

# The Breaking of Nations

alpha version 0.9 rules

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Equipment needed to play:

Miniature figurines: 1:72-28 mm Colonial, WWI, WWII, or Sci-Fi

Scenery needed: anything on hand, be it Sci-Fi, Historic or Fantasy

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.

Each player could possibly be in control of a platoon and one support section.

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 or how good a marksman he is.

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.

Cost Units (CU)

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.

Rate of Fire (RoF): This is how many times a weapon can be fired within a turn.

Anti Vehicle Weapon (AV): This reflects the type of ammunition used. Weapons that do not have AV can only fire effectively on vehicles with CV classes I & II.

Actions:

Each Action costs 1 AC

Orders:

In this phase 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: Infantry and dismounted cavalry only. All miniatures in the squad are put on the perimeter a square or a circle facing outside. +1 CS 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 (Armour, 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.

The Great Equalizer: If the number of hits rolled is superior to the number of targets in the target unit, then the extra hits shall be allocated to the nearest unit, friend or foe, behind the target unit that is within weapon range.

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, armour, position)

5+ is critical hit (bloody death for soldiers, no save)

2- is critical miss (hits another target)

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

Trench combat:

Attacker has Def -1, defender has +1 (i.e.: Lets say that a Boche trooper wearing flak armour with little experience (making him Green) is defending a trench against an Elite Tommy, also in flak armour. This would mean that the Boche would have a DS of 6 (4 +1 +1) and the Tommy would have a DS of 6 (5 -1+1), so that they both have a good rate of survival).

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 being 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 losing 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
- Berserk: 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 specialists:

An infantry squad is usually composed of an officer/hero, of non-specialist soldiers and of specialist soldiers. A specialist soldier is one who has been trained to use a specific weapon or for a particular task. Such examples are LMG specialists, LFT specialists, grenadiers, gas specialists, snipers, and medics. A specialist's CU is that of the type of soldier (G/R/E) plus that of his weapon (to avoid confusion, this means that the cost of the soldier and the weapon are combined).

There is a maximum of two specialists per squad.

Every squad must consist of 9 soldiers (including specialists) and one officer.

Specialist Squads:

These squads are much less common than infantry squads. Each specialist squad has its own purpose, so there are many different variations.

Historically accurate OoB (Order of Battle) might be preferred.

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

(The Hero can also have lower stats than his/her squad to show incompetence, and for great role-play possibilities)

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

A hero treats bloody death like any other soldier.

Heroes may use specialist weapons, but their squads can have only one specialist.

Comm. Boy: A hero may equip a soldier with a radio. The hero may then use the radio to contact another squad or direct an artillery fire. The soldier does not count as a specialist.

LFT & LMG Specialists: This kind of specialist has a hindered movement for carrying such a bulky weapon. As such, if the specialist moves for more than half his AC or charges, he cannot fire his weapon. If the specialist is prone then he may fire his weapon and move as he pleases.

Grenadiers: A grenadier is equipped with a pistol or rifle (usually a pistol) and as many grenades as he may carry.

## 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.

### Grenades:

Grenades are thrown onto a target, this target being (at its epicentre) up to 9" away. The soldier throwing the grenade must roll his RC to hit the location, then places his marker (always 2") on this location. The player then rolls RC again in the usual manner. Then roll D3 for damage.

Grenades ignore trench & CV modifiers as they are usually thrown into the trenches themselves.

Grenades count as Light Artillery.

Critical Hit: No save

Critical Miss (1-3): Deviate

Roll D3" and D12 direction (12 straight ahead)

### Light Flame Thrower:

Light Weapon

LFTs fire a stream 9" long that lasts for one turn. All soldiers crossed by the stream are automatically hit. These soldiers can only use their DS when hit, no CV, no modifiers.

Flame thrower can be used against vehicles, but automatically cause criticals.

### Light Machine Gun:

Light Weapon

LMGs are fired as a rifle, but have 3 shots.

LMGs cause targets to be pinned.

### Artillery:

Crews are green with flak armour. All Artillery weapons have four crew assigned to them in batteries of 2, unless specified otherwise.

Crews are included within weapon cost.

