

Fixed Bay'net an' Uncovered 'elmet

Colonial Variant for The Breaking of Nations

By John Bell

Equipment needed to play:

Miniature figurines: 25-28 mm

Scenery needed: anything on hand

Tape Ruler

Dices needed: D6 & D12

Markers needed: 2", 4" & 6" diameter round; protractor

Game Set-up:

Choose scenario (optional)

Set-up terrain

Make army lists

Roll player initiative (D6, highest roll gets to start last)

Begin game

Each turn more or less equals 30 seconds real time.

Players activate one unit each till all units have been activated. I.e. My unit, your unit, his unit, my unit, etc.

Turn Sequence:

Actions

Glory Tests

Soldier Stats:

Combat Skill (CS): *This is how good a soldier can attack in combat.*

Defence Skill (DS): *This is how good a soldier can fend in combat, or dodge bullets and find cover.*

Speed (SP): *This is how fast a soldier can move and react.*

Actions (AC): *This is how many actions a soldier can use up within a turn. A soldier's AC is his SP cut in half and rounded up.*

Glory (GL): *This is how much morale a soldier has.*

Cover Value (CV): *This is how well cover can deflect or absorb bullets.*

All inf. has 1 wound

Weapons stats:

Range (R): *This is how far a weapon can be used against another target*

Damage (D): *This is how much damage a weapon can inflict, the base unit being relative to downing a man.*

Actions:

Each Action usually costs 1 AC

Orders:

These are actions with which soldiers can change formations, check for glory, contact other soldiers (for artillery barrages or reinforcements), and chose what target to fire at.

Movement:

Any soldier can move up to a number in inches equal to its SP.

No soldier can use more than 3 action units for movement.

Charging: Doubles SP, cannot cross through dangerous terrain (barbed wire, etc.)

A soldier charging cannot turn.

Infantry formations:

The infantry and cavalry can use one of the following formations during movement. Changing formation counts as an action.

Open Formation: All miniatures in the squad are within an invisible rectangle and are all facing the same direction. All miniatures are 1" to 3" apart.

Closed Formation: All miniatures in the squad are within an invisible rectangle and are all facing the same direction. All miniatures are in base contact. DS 1 when charging.

Mass: All miniatures are grouped together in no particular order and are facing the same direction. All miniatures are in base contact. DS 1 at all times.

Square Formation: European infantry and dismounted cavalry only. All miniatures in the squad are put on the perimeter a square or a circle facing outside. DS -1 in CC.

Prone: When a soldier chooses to go prone, it may only advance at half its SP, rounded up, and cannot be targeted. The soldier may get up the following turn, if he wasn't suppressed. If the soldier fires a weapon or attacks, he is no longer prone.

Ranged Combat:
Target must be within weapon range
To hit, roll d12
Roll must be equal or higher than the target's DS, CV & modifiers (Range, etc.)
12 is critical hit (bloody death for soldiers, no save)

Subtract D from wound (if wound equals 0, then remove the model from gameboard)

Wounded defenders (that have not been activated this turn) (save by bloody death) may counter attack (simply roll CS vs. DS). Note that this takes away 1 AC from the defender per defence that turn.

Range modifiers:

There are three ranges: short, medium and long. Short range gives -1 CS (target is closer, so easier to hit) while long range gives 1 CS (target is farther, so harder to hit).

Close Combat:

Models must be in base contact
Each model rolls D6
Add close combat modifier to wanted result (formation, position)
A difference of 5+ is critical hit (bloody death for soldiers, no save)
A difference of 2-4 is a wound
A difference of 1 is a capture
A difference of 0 is a miss
Subtract D from wound (if wound equals 0, then remove the model from gameboard)

Trench combat:

Attacker has Def 1, defender has -1

Glory tests:

A unit (squad or individual) will be subject to a GL test if:

- Their leader or banner is wounded or killed
- The unit is operating at 50% or less
- A vehicle or cavalry is heading straight for it at a higher gear
- The unit charges (confusion)
- The unit is been pinned down by enemy fire (shot at 2+ turns)
- The unit is being assaulted on the flank or the rear

Each of the above automatically adds 1 to the unit's GL stat. During the unit's Order phase following such events, it will have to roll its GL +modifiers to see if it is loosing its cool.

