops and leaders may be pinned; weapons and bunkers may not be pinned, but troops inside bunkers may be pinned. An unpinned troop/leader counter may not take a carried weapon counter away from a pinned troop/leader counter.

TERRAIN CHART

Terrain	Cost to enter hex	LOS	Combat Modifier
Lava Plain	1	Doesn't block	—
Hydrogen Pool	½	Doesn't block	—*
Mountain	2	Blocks *except mountains*	+2
Fissure	2	Doesn't block	+2
Crater	2	Blocks *except mountains*	+2
Bunker	2	Doesn't block	+5 (Earth) +4 (Tauran)
Destroyed Bunker (on a Lava Plain)	2	Doesn't block	+2

*Any counter pinned in a hydrogen pool is destroyed at the end of that combat round.

RALLY During his rally phase, a player may attempt to rally any of his pinned units.

Human Rally

"Now I'm only gonna say this **once** *so you better listen," he growled. "We are in a combat situation here, and in a combat situation there is only one penalty for disobedience or insurbordination." He jerked the pistol from his hip and held it by the barrel, like a club. "This is an Army model 1911 automatic pistol, caliber .45, and it is a primitive but effective weapon. The Sergent and I are authorized to use our weapons to kill to enforce discipline. Don't make us do it because we will. We will." He put the pistol back. The holster snap made a loud crack in the dead quiet.*

Rallying the troops in *The Forever War*

Each pinned Earth counter (including leaders) rallies on a roll of 3 or less; on a roll of 4, 5, or 6 the counter remains pinned. If a counter is rallied, the pinned marker is removed from the counter and the counter may move and fire normally.

In addition to regular movement, unpinned Earth leader counters may move during the rally phase and help rally the troops in any one hex. An unpinned leader subtracts his morale bonus from the roll of the

die in the rally attempt. For example, with Lt. Brill (a "1" leader) unpinned in the same hex, a pinned unit would rally on a 1, 2, 3, or 4, and remain pinned on a 5 or 6. One die is rolled in the attempt to try to rally each unit. A pinned leader may not move during the Rally Phase and may add its morale bonus only to its own attempt to rally.

Tauran Rally

The Taurans, the book explained, couldn't communicate with humans because they had no concept of the individual; they had been natural clones for millions of years. Eventually, Earth's cruisers were manned by Man, Kahn-clones, and they were for the first time able to get through to each other.

The book stated this as a bald fact. I asked a Man to explain what it meant, what was special about clone-to-clone communication, and he said that I, a priori, couldn't understand it. There were no words for it, and my brain wouldn't be able to accommodate the concepts even if there were words.

Tauran communication from *The Forever War*

Each pinned Tauran troop counter rallies on a roll of 3 or less; on a roll 4, 5, or 6 the counter remains pinned. Tauran units do not have leaders. Because of their group mind, the presence of an unpinned Tauran troop counter in the same hex as one or more pinned Tauran troop counters subtracts 1 bonus from the roll of the die on every pinned Tauran troop unit's attempt to rally.

For example, a pinned Tauran troop counter (with an unpinned Tauran troop counter in its hex) would rally on a roll of 1, 2, 3, or 4 and remain pinned on a roll of 5 or 6. If two unpinned Tauran troop counters are in the same hex as a pinned Tauran troop counter, the pinned counter would rally with a +2 bonus, that is, rally on a roll of 1 to 5. The bonus can never be greater than 2.

MELEE COMBAT

Attacking troop/leader counters and defending troop/ leader counters must engage in melee combat whenever they occupy the same hex. After computing combat odds normally, shift one column to right on attacks, reflecting the very high casualty rate that results from melee in powered suits. There is no tech level shift for troops of different tech levels fighting each other in melee.

All the counters in a hex participate as a group in a melee and the results apply to them all. To reflect the greater viciousness and higher casualties in a melee between powered armor, the modification of the odds has been added. For example, a troop unit with a 4 attack meleeing another unit with a 4 defense (1 to 1) will roll its melee at 2 to 1.

Melee, like firing, actually occurs simultaneously. The same procedure of using pin counters and flipping destroyed units is followed for melee combat. Units engaged in a melee may not fire any carried weapons (ie., their effect is included in the basic shift.)

A unit which is pinned before the melee begins does not receive the column shift in odds but can melee. For example, if a non-moving pinned unit with an attack factor of 4 melees a counter with a defense factor of four, its attacks are computed on the 1 to 1 table. The moving counter's attack will be computed on the 2-1 table.

FIRE COMBAT

The Taurans returned fire with some weapon similar to the tachyon rocket, maybe exactly the same. They rarely found a mark, though; our people were at and below ground level, and if the rocket didn't hit something, it would keep going on forever, amen. They did score a hit on one of the bevawatt lasers, though, and the concussion that filtered down to us was strong enough to make me wish we had burrowed a little deeper than twenty meters.

Rocket combat in *Forever War*

A troop/leader counter can attack using fire combat on enemy troop/leader counters if:

1. The firing counter is not pinned.
2. The target counter is in range.
3. The target counter is in line of sight of the firing counter.
4. Neither the firing counter nor the target counter in in melee.

A counter, except for Planetary Fighters, may fire at only one hex each combat phase. A "target" is the individual counter or group of counters in the same hex which are the object of an attack. The attacker may fire at all the troop and leader counters in a hex, in which case combine the defense factors of all the counters are added together with the defense modifiers.

The attacker may choose to attack only some of the troop or leader counters in a hex, in which case only the defense factors of the attacked units are added together with the defense modifiers. The attacker may fire at just one counter in a hex in which case, only its defense factor plus modifiers are added together to calculate the odds.

A player may make as many attacks on a counter or target as they have troops or weapons capable of firing at it. Each counter is allowed to fire once in each round of combat. If several counters fire at the same target, the attack factors for the same type of weapon (beam or blast) may be totalled.

RANGE is determined by counting the number of hexes from the firing counter's hex to the target hex, including the hex the target is in, but not including the hex the firing counter is in.

LINE OF SIGHT

At first, Brill's troops had the overwhelming advantage; fighting from ditches, they could only be

harmed by an occasional lucky shot or an extremely well-aimed grenade (which the Taurans threw by hand). Brill had lost four, but it looked as if the Tauran force was down to less than half of its original size.

Cover in *Forever War*

Line of Sight, called LOS, is the term used to determine if a counter can fire at another counter. Certain intervening terrain features block LOS.

Mountains: Intervening mountain hexes block LOS. Units on any other terrain feature may not fire at a unit on the other side of a mountain. A counter may fire at or from a mountains hex at any time; LOS is never blocked to or from a mountain hex. **Craters:** Intervening crater hexes block LOS, except for counters (targets and attackers) on mountains. **Troops, weapons, bunkers, leaders, and Tower Lasers/Globe Projectors:** do not block LOS.

LOS is determined by tracing a straight line from the center of the firing hex to the center of the target hex. If the LOS line does not cross any part of a blocking terrain, LOS is good and the counter may fire at its target.

TECH LEVELS

"This is the first manifestation of a very important effect that has heretofore been of interest only to theorists. Tell me soldier," he pointed at Negulesco. "How long has it been since we first fought the Taurans, at Aleph?"

"That depends on your frame of reference," she answered dutifully. "To me, it's been about eight months, Commodore."

"Exactly. You've lost about nine years, though, to time dilation, while we maneuvered between collapsar jumps. In an engineering sense, as we haven't done any important research and development during that period, . . . the enemy vessel comes from our future!" He stopped to let that sink in.

"As the war progresses, this can only become more and more pronounced. The Taurans don't have any cure for relativity, though, so it will be to our benefit as often as to theirs."

The effects of time dilation on warfare from *The Forever War.*

The game is based on the premise that there are troops from different technological eras fighting each other. Weapons are available to a player in several technological stages of development and new weapons are introduced in later technological stages. Genetic engineering also improves the natural abilities of the forces as time passes.

Many of the scenarios have more than one force available for each player, forces which differ in technology level and composition of troops and weapons. Each player uses the force selection counter to indicate which force in a scenario he has choosen.

Before the start of the scenario, the players pick a force selections counter identifying the particular force in the scenario they have chosen. They keep that counter face down on the playing surface in front of them and do not have to reveal it until their troops either fire or are fired upon.

Weapon availablity: The technological level of a weapon is stated on the Availability Chart. For example: Tech 3 weapons may not be used by Tech 2 Troop/-Leader counters.

Effect of Combat: The technological level of your troops and weapons has a significant effect on combat. If a Tech 1 force fights a Tech 1 force, the combat odds are determined comparing the attack and defense factors. For every tech level difference in; the opposing forces, there is a column shift to the right for the higher tech level force attacking lower tech level force.

For example:

1. One Earth Tech level 1 Troop counter (Attack Factor [AF] 4) attacks a Tech 1 level Tauran troop counter (Defense Factor [DF] 4). Combat odds are 4 versus 4 or 1 to 1.

2. One Tech level 2 Earth Troop counter (AF4) attacks a Tech level 1 Tauran Troop Counter (DF4). Combat odds begin at 4 versus 4 or 1 to 1 then add a one column shift so the combat roll will be on the 2 to 1 table.

Tech levels do not affect movement or rallying or the attack of the lower tech level troop vs. the upper level troop.

Example: Tech level 1 Tauran Troop counter (AF3) attacks a tech level 2 Earth Troop counter (DF5) at 3 to 5 or 1 to 2. There is no odds column shift when a lower tech level force attacks a higher tech level force so that the combat odds remain in this example 1 to 2.

WEAPONS

"We've got our prisoner," Cortez shouted. "Kill!"

They were fifty meters away and running hard, difficult targets. Lasers slashed around them, bobbing high and low. One fell, sliced in two, but the others, about ten of them, kept going and were almost to the doors when the grenadiers started firing.

They were still loaded with 500-mike bombs, but a near miss wasn't enough-the concussion would just send them flying, unhurt in their bubbles.

Warfare in *Forever War*

Each troop and leader counter is considered to have its own suit lasers in combat which represent its attack factor. In addition, each troop or leader counter may carry one (and only one) weapon counter. Carried weapons may be destroyed by the owning player on his movement at no cost in movement factors. A carried weapon must be stacked with a troop or leader counter to fire. To show that a troop/leader counter is carrying a weapon, the weapon counter must be placed on top of the troop/leader counter. Carried weapons never have a defense factor.

A leader counter may fire either its personal laser (its attack factor) or its weapon counter but not both in the

same firing phase. A troop counter may fire both its personal laser (its attack factor) and its weapon counter in the same fire phase, at the same or at different targets.

Troop/Leader counters of a lower tech level may not use weapons of a higher tech level; Troop/Leader counters of a higher level may use weapons of a lower tech level. A Troop/Leader counter of a higher tech level firing a carried weapon of a lower tech level fires at the tech level of the weapon. Neither race can use its opponent's carried weapons.

CARRIED BEAM WEAPONS The Heavy Duty Laser counter fires as a regular troop counter, with all the same LOS restrictions. The Heavy Duty Laser's Attack Factor may be combined with other Laser Attack Factors firing at the same target.

CARRIED BLAST WEAPONS

Then, when there were only two aliens left, a nearby grenade blast flung one of them to within a few meters of a door. He dove in and several grenadiers fired salvos after him, but they all fell short or detonated harmlessly on the side. Bombs were falling all around, making an awful racket, but the sound was suddenly drowned out by a great sigh, like a giant's intake of breath, and where the building had been was a thick cylindrical cloud of smoke, solid-looking, dwindling away into the stratosphere, straight as if laid down by a ruler. The other Tauran had been right at the base of the cylinder; I could see pieces of him flying. A second later, a shock wave hit us and I rolled helplessly, pinwheeling, to smash into the pile of Tauran bodies and roll beyond.

The effects of a blast weapon from *The Forever War.*

Grenades, Grenade launchers, Tachyon Rocket Launchers are blast weapons. These weapons may only fire at 1 hex each per fire phase. A blast weapon fires at each and every individual counter in a hex separately. For example, an Earth Tachyon rocket is fired at 3 Tauran troop counters located in a lava plain hex. The rocket affects each Tauran unit individually at 2 to 1 odds (8v4, 8v4, 8v4.) or three 2 to 1 attacks. The rocket may, at the firing player's choice, be fired at all of the units in the stack and one attack may be rolled affecting all units in the stack when all the counters fired on are of the same type. In the above example, a combined attack of 2-1 would be made on the stack of Tauran units.