All Artillery have DS 6

Movement:

All movement costs double AC

2 Inf. are needed to move any light artillery piece.  
1 Cavalry or vehicle is needed to move any medium artillery piece.  
2 Cavalry or 1 vehicle, EC 2+ 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, except that the type of artillery (which is equivalent to the weapon size) will call for a different die roll. Light Artillery rolls 2D12, Medium Artillery rolls 3D12, Heavy Artillery rolls 4D12. The artillery piece can either shoot at a vehicle/emplacement using all its dice or can scatter among a squad, where each die can attack 2 soldiers.

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.

Preliminary Bombardment: Historically, most artillery pieces were placed kilometres behind the front. The usual tactic throughout the war consisted of letting the artillery fire at the enemy trenches for several hours at a time. To represent this in a game the attacker can, before the first turn, bombard the enemy trenches. The attacker must first decide how many "hours" that the bombardment will last. The opposite player's side is to be divided into areas measuring twelve inches square. The attacker then rolls 2d12 for each square: one for the length, the other for the width from the defender's right side. At each location place a 6" template and roll as a usual artillery attack, but without any deviation rules.

An optional rule would be to have one bombardment phase per two hours chosen for the preliminary bombardment.

The strength of the ammunition defines target area. Thus shot has a 1" radius and shell a 2" radius.

Machine Guns (MG)

Medium Weapon

Has an arc of fire of 90° (swivel)

May be fired 3 times per turn (18 shots)

Each shot is as per RC die roll.

The AMG causes targets to be pinned.

Crew: 2

If a crewman (ammo) is K. I. A. or currently in combat, roll D6 every turn to see if the ammo runs out:

Turn 1: 6

Turn 2: 5-6

Turn 3: 4-5-6

...

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-barrelled 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-barrelled 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 6" and must gallop at least 8") 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 7". Somehow Col. Sanders is still too far away, so next turn he makes bronco gallop, moves 10" and the valiant Col. takes a swipe at a helpless Boche. Any cavalryman in close combat with a dismounted soldier gains a -1 CS for his advantageous position.

Armour: The higher the armour of the cavalryman, the higher the risk of an accident. Therefore, a soldier in Kevlar armour has a -2" penalty while galloping, and a soldier in Heavy armour has a -2" penalty while cantering and cannot gallop. If confusion arises, this means that a soldier in heavy armour could only move to 8".

By the way, in late medieval times, it was not surprising to see knights dying of heart attacks due to the heavy armour they wore.

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

Terrain:

Hills: in CC, def has 1 DS if uphill

Going up a hill depends upon the slope, steeper hills meaning more effort for the same distance, meaning more time.

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.

Barbed Wire: Barbed wire is a soldier's worst friend and a machine gunner's best friend: it inhibits movement and provides no cover. Barbed wire is usually deployed in front of a trench or an objective. A soldier cannot charge through barbed wire. He may cut through a section with special equipment, but this action takes up one action per inch.

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).

|               |     |     |         |     |
|---------------|-----|-----|---------|-----|
| Soldier Stats | CS  | DS  | SP      | GL  |
| Civilian      | -2  | 4   | 4       | 6+  |
| Green         | -1  | 4   | 5       | 5+  |
| Regular       | 0   | 5   | 5       | 4+  |
| Veteran       | +1  | 5   | 6       | 3+  |
| Elite         | +2  | 6   | 6       | 2+  |
| Mount         | N/A | N/A | special | N/A |

|                |       |
|----------------|-------|
| Mount Movement | Speed |
| Walk           | 6"    |
| Canter         | 8"    |
| Gallop         | 10"   |

|              |    |    |
|--------------|----|----|
| Armour stats | DS | SP |
| Minimal      | 0  | 0  |
| Flak         | 1  | -1 |
| Heavy        | 2  | -2 |

| Weapons stats | R  |     |     | D      | AV | Special                 |
|---------------|----|-----|-----|--------|----|-------------------------|
|               | S  | M   | L   |        |    |                         |
| Melee Weapon  | 1" |     |     | 1      | N  | See Close combat rules  |
| Rifle         | 6" | 12" | 24" | 1      | N  | Standard Equipment      |
| Pistol        | 5" | 9"  | 12" | 1      | N  | Can be switched with r. |
| Grenade (AP)  | 9" |     |     | D3/fig | N  | 2D12 RC, deviate        |
| LMG           | 6" | 12" | 24" | 1      | N  | 3 shots (scatter)       |
| LFT           | 9" |     |     | 1/fig  | Y  | Causes fear             |