- If the roll fails, the current GL with modifiers will remain
- If the roll succeeds, then take away 1 GL

When the unit's GL reaches 7 (a number impossible to roll on a six sided die) it will start to panic. Each soldier will react differently, so roll panic for each one.

- Freeze: The soldier is stunned and cannot move or fight
- Flee: The soldier loses hope and runs away to its deployment area, he may not fight
- Take Cover: The soldier moves to cover not held by

opponent within 9" and can only shoot

- Prone: The soldier falls prone, stays in place, and can only shoot
- Bezerk: The soldier goes berserk and starts shooting at the nearest person
- Onwards: The soldier feels suicidal and charges nearby enemy

Each soldier will keep acting in the same way until he finally gets a grip of himself. The soldier can do this by rolling his GL, but it will only bring the GL down by 1.

- An officer or NCO can check for his cool every turn till he finds it
- A soldier can only check for his cool every other turn

Glory can also be brought down by various other ways, mostly from officers.

- Officers can rally squads or higher. Soldiers from various broken squads can thus be assembled. This takes away 2 GL because of its reassuring effect
- Officers can order a fallback. The squad will move away from the enemy but may still fire. This takes away 2 GL
- A nearby unit might do something heroic, thus reassuring every friendly unit nearby. It also takes away 2 GL

Infantry squads:

An infantry squad is usually composed of an officer/hero, and of soldiers.

Every squad must consist of 9 soldiers and an NCO.

An alternate way is 18 soldiers with 1 officer and 1 NCO.

Natives have 19 soldiers with 1 hero.

Hero (Also NCO, Officer):

Hero is in squad as leader, or as independent.

Heroes have the same stats as any soldier (GR, RG, EL), always the same as his/her squad

When wounded, roll D12 (see hit location for result).

A hero treats bloody death like any other soldier.

Medic: Medic is in squad, or is independent, equipped with a rifle (or a pistol) and a first aid kit. Medic can heal other soldiers. To do so, the medic must be in base contact with the wounded and must use his shooting sequence to heal the wounded.

A medic cannot heal soldiers that have been gassed, killed after a hit location wound or suffered from a bloody death.

Weapons:

Close Combat Weapons:

Any weapons made for close combat, save for bayonets and trench spades, fall under these rules.

A soldier with a close combat weapon may reroll his CS result in the Close Combat phase and must take the highest result.

On an entrenched gameboard, only heroes can have CC weapons.

Small Firearms:

Firearms are classified into categories, such as pistols, muskets and rifles.

Artillery:

Crews are green with flak armour.

All Artillery weapons have four crew assigned to them in batteries of 2, unless specified otherwise.

All Artillery have DS 3

Movement:

All movement costs double AC
2 Inf. are needed to move any light artillery piece.

1 Cavalry is needed to move any medium artillery piece.

2 Cavalry are needed to move any heavy artillery piece.

Guns may be rotated up to 90° for 1 AC

Every weapon uses 3 AC to fire.

All weapons have a 45° firing arc unless specified.

Direct Fire Rule: The artillery is fired like a firearm.

Deviation: Any shell or shot will deviate D6" (shot) or D3" (shell)

On Critical Misses: the shot might deviate D6+3" and the shell, D6".

Critical Misses and Deviation are not added together. (No 15" deviation)

Roll D12 for direction (12 straight ahead)
Indirect Fire rule: Player must guess range; adjust to guessed range, and apply deviation rules.

Machine Gun (Gatling, Nordfeld)
Light Weapon
Has an arc of fire of 90° (swivel)
May be fired 3 times per turn (18 shots)
The AMG causes targets to be pinned.
Crew: 2
Roll D6 every turn to see if the machinegun jams: on a 6, the machinegun jams

Trench Mortar
Medium Weapon
Shell
Player must plan target area 1 turn before firing.
Indirect Fire: Min. range: 12" Max: 30"

Howitzers (A relatively short-barreled cannon designed to fire projectiles with a short, arched trajectory.)

Light Howitzer
Medium Weapon
Range: 30"

Howitzer
Medium Weapon
Range: 36"

Heavy Howitzer
Heavy Weapon
Range: 45"

Guns (A relatively long-barreled cannon designed to fire projectiles with a nearly flat trajectory.)