A troop/leader counter that is carrying a weapon counter is eliminated by a blast weapon, the weapon counter is eliminated. However, if the attacking weapon was a beam weapon (heavy laser, tower laser, fighter, or simple counter fire), the weapon is dropped. Destroyed weapons are removed from play. Dropped weapons may be picked up and used by Troops/Leaders of the same race moving through that hex. A weapon counter lying on the map with no Troop or Leader counter carrying it may not be destroyed by fire combat. If a unit enters a hex containing a dropped enemy weapon, the weapon may be destroyed at a cost of 1 MF.

TOWER LASERS/GLOBE PROJECTORS

Tower Lasers and Globe Projectors may fire at counters in any hex regardless of terrain, including Planetary Fighters and Drones. LOS is never blocked for Tower Lasers and Globe Projectors nor is LOS ever blocked for troops firing at Tower Lasers and Globe Projectors. Tower Lasers and Globe Projectors do not receive any of the defense modifiers added by terrain features (they stick up too far).

A Tower Laser or Globe Projector that is engaged in melee combat by enemy troops is immediately destroyed and removed from play. A Tower Laser or Globe Projector may only be meleed if an enemy unit is in the Tower Laser's/Globe Projector's hex and if the attacking enemy troop/leader unit counters outnumber defending troop/leader counters. The troop/leader counter that melees the Tower Laser/Globe Projector may not conduct any other attacks that during combat phase. Tower Lasers/Globe Projectors may not be placed in bunkers. Tower Lasers/Globe Projectors may combine their attack value with the attack value of leaders, troop and carried weapon counters.

BUNKERS There are 2 types of bunkers in the game, small bunkers and large bunkers. Bunkers add to the range and defense factors of the friendly units occupying them. Small bunkers may hold a total of one troop counter and one carried weapon counter. Large bunkers may hold up to 3 troop counters and 3 carried weapon counters. Leaders do not count towards this capacity limitation.

For example, if 3 troop counters and 1 small bunker counter are in the same hex, only one of the troop counters receives the defense and the range bonus from the bunker. Each of 3 troop counters in a large bunker get the bonus even if fired on as one attack. Place only the units and weapons in the bunker beneath the bunker counter; all others are placed on top. Only 1 large or 1 small bunker may be in a hex. Higher tech level troops may use lower tech level bunkers, and lower tech level troops may use higher tech level bunkers in scenarios where the same side has troops of different tech levels.

A bunker that is not occupied by troops is automatically destroyed and turned upside down any time its hex is occupied by enemy troops at the end of a movement phase. A bunker is destroyed when it and the friendly unit in it is destroyed as the result of an elimination result in the combat phase. The eliminated troops and weapons are removed from play, and the bunker counter is turned upside down. Bunkers may be destroyed by their owning player on his movement turn at no cost.

Bunkers add two to the range of all troops and weapons fired from within the bunker, except Tauran grenades. One Troop/Leader counter in a Lava Plain hex containing a destroyed bunker receives the +2 defense bonus when fired on. Place the counter that receives the bonus under the destroyed bunker counter. The

rubble of a destroyed bunker has the same stacking limit and movement cost as clear terrain.

UNDERGROUND BASE

There are fifty-one huts, and each has at most one broomstick. Four don't have any parked outside, but we located three at various other parts of the base. Maybe this indicates that there are fifty-one Taurans, one of whom was outside the base when the picture was taken.

"Keating here. Or fifty-one officers."

"That's right-maybe fifty thousand infantrymen stacked in one of these buildings. No way to tell."

Exploring an underground base from *The Forever War*

Before play begins, the defending player designates one of his bunkers as the entrance to his underground base. He does this by secretly writing its number down on a piece of paper. The stasis field counter and defender's catapults are not placed on the board but are considered to be in the underground base.

Any number of Troop/Leader counters and weapon counters may begin the game in the underground base. These counters are not placed on board until they exit the underground base. It costs 1 MF to exit or enter the underground base or bunker (treat as clear terrain). When a Troop/Leader counter exits the underground base, it is placed on the map in the bunker which is the entrance to the underground base. The counter may then move its remaining Movement Factor. A Troop/Leader counter may not exceed the stacking limits at the *end* of that player's movement turn.

Counters in an underground base are not affected by any combat results applying to the hex containing the bunker that is the entrance to the underground base. Counters in the underground base are not eliminated if the bunker that is the entrance to their base is destroyed. Troop/leader counters exit or enter through a destroyed bunker to the hex containing the underground base at a cost of 2 MF.

Underground Troops emerging at the hex containing the entrance to the underground base do not receive the melee bonus of a one added column shift to the right if the melee is in the hex containing the exit to the underground base. Instead they receive a 1 column shift to the left on their attacks.

During play, show that troops are in the underground base by placing the unit counters on the scenario sheet.

MULTIPLE PLAYER VARIANT

For each scenario not labeled a multiple player scenario, the players may make the scenario suitable for more than two players simply by assigning some of the troops to each player. For example, in one scenario, the Tauran players selects Force A containing 60 troops and 12 Grenades. One player takes command of 30 Tauran troop counters and 6 Grenades. The second Tauran player takes command of the remaining 30 Tauran troop counter and 6 Grenades. They would then fight as a team to achieve a Tauran victory.

STASIS FIELD COMBAT

The Stasis Field is only available at the fifth tech level. The Stasis Field affects one hex on the mapboard during regular movement. When the defender turns on the stasis, no troops may fire into or out of the stasis field except the catapult. Once in a stasis, the Defender has to stay there until victory or defeat.

BEGINNING STASIS FIELD COMBAT

"Everybody listen, this is Major Mandalla." I tried to keep my voice even and quiet. "We're going to retreat back into the dome, quickly but in an orderly way. I know we're scattered all over hell."

The reason Stasis Fields were invented from *The Forever War*

The defender may turn on the Stasis Field after 40% of his troops/leaders are casualties; he *must* turn on the Stasis Field after 60% casualties (round up). When he turns on the Stasis field, all of his troops (including pinned units) must, on his next movement turn, move 6 hexes regardless of terrain directly toward the Stasis Field. The Stasis Field counter is in the hex containing the entrance to the underground base. Any of his troops not in stasis at the end of that move may fire, may be fired upon, and can move normally.

Regular movement and fire occurs thereafter until all defending troops have entered the stasis field. No attacking troops may enter the stasis field or engage in stasis field combat until all surviving defenders are in the stasis field. After all defenders have entered the stasis field, remove all units from the board.

MAP The scale of the map now changes so that each hex now represents a smaller area. The Stasis Field extends 10 hexes out from each side of the Stasis Field marker so that there is a gray hex with a diameter of 21 hexes; that is the border of the Stasis Field.

Place the Stasis Field counter in the center of the Stasis Field area. The Stasis Field counter cannot be removed. The defender next places the rest of his units as he wishes in the Stasis Field area. The attacker may enter the Stasis Field area from any edge. If an attacker reaches the Stasis Field counter he can destroy the mechanism of the stasis field generator at the end of his next turn.

COUNTERS

There were plenty of weapons, since we had been prepared to outfit three times this number of people. After giving each person a shield and short-sword, I traced a question in the snow: GOOD ARCHERS? RAISE HANDS. I got five volunteers, then picked three more so that all the bows would be in use. Twenty arrows per bow. They were the most effective long-range weapons we had; the arrows were almost invisible in their slow flight, heavily weighted and tipped with a deadly sliver of

diamond-hard crystal.

I arranged the archers in a circle around the fighter (its landing fins would give them partial protection from missiles coming in from behind) and between each pair of archers put four other people: two spear-throwers, one quarterstaff, and a person armed with battleax and a dozen knives. This arrangement would theoretically take care of the enemy at any range, from the edge of the field to hand-to-hand combat."

Prelude to Combat within a Stasis Field from *The Forever War*

Each troop counter is back printed in italics with the weapons effective in a Stasis Field and their values.

Lasers, grenades, grenade launchers, heavy lasers, tachyon rockets, planetary fighters, bunkers, tower laser/globe projectors & drones are all inoperative in the Stasis Field and have no effect.

SEQUENCE OF PLAY Sequence is the same as regular sequence, except there are no fighters or drone attacks allowed.

MOVEMENT Movement is conducted as in regular movement except that every hex, regardless of terrain, costs one movement point to enter.

Troop or Leader counters may never occupy the same hex or pass through hexes containing the Troop or Leader counters of the opposing side. A counter may pass through hexes containing its own forces. Swords, axes, or quarterstaves can charge at double movement; they must be in contact with an enemy unit at the end of the charge turn or be considered pinned. Every defender must be within 4 hexes of the Stasis Field generator at the start of play.

Only one troop/leader counter can end its movement in a hex. The Stasis Field counter does not count for stacking. Three officers may stack together. One officer and one troop counter may stack together.

FIRE COMBAT (bows, darts etc.)

We'd killed more than half of them with arrows and spear, long before they got into range of the hand-to-hand weapons. I drew my sword and waited. They still outnumbered us by better than three to one.

When they got within ten meters, the people with the shakram throwing knives had their own field day. Although the spinning disc was easy enough to see and took more than a half-second to get from thrower to target, most of the Taurans reacted in the same ineffective way, raising up the shield to ward it off. The razor-sharp, tempered heavy blade cut through the light shield like a buzz-saw through cardboard.

The first hand-to-hand contact was with the quarter-staffs, which were metal rods two meters long that tapered at the ends to a double-edged, serrated knife blade. The Taurans had a cold-blooded-or valiant, if your mind works that way-method for dealing with them. They would simply grab the blade and die. While the human was trying to extricate his weapon from the frozen death-grip, a Tauran swordsman, with a scimitar over a meter long, would step in and kill him.

Besides the swords, they had a bolo-like thing that was a length of elastic cord that ended with about ten centimeters of something like barbed wire, and a small weight to propel it. It was a dangerous weapon for all concerned; if they missed their target it would come snapping back unpredictably.

Fire Combat within a Stasis Field from *The Forever War*

Same as laser fire in the Regular Game. None of the Stasis Weapons are treated as Blast Weapons

LOS (Line of Sight) No terrain blocks line of sight; a troop/leader counter blocks line of sight. However, the catapult's LOS is never blocked.

PIN Pinned units melee fight with -1 on the dice on their attack and may not move unless rallied. A pinned unit may not attack unless attacked first during that phase.

RALLY Taurans unpin on a roll of 1 to 4 if any Tauran unpinned troops are adjacent. Earth troops unpin automatically if next to an unpinned officer, otherwise regularly.

TERRAIN Terrain has no effect on movement or on combat. No defense modifiers are added to units defending in any terrain hex.

MELEE COMBAT Hand to hand (melee) combat occurs on the regular combat chart, Combat Results Table used for ranged weapons. Melee occurs when opposing counters are in adjacent hexes. Pinned units can only attack in melee. A unit must melee if it moves adjacent to an enemy counter; a unit adjacent to an enemy counter may not move until the enemy counter is eliminated. A unit in melee must attack an adjacent enemy unit. Thrown weapons may be fired into a melee.

CATAPULTS

Those of us who still had any interest in the battle were keeping watch on the bottom edge of the dome, waiting for the first Taurans to come through. So it took us a second to realize what was going on when the attack did start. It came from above, a cloud of catapulted darts swarming in through the dome some thirty meters above the ground, headed straight for the center of the hemisphere.

We were lucky, losing only five.

Catapult Attack from *Forever War*

The Tauran player has a special weapon that is only used in Stasis combat called a catapult. This weapon throws clouds of darts at the Earth troops. It may attack any one Earth counter that is in range per combat round.

VICTORY CONDITIONS

At the start of the game, the defending player secretly designated one of his bunkers as the entrance to his underground base. If the opposing player enters the hex containing that bunker, the defending player must immediately announce it.

Victory is obtained by eliminating the opponent's forces or by the attacker occupying the hex that contains the underground base and Stasis Field counter for two consecutive turns or by occupying the hex that contains the base or Stasis Field counter at the end of the game.

DESIGNER'S NOTES

FOREVER WAR presented an interesting challenge in designing the game. Much of the the Hugo winning novel's appeal stems from the well-written descriptions of the various combat situations. In order to create a game which accurately reflects Joe Haldeman's novel, it was necessary to create a system of play which included all of the key factors in these combats.