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

| Speed Vs. Terrain Chart |   |
|-------------------------|---|
| Terrain                 | Effect  |
| Flat                    | Units may move full speed   |
| Bumpy                   | Units may move at 2/3 of full speed, rounded up, breakdown roll (V) |
| Jagged                  | Units may move at 1/3 of full speed, rounded up, breakdown roll (V) |

| Terrain modifiers    | CV    | Move Type | Special                   |
|----------------------|-------|-----------|---------------------------|
| Clear                | 0     | Flat      |                           |
| Rubble (big rocks)   | 3     | Bumpy     |                           |
| Barbed wire          | 0     | Jagged    | Takes 1 turn to cut       |
| Light Forest         | 3     | Bumpy     |                           |
| Dense Forest         | 6     | Jagged    |                           |
| Shallow River        | 0     | Bumpy     |                           |
| Deep River           | 0     | Jagged    |                           |
| Wooden Wall          | 6     | Jagged    | Cover                     |
| Brick/Stone Wall     | 9     | Jagged    | Cover                     |
| Wooden Building      | 6     | Cover     |                           |
| Brick/Stone Building | 9     | Cover     |                           |
| Fortification        | 15    | Cover     |                           |
| Hills                | spec. | spec.     | each lvl up or down is 1" |
| Trenches             | 12    | Jagged    |                           |

| 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         |

| 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                    |

| Firing Modifiers           | Result | Firing Modifiers  | Result |
|----------------------------|--------|-------------------|--------|
| Target at Short Range      | -1 RC  | Firer is civilian | 2 RC   |
| Target at Long Range       | 1 RC   | Firer is green    | 1 RC   |
| Target Charging as Cluster | -1 RC  | Firer is regular  | 0 RC   |
| Firer Is Horseback         | 1 RC   | Firer is veteran  | -1 RC  |
|                            |        | Firer is elite    | -2 RC  |

| 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   |

Sample Organisation:

Infantry Battalions:

| Army                     | Company Level   | Platoon Level       | Squad Level   |
|--------------------------|---|---------------------|---|
| France<br>1914           | Officer<br>2 Platoons<br>1 MG on Bat. Level   | NCO<br>2 Squads     |   |
| France<br>1916           | Officer<br>4 Platoons<br>3-4 MG Sections  | NCO<br>2 ½ Platoons | 8 Man Bombing Squad<br>7 Man MG Team<br>2 Rifle Squads (12 ea.) |
| Great<br>Britain<br>1914 | 1 Maj./Capt.<br>4 Platoons<br>2 MG/Battalion  | NCO<br>4 Sections   | 12 (+ NCO) Man Rifle Section                                    |
| Great<br>Britain<br>1916 | 1 Capt./Lt.<br>4 Platoons<br>MG Company (16 MG)   | Same as 1914        | Same as 1914  |
| Great<br>Britain<br>1918 | Same as 1916<br>MG Company (36 MG)  | Same as 1914        | Same as 1914  |
| Germany<br>1914          | Capt.<br>3 Platoons<br>1 HMG Company (6<br>HMG)/Regiment  | Corp.<br>4 Sections | 2 Rifle Section (8 + Lance Corp.)                               |
| Germany<br>1916          | Same as 1914<br>HMG Company (18<br>HMG)/Battalion   | Same as 1914        | Same as 1914  |
| Germany<br>1918          | Same as 1914<br>36 HMG/Regiment<br>72 MMG/Regiment<br>12 Mortar/Regiment<br>4 70mm<br>Guns/Regiment | Same as 1914        | Same as 1914  |
| Austria<br>1914          | Capt.<br>4 Platoons<br>2 MG/Battalion   | NCO<br>4 Sections   | Same as Germany   |
| United<br>States<br>1918 | Capt.<br>4 Platoons<br>MG Company (16 MG)   | NCO<br>3 Squads     | 7 (+ NCO) Man Rifle Squad                                       |