Light Gun
Medium Weapon
Range: 70"

Medium Gun
Heavy Weapon
Range: 90"

Heavy Gun
Heavy Weapon
Range: 188"

Cavalry:

Mounts move similarly to men on a gameboard, but are capable of going much faster.

Mounts can walk, canter, and gallop. A mount must move a certain distance at a certain speed (a mount must canter at least 7" and must gallop at least 12") so as to respect the law of momentum.

Also, the mount must spend some of its speed when turning at high speeds (a mount must spend 1" per 90 degrees turn when cantering, and 2" per 90 degrees turn when galloping).

However, a mount must be in a lower speed in the previous turn to access the speed immediately above it. I.e. *Col. Sanders is riding his big stallion Bronco into combat. Bronco is currently walking, and moves 5". The next turn, Bronco canters and moves 9". Somehow Col. Sanders is still too far away, so next turn he makes bronco gallop, moves 17" and the valiant Col. takes a swipe at a helpless 'eathan.*

Any cavalryman in close combat with a dismounted soldier gains a +1 CS for his advantageous position.

Ranged Combat: Due to the movement of the mount, anybody horseback cannot fire as accurately as dismounted, so a +1 CS modifier applies.

Night rules:

As fighting during the night is much more difficult than during daylight, all players must agree beforehand to use these rules.

Movement and vision: All soldiers and vehicles can only see up to 12" (6" if its foggy at the same time). All soldiers must also make a GL test when walking around an obstacle/river/lower terrain to see if they notice the said anomaly. If failed, the soldier must walk through it and fall prone (tripping or falling).

Targeting: As nighttime blurs all visibility to a certain extent, shooting is not as accurate. To represent this, all range modifiers are subtracted by a factor of one, except when firing into an area lit by a flare. Therefore all range modifiers are 0/1/2 save for snipers that are -1/0/1.

Terrain:

Hills: in CC, def has 1 DS if uphill.

Going up a hill depends upon the slope.

Low angle: Treat as bumpy.

High angle: Treat as jagged.

Crag: impassable, save by defined paths which are jagged.

Buildings:

There are two ways of representing buildings on the gameboard: making the building enclosed (no miniatures can be placed inside) or making the building open able (miniatures can be put in the rooms, etc.). If it is enclosed, then refer to the sections rules. If open able, the rules are just below.

Open able:

Movement inside a building is by the rules, but movement from one level to another costs as many additional SP as there are inches between the levels.

Sections:

One section equals a room/corridor. Each section can accommodate a full squad. Movement within a section is unrestricted. Movement between sections is done in the movement section and no other action can be used save for movement inside a section. Soldiers will most naturally use any window or door to their advantage as a sniping point, but

only two soldiers may fire through each window.

Cover:

All miniatures inside a building will use the building's CV stat, this stat being relative to the type of building. Refer to the terrain chart.

Damage:

Any building can take enough damage to be destroyed. A building can be targeted and must use a CV save instead of a DS save just like vehicles. A critical will penetrate the wall and hit whoever's inside. A failed CV save results in taking away DP. A building's DP can be achieved through the following equation:
 $\text{Armour Class} - 1 + (2 \times \text{Size})$.

Doors:

There are two (three) kinds of doors: those that aren't locked (and light) and those that are heavy (and/or locked). Movement through unlocked door cost no additional SP, but movement through a locked or heavy door requires one soldier to spend a full turn opening it (all other members of his squad may pass by him freely). Locked or heavy doors can also be bashed down. This requires the soldier to roll a successful CS against a DS 4.

Close Combat:

Combat within a room or section is as normal, but combat through a door or a window (or between two sections) is more restrictive, with a maximum of two soldiers on each

side (they are kind of narrow) and with a CV modifier of 2.

Ranged Combat:

Targets behind a window count as in cover (inside the building that is). If the target is at another level from the shooter, both will be out of range if they are within a 45° angle with the wall or the floor.

Closed Buildings:

When buildings that have no doors or windows (like a wheat silo), soldiers cannot enter or see through them.

Watchtowers:

Watchtowers consist of one section high above the ground. The section can only contain about four soldiers. Access is usually in the form of a ladder and takes one full turn to climb. The 45° rule is kept for ranged combat, and the CV is always that of the section's wall or banister.