One key factor is the small sizes of the units depicted. ***Forever War*** is a story about platoon size encounters and the men who fought in them. To reflect the extreme tactical level of the book, the scale of the game is small enough that each playing piece represents no more than four humans or eight Taurans.

Morale is another key factor. Throughout the career of William Mandella, we are shown how morale can make or break a unit. Mandella's career also highlights the limits of tactical control an officer has during a firefight. Once they are fired upon, troops tend to dive for cover at the first opportunity. Human officer counters are included to show the effect an authority figure can have on rallying disorientated and frightened troops.

Taurans have a group mind (of sorts, its nature is inconceivable to us, non-clones). Their morale, therefore, is totally different. Every unit is, in part, a piece of the "officer" commanding them.

In small unit combats, the group mind of the Taurans also was a disadvantage. This fact is reflected by the higher values each human combat unit has compared to each Tauran unit and that each Tauran playing piece represents twice as many Taurans as the same Human counter. These smaller values, however, are balanced by the larger number of Tauran units which appear in each scenario and their lower cost in the **Design your own scenario** section.

Most of the combat in Joe Haldeman's book takes place on "portal planets." These are planets which are circling collapsar stars. Because their primary sun is a neutron star, which gives off no heat, they tend to have a surface temperature near absolute zero.

Along with the lack of atmosphere, the most important effect on combat in this environment are frozen hydrogen pools. These ice surfaces are flat and the easiest terrain to traverse quickly. They also are extremely volatile and will literally explode if touched by the heat of a combat suit. To simulate their flat surface, counters may move twice as fast when travelling over hydrogen ice. And to recreate their explosive nature, units which are forced to dive for cover while on them (a PIN result) are eliminated due to the reaction of the hydrogen with their suit's heat vanes.

The final result of this hostile environment is the high rate of casualties. The obvious dangers of having one's head seared or blasted off are coupled with explosive decompression and massive, instanteous freezing. The comparatively short length of the game and the relative destructiveness of the combats are partially due to the nature of the battlefield. It is also attributable to the efficiency with which man (and eventually, Tauran) learned to fight.

As a prelude to each combat, there often was a duel between the Globe Projectors or Tower Lasers of the defenders and the drones of the attackers. Flying drones were specifically designed to knock out large weapons. Their chief effect on the laser was to explode close enough to a laser to destroy its cryogenic components, by raising its surface temperature. Hence there are two "attack" values for drone counters. The lower value is assigned to those drone which are knocked out over the horizon and less effective in raising the local temperature. Drones which manage to get close to the lasers have a high probability of rendering the static defenses ineffective and, so, have been given a much higher "attack" value.

Drones were not used as anti-personnel weapons and may not be used this way in the game. They only have one purpose, to silence the defender's "big guns." To a trooper who may be disrupted by a bubble or skewered by a ten inch wide laser beam, this is an important function.

One of the most fascinating aspects of **Forever War** is the effects of time dilation on the technology of the weapons used. The war stretches across a period of time roughly equivalent in Earth's past history from the first uses of gunpowder in bombards to the modern weapons of the 20th century.

Fortunately, the variance of weapons during the Forever War is less drastic (perhaps because the generals have to use soldiers from several centuries and their most experienced leaders are the least technologically advanced). Rather than constantly giving the troops new weapons (with the exception of the Stasis Field, which was too good to pass up), the form of the weapons remained familiar while their destructive power was constantly improved.

The time dilation effect also had great significance in the nature of the forces encountered in a battle. Depending on the location, it is possible, even likely,

that the two forces meeting in combat began their mission as much as a century apart. It would be like a modern G.I. fighting a riflemen from the Spanish American War. Or, the opposing forces could be 100 years more advanced.

And yet, as the United States has found out, a complicated and technically advanced weapon is difficult to manufacture and hard to teach to a line soldier. The technological superiority of opponents, who are literally "from your future," is balanced by the lesser numbers of these soldiers which are encountered on a battlefield. The rules reflect this in the numbers of high tech units available in the game scenarios and their high cost in the design your own battle section of the rules.

There is one "quantum jump" in technology, however, which made most of the weaponry in tech levels one through four obsolete. This is the Stasis Field. Because of the immunity this field gives to weaponry and its disastorous effect on unprotected opponents, any battle where only one side has the Stasis field is over before it began. This is the reason the rules restrict the use of the field to high tech battles only. In the design your own scenario section, tech five forces are assigned values on a totally different scale than those for levels one to four. This was done because they are very different and to make the values easier to compute.

The result of our efforts is a game where there is an uncountable number of different combat situations within the context of varying forces, tech levels, and a game board which can be rearranged. Some of the preset scenarios were derived from battles described in the book. Larger campaign games or small skirmishes can be easily put together from the design you own scenario section of the rules. What remains is to see whether you can do as well as the long-lived Pvt... Cpl... Lt... Cpt.. Maj. Mandella did.

— James Griffin

THE FOREVER WAR

the boardgame of JOE HALDEMAN'S Hugo winning novel

Design: Jim Griffin
Development: Neil Zimmerer, Bill Fawcett, Darwin P. Bromley, David B. Bromley

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Revised First Edition Rules

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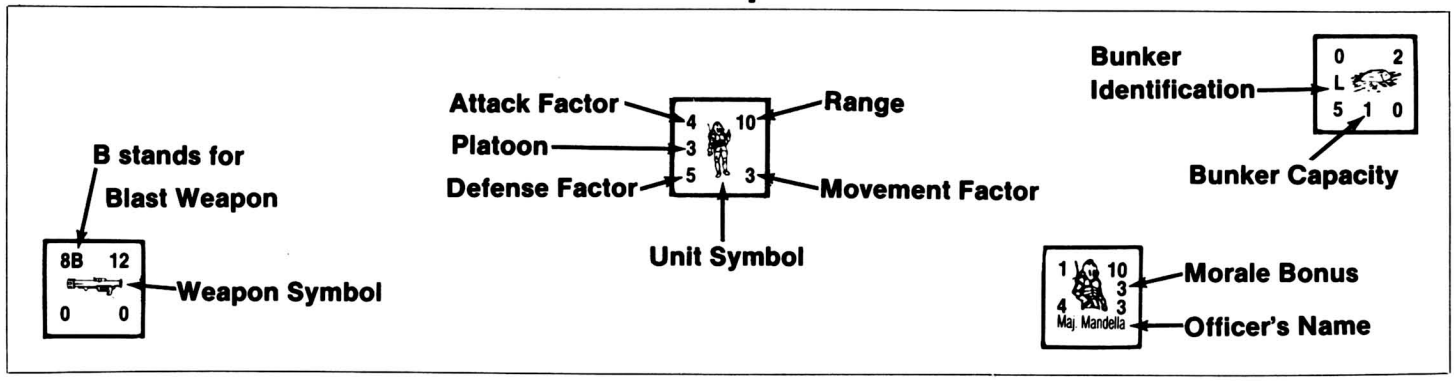
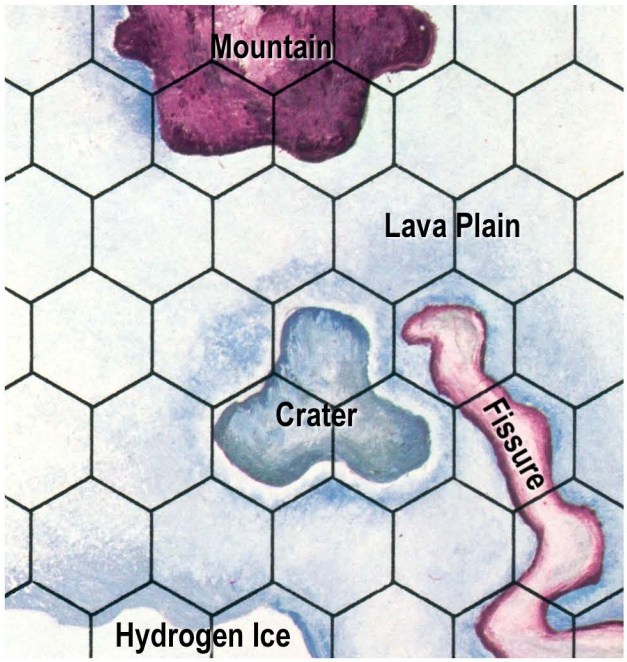
Published simultaneously in Canada

Mayfair Games Inc. *Chicago, IL*

Counter Description Chart



Terrain Identification Chart



Terrain Chart

Terrain	Cost to enter hex	LOS	Combat Modifier
Lava Plain	1	Doesn't block	—
Hydrogen Pool	½	Doesn't block	—*
Mountain	2	Blocks *except mountains*	+2
Fissure	2	Doesn't block	+2
Crater	2	Blocks *except mountains*	+2
Bunker	2	Doesn't block	+5 (Earth) +4 (Tauran)
Destroyed Bunker (on a Lava Plain)	2	Doesn't block	+2

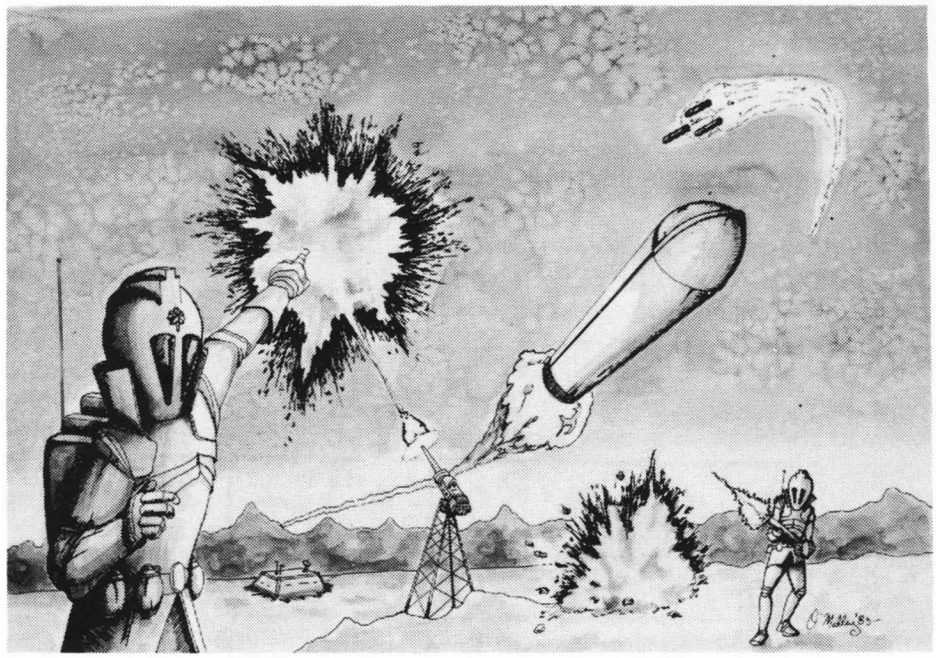
*Any counter pinned in a hydrogen pool is destroyed at the end of that combat round.

Combat Results Table

Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1
2							
3							PIN
4						PIN	PIN
5					PIN	PIN	PIN
6					PIN	PIN	ELIM
7				PIN	PIN	PIN	ELIM
8				PIN	PIN	ELIM	ELIM
9			PIN	PIN	ELIM	ELIM	ELIM
10		PIN	PIN	ELIM	ELIM	ELIM	ELIM
11	PIN	PIN	ELIM	ELIM	ELIM	ELIM	ELIM
12	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM

PIN: The counter fired on is pinned. No effect in Tower Laser Drone
ELIM: The counter is eliminated.

FOREVER WAR SCENARIOS



Scenario 1. *An Unpleasant War*

ISSUED STARGATE TACBD 1527-7252-7252-1745/5
April 2224

By Auth SFTCOM Commander:

Take and Hold,
Tauran base discovered on Kalph 56. Location vital to expansion of chain of Jumps. Tauran installation is unknown size/nature. Hold until relieved.

The Taurans have learned to fight. This was going to be an unpleasant war, and maybe a long one. If it was important for TACBD to comment on the strategic location of the base, it was probably more important to the Taurans.

Game Time: 10 turns

Earth Attack Troops

Levels
Force | Tech
1 I

Maj Mandella	Capt Moore	Lt			
1 10 3 4 3	1 10 2 4 3	1 10 1 4 3	2 E 10 4 3	4 10 5 3	4B 5 0 0
		5	6	24	8

Tauran Defense Troops

Levels
Force | Tech
A I

3 8 4 3	4B 2 0 0	0 2 4 1 0
32	8	8

Scenario 2. *Taurans Strike Back*

ISSUED STARGATE TACBD 1652-7827-6637-1467/9
April 2207

By Auth SFTCOM Commander:

Establish and Defend,
Establish base on SADE 149. Hold location until relieved. Expect Tauran incursion within 60 to 90 days of arrival. Relief scheduled for 24 to 36 months after establishment. Naval support unavailable after initial landing. TO follows.

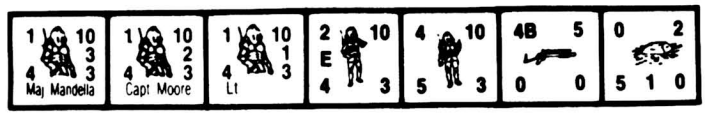
Probably the only thing worse than waiting on one of the frozen balls they call Portal Planets is being attacked on one. Fortunately, SADE 149 is relatively near Stargate (you think?) and the Taurans will have had a long, boring ride (do Taurans get bored?) to get there.

Game Time: 10 turns

Earth Defense Troops

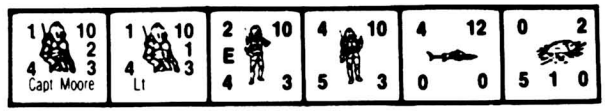
Levels
Force | Tech

1 I



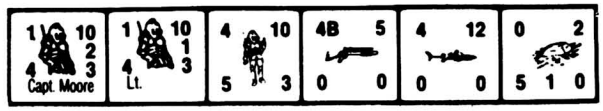
5 6 24 8 8

2 II



2 6 14 8 8

3 II

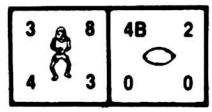


3 20 7 4 4

Tauran Attack Troops

Levels
Force | Tech

A I



60 12

B I



64

Scenario 3. *Mutiny on Ayin 121*

ISSUED STARGATE TACBD 1643-8673-8383-3086/8
April 2684

By Auth SFTCOM Commander:

Occupy and Hold,
Base on Ayin 121 abandoned in mutiny. Occupy and hold against the return of insurgents. No prisoners to be taken. All are condemned and sentenced to execution. Relief in 3-6 months

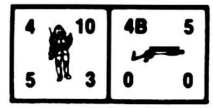
You had to wonder what went on to cause a mutiny considering all the hypno-conditioning everyone has had. Unfortunately, all you have functional in your command are the headquarters forces. The rest are either garrisoning or buried on Cygni 23 I. The base is a mess when you land, but habitable. The mutineers have come to you or suffocate within a few days. They already killed all their officers and left their bodies as gruesome reminders. It looks like ***they*** *aren't likely to take any prisoners either.*

Game Time: 12 Turns

Rebel Attack Troops

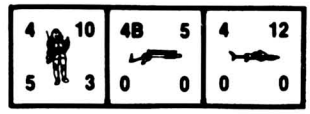
Levels
Force | Tech

A I



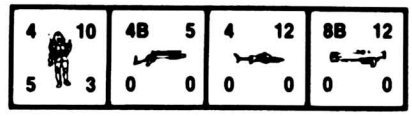
18 5

B II



12 2

C III

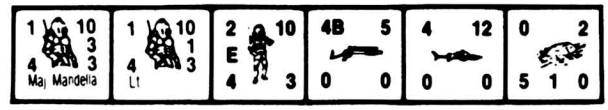


6 2 2 2

Loyalist Defense Troops

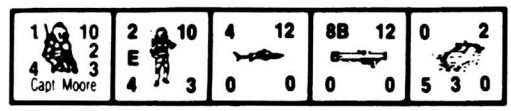
Levels
Force | Tech

1 II



3 6 2 3 3

2 III



6

Special Rules:

Due to their desperation, all mutineers become unpinned on a roll of 1-4 (rather than 1-3). The mutineers **must** take all bunkers within twelve turns.

Each side may use the carried weapons of the other as long as the weapons are of the same tech level or lower.

Scenario 4. *Makes Sense to Stargate*

ISSUED STARGATE TACBD 1274-3857-8272-2826-3592/3
October 2311 SG

Take and Defend,
Carrier Signy to transport command in series of attacks against known Tauran bases on portal planets in the Tet sector. Expect determined resistance.

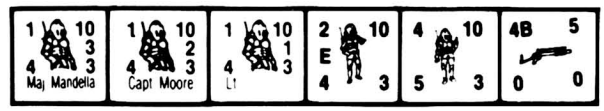
Someone's idea of economy at Stargate is to bunch our attacks. Three attacks in series with no reinforcements. Makes sense to Stargate, but is sure sounds like hell to you.

Game Time: Unlimited

Earth Attack Troops

Levels
Force | Tech

1 I



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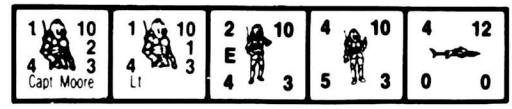
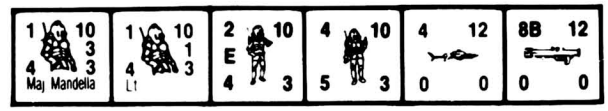


3 III

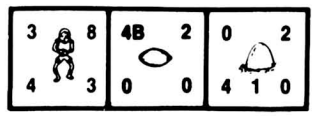


Tauran Defense Troops

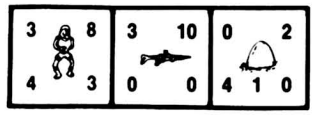
Planet One

Levels
Force | Tech

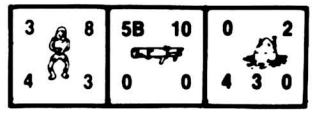
A I



B II

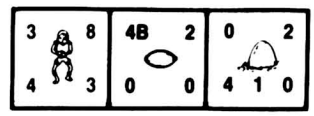


C III

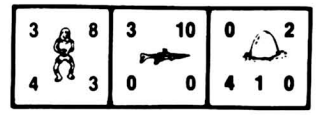


Planet Two

A I



B II



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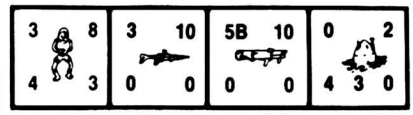
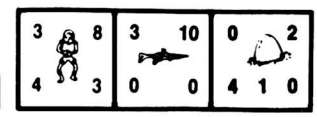
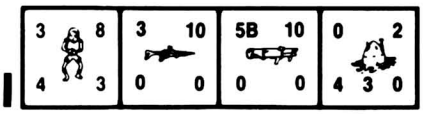


Planet Three

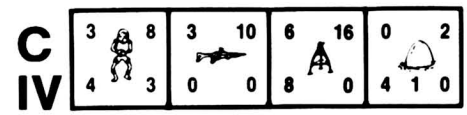
A II



B III



C IV



Special Rules:

The surviving Human forces from the attack on Planet One continue to Planet Two where the Tauran player recieves the forces listed. If more than eight human troops remain, the Earth Attack Troops must attack Planet Three.

Scenario 5. *It Sounded Simple*

ISSUED STARGATE TACBD 7262-2376-7353-1296/4
September 2560

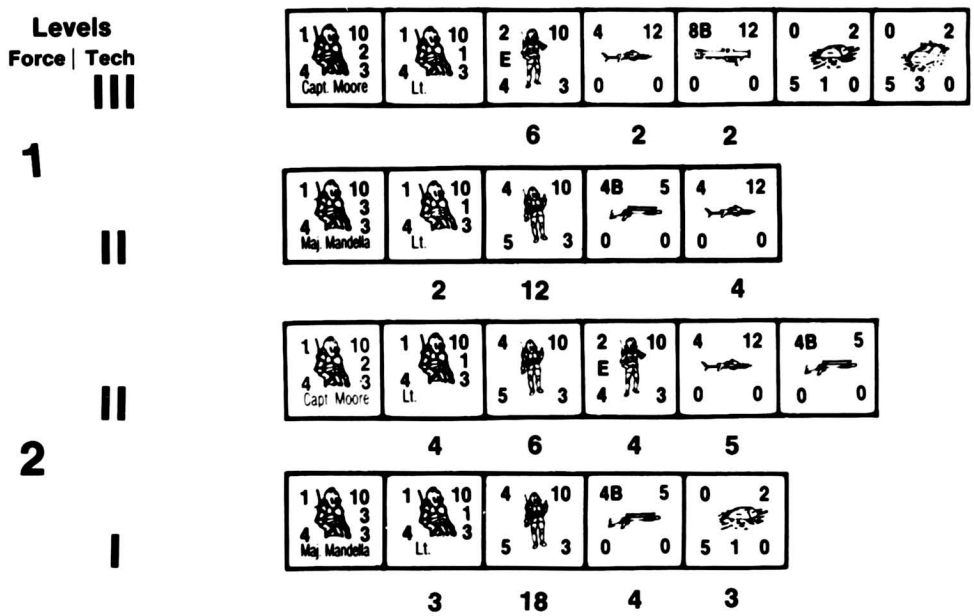
By Auth SFTCOM Commander:

Reinforce garrison and Hold until Relieved

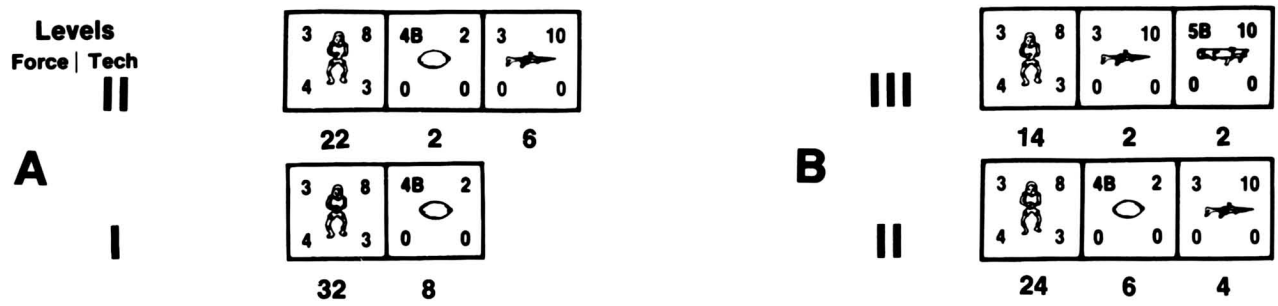
That's all the orders read. It sounded simple. Reinforce an established base on a planet we already held. Unfortunately, the garrison was Old Techers. The ten years difference in departure has meant drastic changes in weaponry. Even then, half the garrison hadn't been retrained in over a century adsolute. Then you found out the Taurans has established their own base just a few AUs away. When you jumped into real space the Captain notified you the Tauran attack force would arrive an estimated eight hours after you did.

Game Time: 10 Turns

Earth Defense Troops



Tauran Attack Troops



Special Rules:

This can be a four player scenario with two players on each side.

Scenario 6. *100% Probability*

ISSUED STARGATE TACBD 2789-8928-8723-1587/7
April 2787

By Auth SFTCOM Commander:

Hold Until Relieved,
Relieve the garrison on Aleph 26. Hold base until relieved in 2-3 terran standard years. 78% probability of attack during this period.

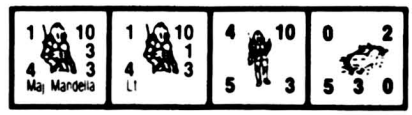
From the blip appearing on your satellite radar the probability was now 100%. It's been a long war and the last few battles have included too many surprises.