Cover:

Cover is a multitude of things, from bushes to walls to broken down vehicles. Cover cannot be passed through, but units behind it can be seen. To simplify things, the CV of various types of cover is taken from good judgement from the players according to the types of walls in the Terrain Chart.

If a soldier or a piece of equipment is more than 2" away from the cover and is being targeted by someone at a higher location, the cover becomes CV 2, trenches excepted.

Rivers:

Rivers (and lakes) can be classified into three categories: shallow and deep. It is not uncommon that a river should have more than one of these attributes at different positions. I.e. A river that crosses the gameboard is mostly deep, but at some places it's shallow (like a ford) and in others, it's impassable (rapids).

European Stats	CS	DS	SP	GL
Green	-1	4	5	5+
Regular	0	5	5	4+
Elite	+1	5	6	3+
Mount	N/A	N/A	special	N/A

Native Stats	CS	DS	SP	GL
Green	0	3	5	5+
Regular	1	4	5	4+
Elite	+2	4	6	3+
Mount	N/A	N/A	special	N/A

Mount Movement	Speed	Turn (90)
Walk	7"	0"
Canter	12"	1"
Gallop	17"	2"

Weapons stats	R			D	Special
	S	M	L		
Melee Weapon	1"	-	-	1	See Close combat rules
Spear	1"	-	8"	1	Can be thrown, else MW
Bow	6"	8"	16"	1	
Rifle	6"	12"	24"	1	Standard Equipment
Winchester	6"	10"	20"	1	Ignore Mounted RC rule
Musket	6"	12"	24"	1	2 AC to use
Pistol	5"	9"	12"	1	Can be switched with r.
Flintlock Pistol	5"	9"	12"	1	2 AC to use

Artillery stats	Range S/M/L	Damage	Wounds
MG	9"/18"/36"	6 shots/salvo	2
Mortar	30" (45)	3* Ammo	3
Light Howitzer	30"	2* Ammo	2
Med. Howitzer	36"	3* Ammo	2
Heavy Howitzer	45"	4* Ammo	3
Light Gun	60"	3* Ammo	2
Med. Gun	90"	4* Ammo	3
Heavy Gun	188"	5* Ammo	4
Light Howitzer	30"	2* Ammo	2
Shot	N/A	1	N/A
Shell	N/A	2	N/A

Speed Vs. Terrain Chart

Terrain	Effect
Flat	Units may move full speed
Bumpy	Units may move at 2/3 of full speed, rounded up
Jagged	Units may move at 1/3 of full speed, rounded up

Terrain modifiers	CV	Move Type	Special
Clear	0	Flat	
Rubble/Tall grass	1	Bumpy	Cover
Light Forest	2	Bumpy	
Dense Forest	3	Jagged	
Shallow River	1	Bumpy	
Deep River	1	Jagged	
Wooden Wall	3	Jagged	Cover
Brick/Stone Wall	4	Jagged	Cover
Wooden Building	3	Cover	
Brick/Stone Building	4	Cover	
Trenches	5	Jagged	

D12	Hit Location	Modifiers
1	Arm - Light	Cannot fire heavy weapons, rifle at 1/2" only
2	Leg - Light	Moves 1/2 speed
3	Groin	Falls prone, can move 2" (no modifiers)
4-5	Chest - Light	CS & DS +1
6	Head - Light	Stunned
7	Arm - Heavy	Cannot fire any weapon
8	Leg - Heavy	Soldier prone for rest of game
9	Chest - Heavy	Wounded as normal
10	Head - Heavy	Wounded as normal
11-12	Bloody death	Cannot be revived by medic

Moral reactions

D6	Civilian, Green	Regular	Veteran, Elite
1	Flee	Flee	Flee
2	Panic	Onwards	Prone
3	Onwards	Onwards	Prone
4	Onwards	Prone	Take Cover
5	Onwards	Take Cover	Take Cover
6	Bezerk	Bezerk	Bezerk

Firing Modifiers

Firing Modifiers	Result
Target at Short Range	-1 RC
Target at Long Range	1 RC
Target Charging as Cluster	-1 RC
Firer Is Horseback	1 RC

Close Combat Modifiers

Close Combat Modifiers	Result
Model is facing opposite direction	-1 CS
Model is in Square Formation	1 CS
Model is Uphill	1 CS
Model is in Cover	1 CS