Game Time: 10 Turns

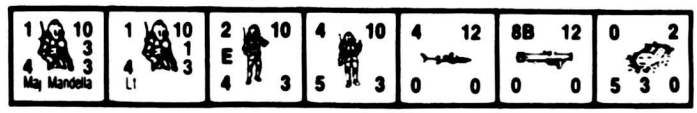
Earth Defense Troops

Levels
Force | Tech

1 III



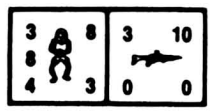
2 IV



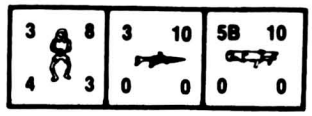
Tauran Attack Troops

Levels
Force | Tech

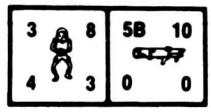
A II



B III



C IV



Scenario 7. *A One in Several Million Chance*

ISSUED STARGATE TACBD 7363-2836-2826-1313/6
October 2813

By Auth SFTCOM Commander:

Occupy and Hold,
The portal planet around Yod 54 was shown to be unoccupied/latest intelligence. Establish a base and hold until relieved.

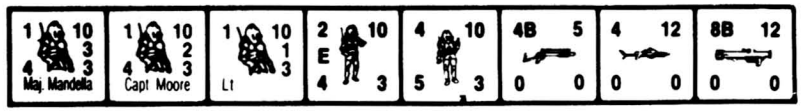
The latest intelligence was nearly a decade old when the probe returned to Stargate. When you arrived a one in several million chance occured. Within hours, a blip appeared on the radar screen: a Tauran carrier. As the missiles sailed towards their marks, both sides decided to unload their cargoes of infantry. You wondered what the Tauran commander thought as he watched both ships disappear within seconds of each other. Now it was a question of whose frozen ball Yod 54 III would be and whose relief would come first.

Game Time: Unlimited Turns

Earth Attack Troops

Levels
Force | Tech

1 III



5 6 24 8 8 8

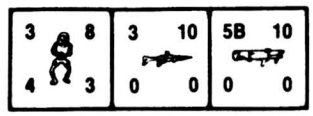
2 IV

4 24 5 6

Tauran Attack Troops

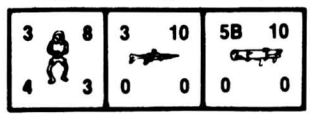
Levels
Force | Tech

A III



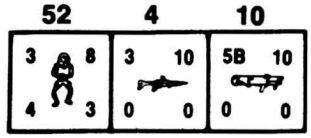
48 12 10

B III



52 4 10

C IV



36 6 8

Special Rules:

Neither player has a base in this scenario. Players enter from the narrow sides of the board. The winner is simply the last force to survive. If both forces have less than five troops surviving, the game is a draw.

Roll 1 die to determine who is the "attacker" or "defender." The player who rolls the highest number is the "attacker." Re-roll any ties.

Scenario 8. *Battle on SAMK 53*

ISSUED STARGATE TACBD 1762-7252-1375/7
December 2246

By Auth SFTCOM Commander:

Strike and Destroy,
Assigned Command of TF Gamma. Destroy Tauran installation on SAMK 53. Size and date of installation unknown. Return Force to Stargate upon completion. TO follows.

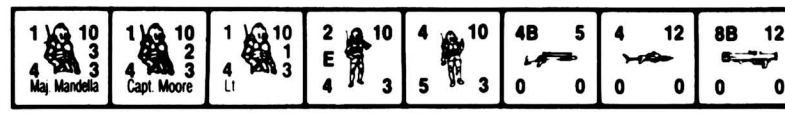
So they got to a portal planet we need and now you have to take it away from the Taurans who may or may not be reinforced with newer technology than you have.

Game Time: 10 Turns (see Special Rules)

Earth Attack Troops

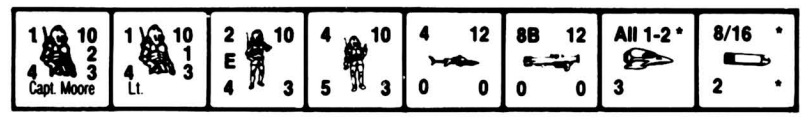
Levels
Force | Tech

1 III



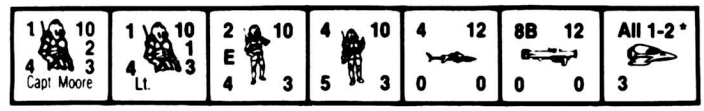
5 6 24 4 6 5

2 IV



12 6 4 5

IV



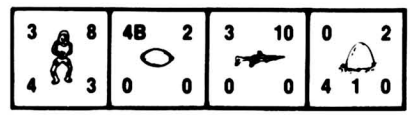
Alternate Table Of Organization

2 18 8 4

Tauran Defense Troops

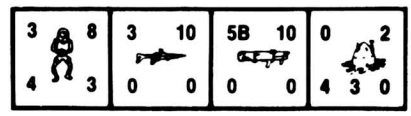
Levels
Force | Tech

A II



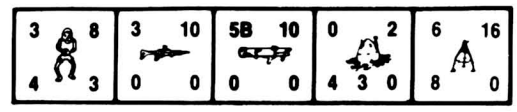
48 12 12 12

B III



26 7 4 8

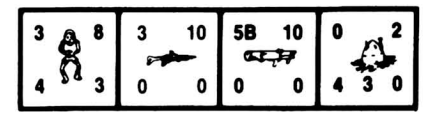
C IV



16 3 4 2 3

Alternate Table Of Organization

IV



24 5 4 2

Special Rules:

This scenario introduces special counters for Drones and Tower Globes. If the players do not wish to use these special counters, use the alternate Table of Organization for tech level IV troops provided below. If either player does not wish to use the special counters, **both** must use the alternate counter mix.

If either player chooses Tech level IV forces, the scenario is lengthened to 15 turns. In all other cases the scenario lasts 10 turns.

Scenario 9. *The "Latest" Technology: A Stasis Field*

ISSUED STARGATE TACBD 1764-8272-2726-1375/2
December 2458

By Auth SFTCOM Commander:

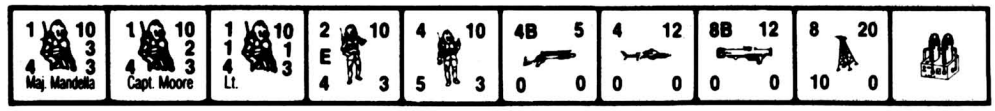
Occupy and Hold,
Establish base on portal planet, SADE 138. Hold until relieved.

M 374 was at the near fringes of the lesser Magellanic Cloud. The planet was technically SADE 138; yet it was so far away, the astronomers only had a name for the cluster, M 374, and that was really a number. This appears to be the farthest excursion by either side. You will have the "latest technology," but will be very much on your own.

Game Time: 15 Turns

Earth Defense Troops

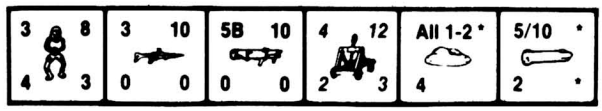
Levels
Force | Tech
1 V



5 24 5 5 3 2

Tauran Attack Troops

Levels
Force | Tech
A V



56 10 12 2 6

Special Rules:

Human "Bug Out" may begin once 15 troops have been lost and **must** begin after 22 casualties.

Tauran Infantry must be 7 complete platoons. Platoon 8 is not in this scenario.

Scenario 10. *A Hot One On Tet 36*

ISSUED STARGATE TACBD 1545-8262-8229-1846/5
May 2687 SG

By Auth SFTCOM Commander:

Believe Tauran base on Tet 36. Destroy and occupy location until relieved.

This would be a hot one. The Tet series ran directly towards the suspected homeworld of the Taurans. They were throwing their best and newest into every battle in this sector. By now, they should have had time to develop their own stasis field.

Game Time: 15 Turns

Earth Attack Troops

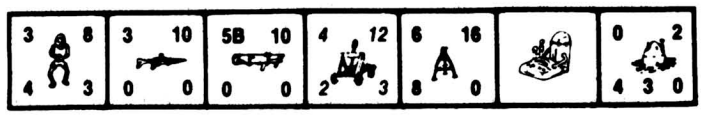
Levels
Force | Tech
1 V



5 24 6 8 5

Tauran Defense Troops

Levels
Force | Tech
A V



36 2 6 2 4 2

Special Rules:

Tauran "Bug Out" may begin at 14 casualties and **must** begin at 22 casualties.

Taurans must select Platoon numbers 1, 2, 3, 4 and four swordsman from Platoon 5.

There are no Earth Echelon archers in this scenario.

Scenario 11. *Free For All*

ISSUED STARGATE TACBD 9941-5217-8999-9297/9
March 3217

By Auth SFTCOM Commander:

Proceed Taw 1095 and investigate reports of unusual object located on inner portal planet. Intelligence reports imminent dispatch of forces by various Taurans and colony governments. Secure artifact and return to base without fail.

POSTSCRIPT. Three hundred years after the end of the Forever War, the first alien artifact was discovered on a portal planet at the edge of the volumes colonized by the Taurans and Humans. For his own prestige, its discoverer publicly announced the location of the artifact. As a result, all of the nearby colonies immediately dispatched forces to recover the artifact for their own world. To assure survival, each of the Tauran colonies maintains their mental link on different "frequencies." This means the Tauran forces are not in communication and are competing with each other as much as the "independent" human forces. Also included is a force sent by the new cloned "MAN" who treats morale in the same manner as the Taurans. The forces landed nearly simutaneously and while able to communicate, they have been ordered to gain possession of the artifact at any cost.

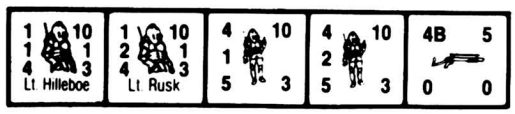
Game Time: Unlimited

Player 1: Earth Attack Troops

Levels

Force | Tech

1 II

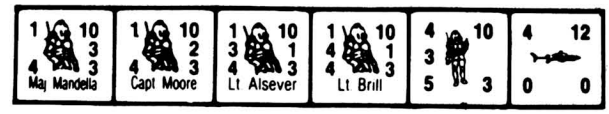


Player 2: Earth Attack Troops

Levels

Force | Tech

1 III

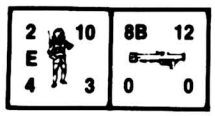


Player 3: Earth Attack "Cloned" Troops

Levels

Force | Tech

1 IV

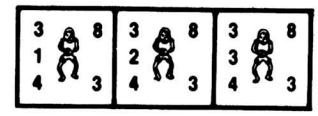


Player 4: Tauran Attack Troops

Levels

Force | Tech

A II

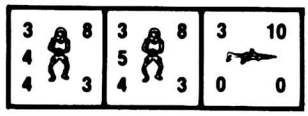


Player 5: Tauran Attack Troops

Levels

Force | Tech

A III

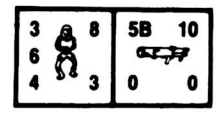


Player 6: Tauran Attack Troops

Levels

Force | Tech

A IV



Artifact



Special Rules:

Arrange the mapboard so that the large stasis field hex is assembled and place the Bunker counter on the X in the center of the large stasis field hex. The Bunker counter represents the alien artifact and will be referred to as the artifact. The object of the game is for one players' counter to reach the "artifact," pick up the artifact in the same manner as picking up a dropped carried weapon and carrying it off any edge of the board. The artifact cannot be destroyed. Only one player may win this scenario.

To determine the sequence of play, write the numbers 1-6 on 6 pieces of paper. Each player draws one piece. The player who draws the number "1" moves first. The player who draws "2" moves, second, etc.

The players, in the same sequence as they will move, place their forces on the outside hexes of the board, before any movement occurs. No player may place his force closer than 8 hexes to any other player's force. Each player may only enter on 10 adjacent hexes. After all players have placed their forces, movement begins. No player may use the hand carried weapons of any other player.

Solitaire Scenario. *Clean Up*

ISSUED STARGATE TACBD 3441-1111-6249-4211/1 December 2546

By Auth SFTCOM Commander:

Reconnaissance shows an automated Tauran installation on Samk 259. Garrison of Portal Planet 1 / Samk 259 are to investigate and destroy.

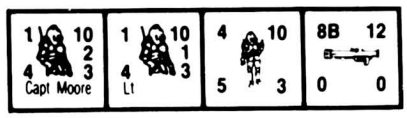
During the Forever War, several Tauran and human installations were abandoned or their garrisons destroyed by natural disasters. The Tauran base on Samk 259 is a typical example of one of these. A solar flare destroyed the garrison of the Tauran base leaving the installation itself intact. With the center of the war having moved far from the area, it has become necessary to clean up the unmanned, but still active installation.

Game Time: Unlimited

Earth Attack Troops

Levels

Force | Tech

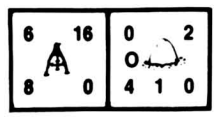


1 III **2** **14** **4**

Tauran Defense Troops

Levels

Force | Tech



A IV **5**

Special Rules:

The attacker may enter form any edge of the board. All pieces must enter on the first turn.

The Tauron Bunker is placed on the "X" in the center of the large grey stasis field hexagon. The Globe Projectors are set up anywhere within two hexes of the bunker, but not adjacent to the bunker or to each other.

To nullify the Bunker, the Human player must occupy the same hex as the Bunker for two full turns. Once the bunker is destroyed, the Globe Projectors are inoperative.

The Globe Projectors will fire automatically at the nearest human troops. If two forces are equal in distance, it will fire at the larger force. Roll randomly to determine which counter in a hex containing several counters is the target.

The success of the mission is determined by the number of Human Trooper counters surviving after the mission is completed.

0-2 Retire in disgrace
3-5 No promotions here
6-9 Decorations all around, Major
9+ Appointed to the general staff immediately

Designing Your Own Scenario

FOREVER WAR contained the accounts of only those actions in the 1200 year long war in which William Mandella participated. Over this period, there were literally hundreds of actions between Humans and Taurans. This section enables you to design your own scenarios. It includes a point scale for the selection of weapons and forces, making it possible for each player to choose a tech level unknown to the other player.

Tech Level	Weapon: Earth / Tauran	Tech I	Tech II	Tech III	Tech IV	Tech V
I	Regular Troop	19 / 15	27 / 21	37 / 29	52 / 41	—
I	Echelon Troop	15 / na	21 / na	29 / na	41 / na	—
I	Officer LT	14 / na	20 / na	27 / na	38 / na	—
I	Officer CPT	14 / na	20 / na	27 / na	38 / na	—
I	Officer MAJ	14 / na	20 / na	27 / na	38 / na	—
I	Grenade	na / 5	na / 7	na / 10	na / 14	na / 5
I	Grenade Launcher	8 / na	11 / na	16 / na	22 / na	8 / na
I	Small Bunker	11 / 9	15 / 13	22 / 18	30 / 25	11 / 9
II	Heavy Laser	na	14 / 11	20 / 16	27 / 22	10 / 8
III	Tachyon Rocket Launcher	na	na	43 / 29	60 / 41	22 / 15
III	Large Bunker	na	na	57 / 49	80 / 69	31 / 25
IV	Planetary Fighter	na	na	na	93 / 63	34 / 23
IV	Tower Laser	na	na	na	156 / na	57 / na
IV	Globe Projector	na	na	na	na / 123	na / 45
IV	Drone	na	na	na	80 / 52	29 / 19
V	Stasis Field	na	na	na	na	0 / 0
V	Regular Troop Archer	na	na	na	na	16 / na
V	Regular Troop Battle Axe-Knives	na	na	na	na	16 / na
V	Regular Troop Quarterstaff	na	na	na	na	15 / na
V	Regular Troop Sword	na	na	na	na	16 / 12
V	Regular Troop Spear	na	na	na	na	16 / na
V	Regular Troop Bolo	na	na	na	na	na / 12
V	Regular Troop Dart	na	na	na	na	na / 12
V	Catapult	na	na	na	na	na / 7
V	Echelon Troop Archer	na	na	na	na	15 / na
V	Echelon Troop Spear	na	na	na	na	15 / na
V	Echelon Troop Battle Axe-Knives	na	na	na	na	14 / na
V	Echelon Troop Quarterstaff	na	na	na	na	14 / na
V	Echelon Troop Sword	na	na	na	na	14 / na
V	Officer LT Sword	na	na	na	na	13 / na
V	Officer CPT Spear	na	na	na	na	14 / na
V	Officer MAJ Archer	na	na	na	na	10 / na

— : see Stasis field values *na : not available*

NOTE: Tech V forces can **only** fight with other Tech V forces. This is due to the presence of the Stasis Field.

Hints on designing your own scenarios

1. A scenario where each side has 750 to 800 points can be normally completed in a few hours. Values under 500 tend to mean very few units in the higher tech levels and scenarios over 1000 points usually are cumbersome to play.

2. The attacker has a tougher job than the defender. The attacker should have an additional 20% in number of points to compensate for this.

3. The more experienced player should play the attacker.

4. A common mistake is for a player to use up a lot of his points by giving each trooper a carried weapon. This normally spells defeat as the actual number of men is much smaller and each casualty causes too great of a loss of fire power.

Unit Identification Chart

Earth (Human Forces)

Normal Combat



Officer MAJ



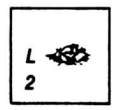
Officer CPT



Officer LT



Drone



Destroyed Bunker



Regular Troop



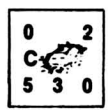
Echelon Troop



Heavy Laser



Small Bunker



Large Bunker



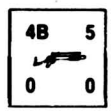
Tower Laser



Planetary Fighter



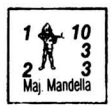
Tachyon Rocket Launcher



Grenade Launcher

Stasis Combat

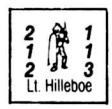

Stasis Field



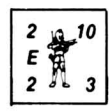
Officer MAJ Archer



Officer CPT Spear



Officer LT Sword



Echelon Troop Archer



Echelon Troop Spear



Echelon Troop Quarterstaff



Echelon Troop Battle Axe-Knives



Echelon Troop Sword



Regular Troop Archer



Regular Troop Spear



Regular Troop Sword



Regular Troop Battle Axe-Knives



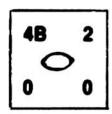
Regular Troop Quarterstaff

Tauran (Alien Forces)

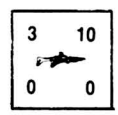
Normal Combat



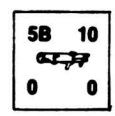
Regular Troop



Grenade



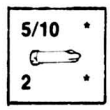
Heavy Laser



Tachyon Rocket Launcher



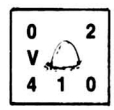
Globe Projector



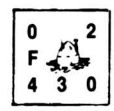
Drone



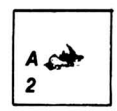
Planetary Fighter



Small Bunker



Large Bunker



Destroyed Bunker

Stasis Combat


Stasis Field



Regular Troop Bolo

Regular Troop Sword

Regular Troop Dart

Catapult

Game Markers

Earth Force Selection

Tauran Force Selection

PIN Marker

Turn Marker

TURN RECORD CHART

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15



FOREVER WAR PANEL 1 FRONT

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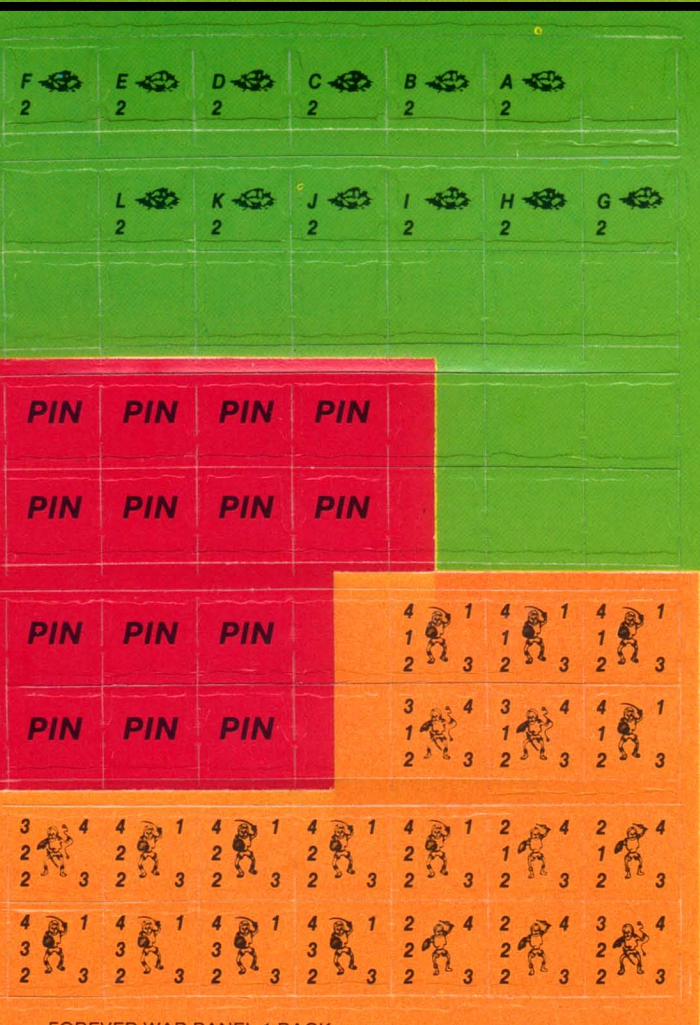

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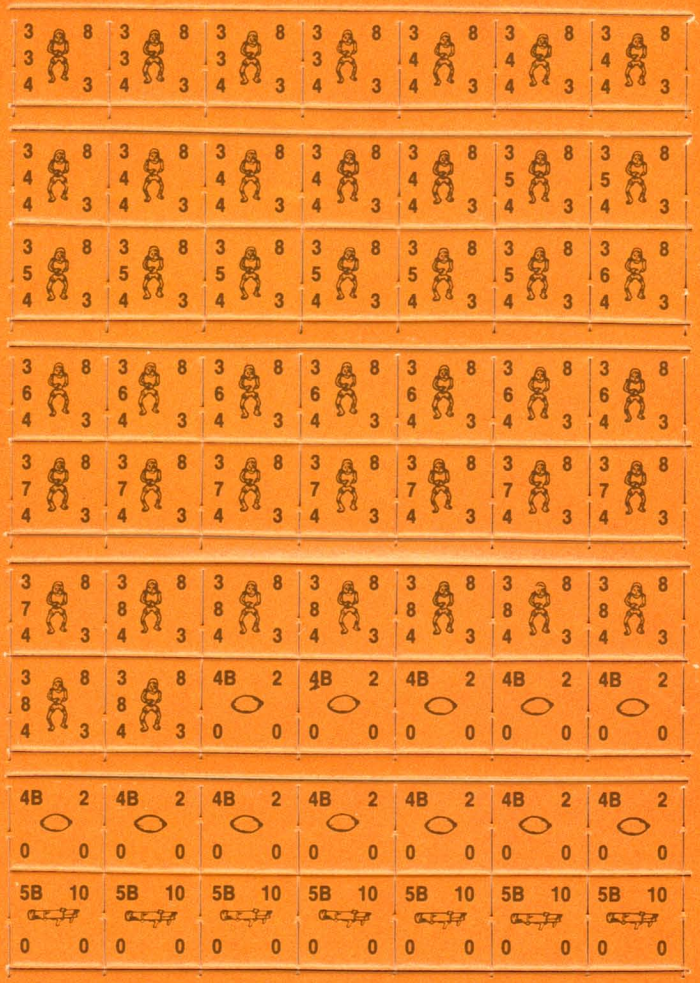

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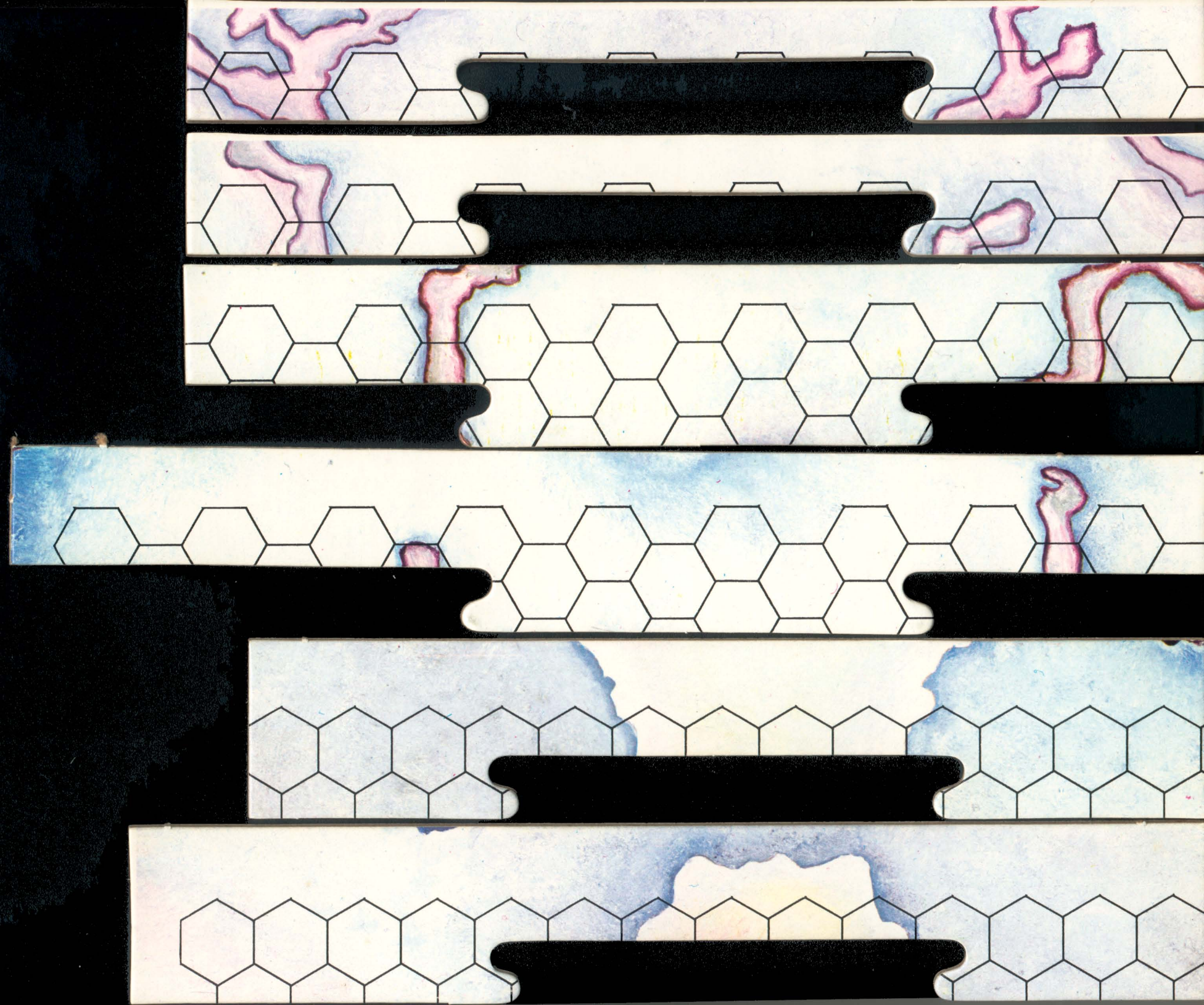

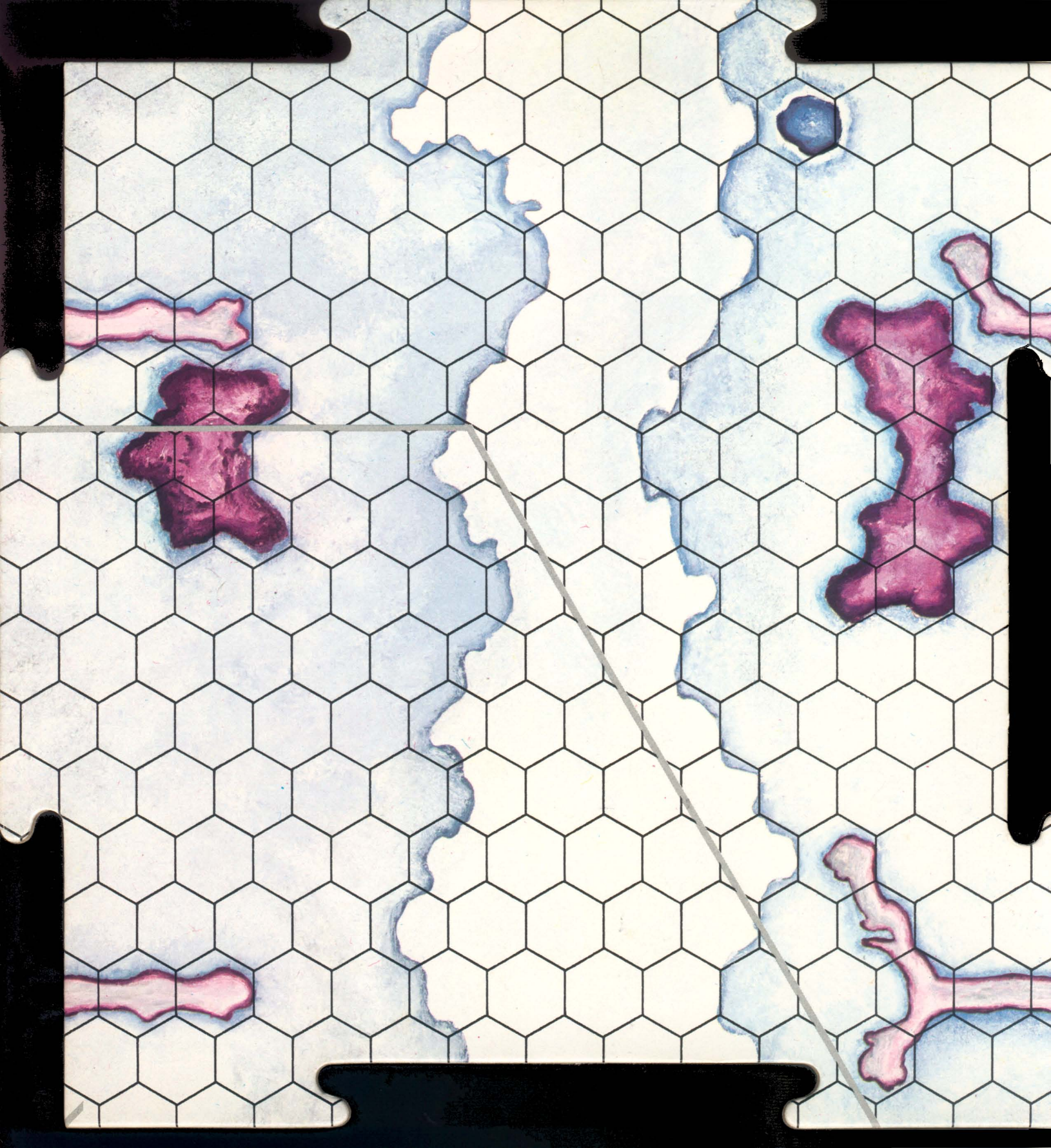

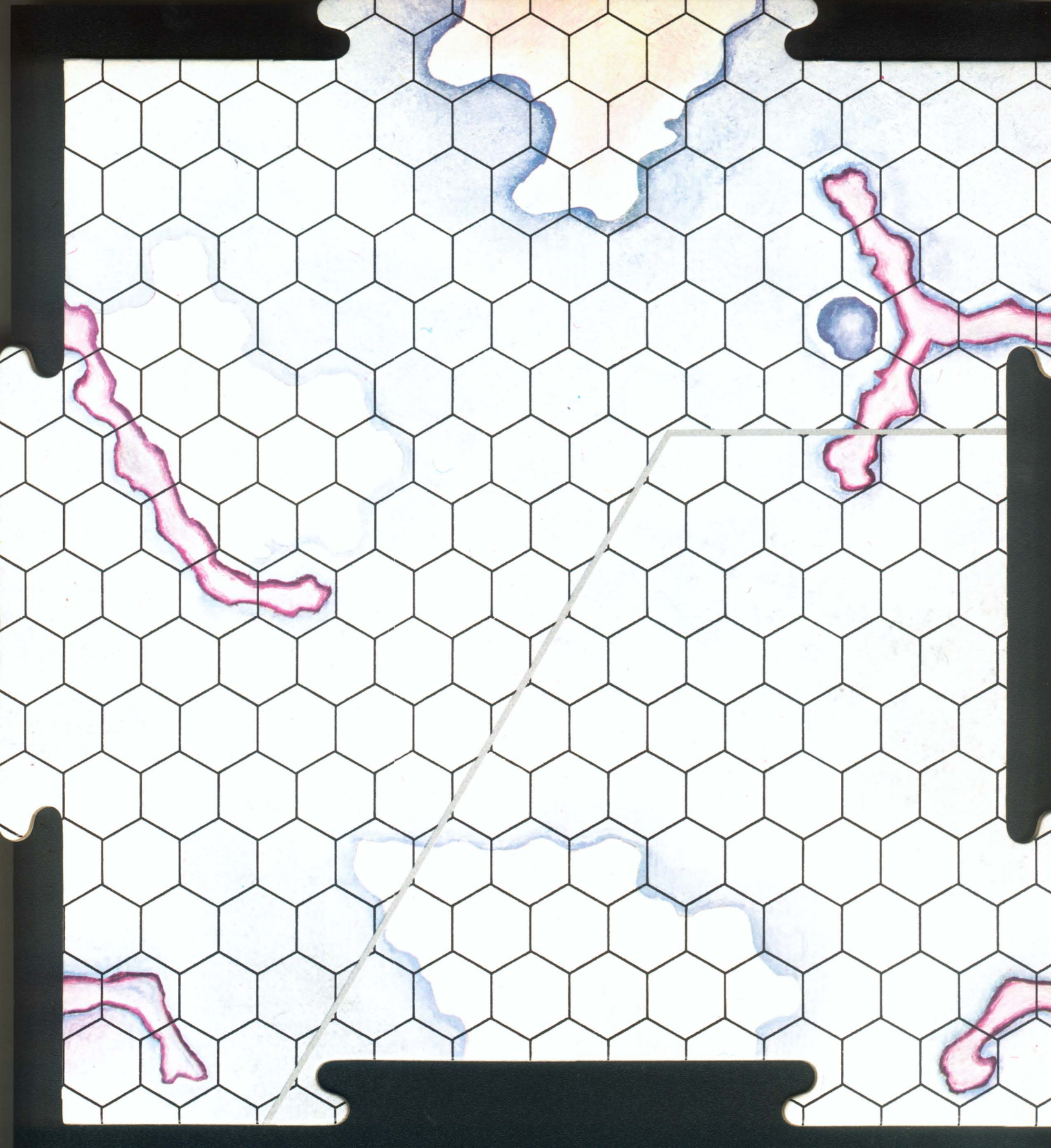

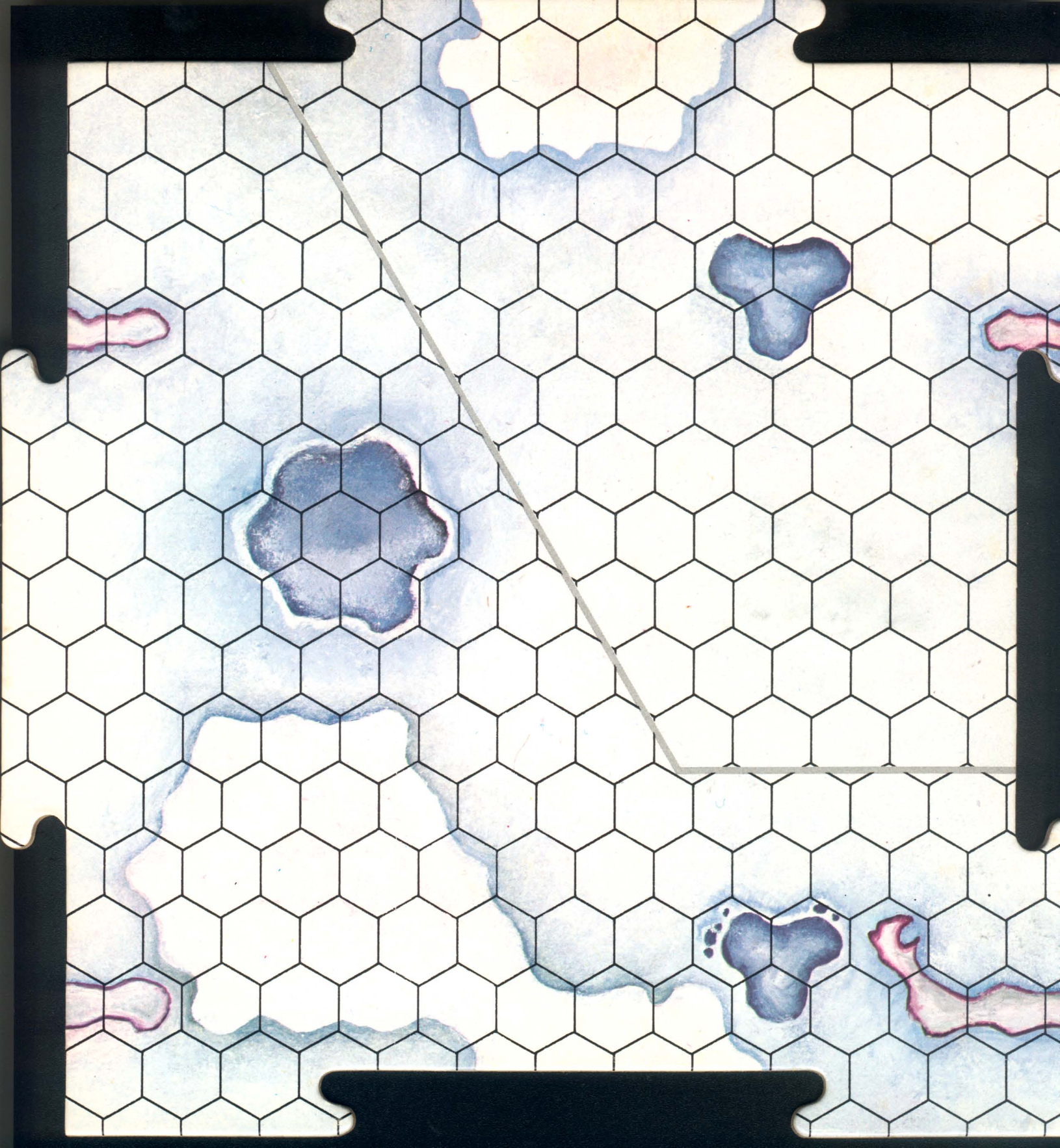

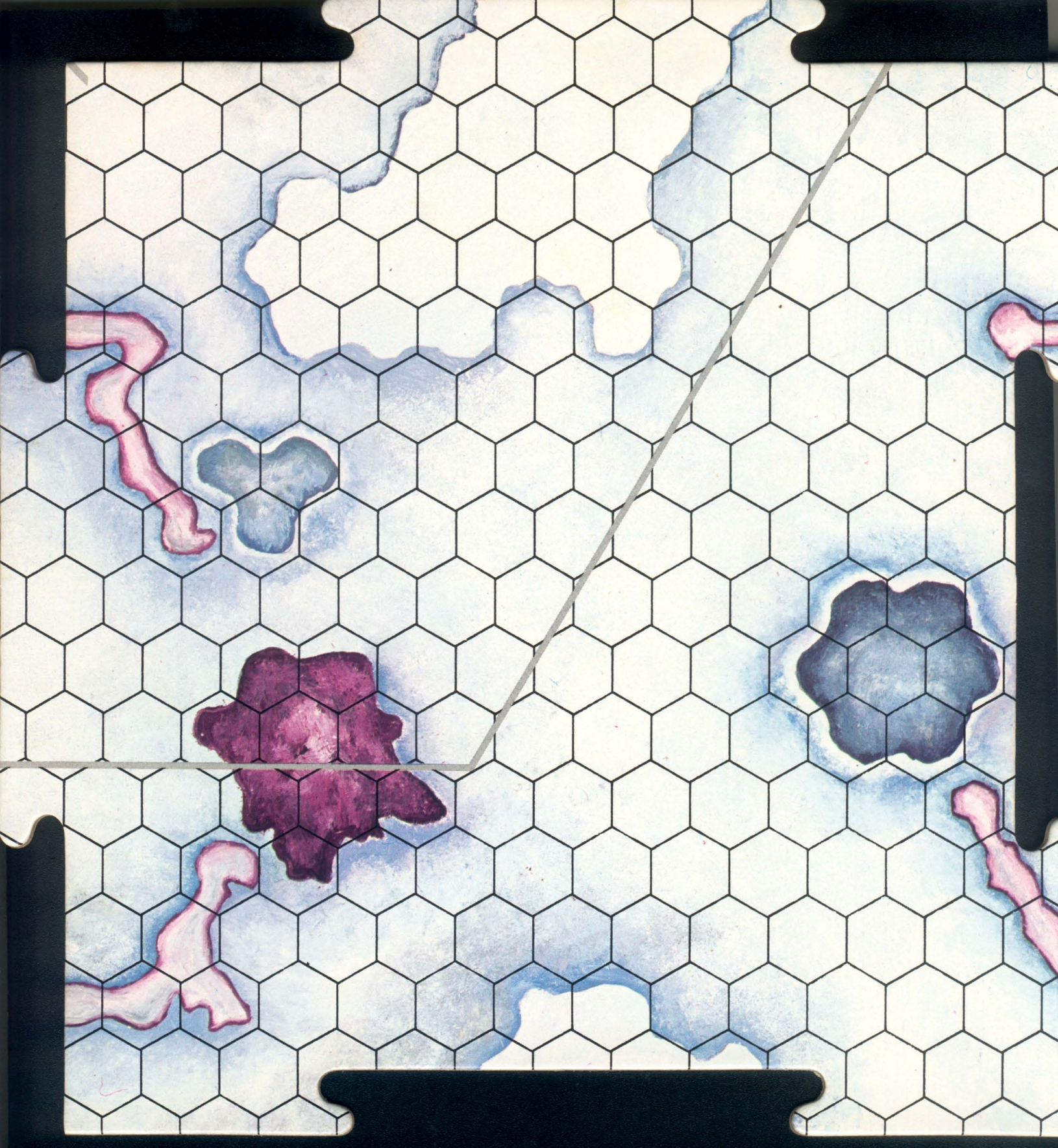


THE FOREVER WAR
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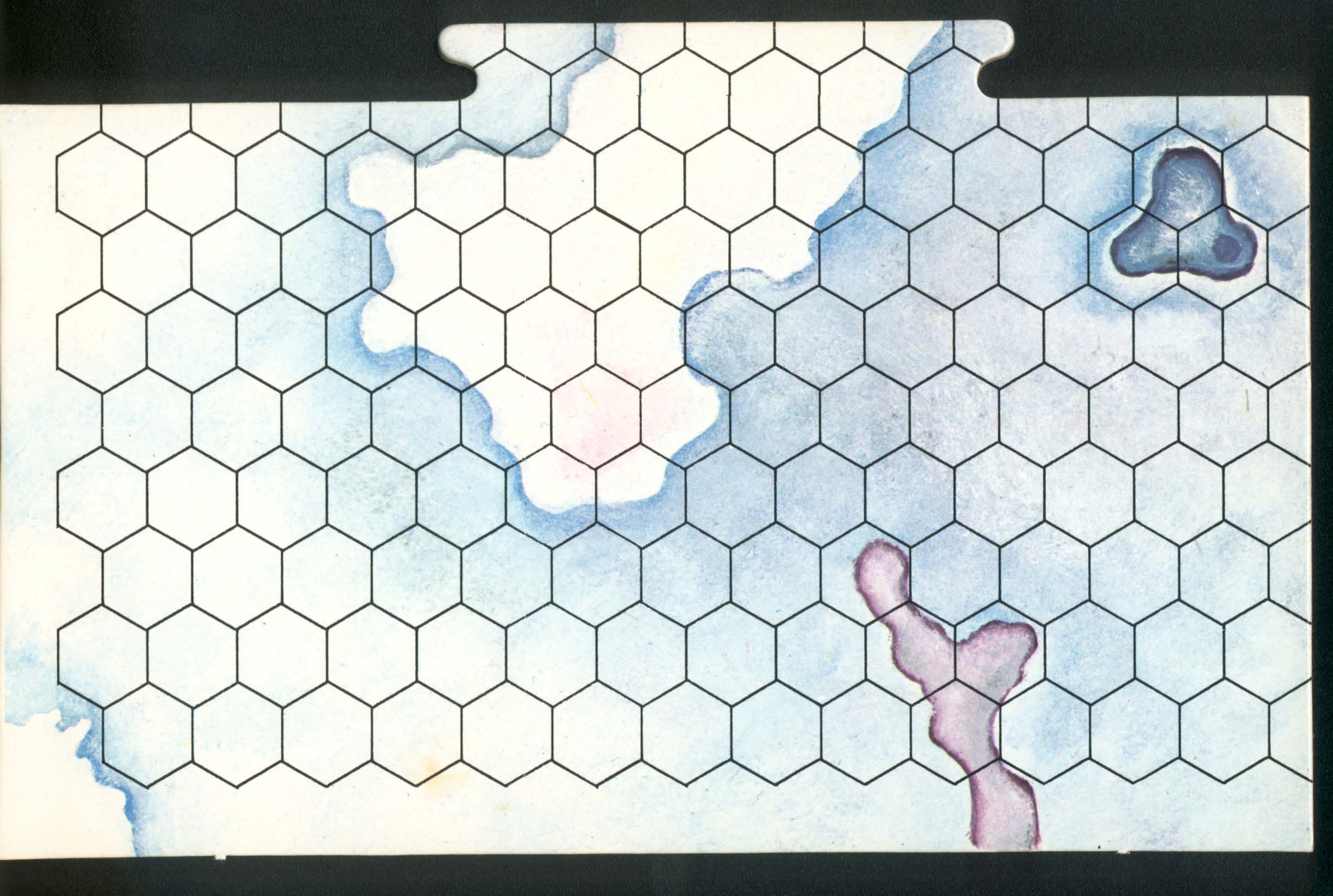
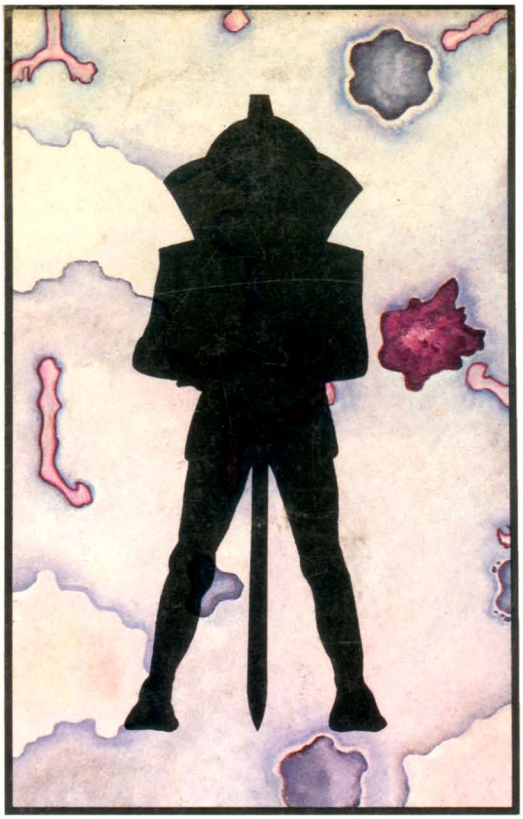


Two to Four Players
Ages 12 to Adult
Game Length: 30 to 90 minutes.

Featuring "A Million Wars" a new article by JOE HALDEMAN including the tactics and weapons of Forever War and his own Vietnam experiences.



"They moved fast across the mine field, striding in unison like bowlegged, top-heavy robots, not even breaking stride when one of them was blown to bits by a mine, which happened eleven times."

"At first, Brill's troops had the overwhelming advantage; fighting from ditches, they could only be harmed by an occasional lucky shot or an extremely well-aimed grenade (which Taurans threw by hand). Brill had lost four, but it looked as if the Tauran force was down to less than half its original size.

"Eventually, the landscape had been torn up enough so that the bulk of the Tauran force was able to fight from holes in the ground. The fighting slowed down to individual laser duels, punctuated occasionally by heavier weapons. But it wasn't smart to use up a tachyon rocket against a single Tauran, not with another force of unknown size only a few minutes away."

THE FOREVER WAR

designed by James Griffin

based on JOE HALDEMAN's Hugo Winning Novel

Ten Scenarios:

Choice of Tech Levels
Campaign scenario
Semi-geomorphic mounted boards
Rules for designing your own scenarios

Components:

252 counters
2 six sided Dice
Illustrated rules
Puzzle cut playing board.

Squad level combat in the third millenium

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