

By Will Alone - A Miniature Game of Nonviolent Direct Action - Version 2.0

Sequence of Play

A side can perform actions as long as its side has the initiative. All players on a side perform each action simultaneously. A side maintains the initiative as long as it risks losing the initiative, but succeeds.

Unit Morale Check

For certain unit checks a commander will perform a unit morale check. Perform a morale check for each stand and consult the table below:

% that fail	Conflict	Reinforcement	Street Sign Check	Building a Barricade
<= 25%	No change	Unit arrives	Unit unaffected	Barricade built
<= 50%	No change	Unit arrives	Unit moves in wrong direction, ok next move if street signs are fine	Barricade built
<= 75%	Drop on level of reliability	Unit arrives next initiative	Unit moves in wrong direction, roll again next move to see if goes in wrong direction even if street signs are correct	Barricade not built
<= 100%	Drop two levels of reliability	Unit does not arrive	Unit lost. Opponent places unit two moves away pointing away from direction in which it was traveling. Will not move until rallied.	Barricade not built

Sighting

A unit will see an opposing unit in the open if any stand has line of sight to the center of a stand of the opposing unit. Trees, buildings, and other terrain features block line of sight.

When a unit sights an opposing unit, the opposing side must replace its counter with the actual stands. Dummy counters are removed.

When a unit attempts to sight in a built up area, it will have line of sight to it if it can see up a road or some other path. Line of sight ends if the two units are more than two intersections away.

Dispersal Method	# Cotton Balls	Where placed
Vehicle smoke screens	3	Behind vehicle
Vehicle smoke dischargers	1	In front of vehicle
Artillery smoke barrages	10 / cannon	To the left and right of the barrage marker
Smoke pots and bonfires	3	In a line at the smoke pot and extending down wind

Changing Street Signs

Nonviolent units may change street signs to cause authority units to get lost. Authority units perform a unit morale check and consult the Street Sign Check Result column for the result. The following modifiers apply:

Condition	Modifier
Unit is from the neighboring area	+1
Unit is from the area in which the game is taking place	+2
Unit has GPS mapping software	+2

If a unit fails its morale check and goes in the wrong direction, then roll 1D6 and consult the table at right. If the new direction of the unit is blocked by either friendly or opposing units, then roll again.

Stand Morale Check

Nonviolent Quality	Authority Reliability	Roll	Escape Roll
Untrained	Wavering	6+	6+
Trained	Reliable	4+	5+
Veteran	Dedicated	2+	4+

Actions

Action Group	Action	Can Perform Action		Activation Required
		Activists	Authority	
Condition	Sit Down	Yes		No
	Fraternize	Yes		Yes (+2)
	Party	Yes		Yes
Conflict	Move	Yes	Yes	No
	Dismount / Mount	Yes	Yes	No
	Confront	Yes	Yes	No
	Envelope	Yes	Yes	No
	Disrupt	Yes		No
	Disperse		Yes	No
	Arrest		Yes	No
	Escape	Yes		No
Communication	Request Reinforcements	Yes	Yes	No
	Ask to Escalate Violence		Yes	No
	Send Message	Yes	Yes	No
	Identify Spies & Provocateurs	Yes	Yes	No
Engineering	Change Signs	Yes		No
	Make Smoke	Yes	Yes	No
	Build Barricade	Yes	Yes	Yes

Reactions

Reaction	Can Perform Action		Confrontation Results?	Activation Required?
	Activists	Authority		
Hold	Yes	Yes	Yes	No
Sit Down	Yes	Yes	Yes	Yes (+2)
Slow Move	Yes	Yes	Yes	Yes (+1)
Shadow	Yes	Yes	No	Yes
Withdraw	Yes	Yes	No	Yes (+2)
Dismount	Yes	Yes	Yes	Yes (+1)

Rallying Stands

Nonviolent

Get rally 1D6 per 10 discarded stands; assign to leaders. Roll to find the number of stands rallied. Rallied stands are placed next to commander who rallied them.

When initiative changes, roll 2D6 for each stand. If roll less than morale check number, then stand is permanently removed.

Authority

A commander can rally units that have had their reliability level reduced or are lost. To do so, the commander performs a unit morale check with the following modifications to the die rolls:

Condition	Modifier
Unit touched by nonviolent unit	-2
No nonviolent units in sight	+1
Higher level commander rallying	+2

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Conflicts

Confrontation Resolution Sequence

- Each side determines the number of confrontation dice their units have by adding up the number of stands in the confrontation. The number of dice for a stand depends on its action and/or condition and is multiplied by the confrontation condition multiplier;
- Each side rolls their confrontation dice. Each die will receive a point if the number rolled is the morale check number for that stand or higher. Rolling a natural six always succeeds and rolling a natural one always fails. Use the confrontation dice modifiers for each die roll;
- total up the number of points each side has;
- the side with the higher total is considered the higher side while the other side is the lower side;
- divide the higher value by the lower value to determine the ratio;
- consult the confrontation results chart below to determine the result of the confrontation:

Confrontation Dice Modifier

Side	Action	Modifier
Nonviolent	Unit has food and opponent stands are unfed	+1
	Unit from different region than opponent	-1
	Unit from different country than opponent	-2
	Unit speaks different language from opponent	-2
Authority	Nonviolent commander not touching at least one nonviolent stand in unit	+1

Arrests

- Roll 1D6 for each authority stand making an arrest. The result is the number of nonviolent actionist stands that can be arrested.
- Perform a morale check for each nonviolent activist stand that should be arrested. If the stand passes its morale check then it resists arrest and is not removed. The modifiers to the die roll:

Description	Modifier
Authority stand is police	-2
Authority stand is dedicated	-1
Authority stand is wavering	+1

Escaping Arrest

Nonviolent activists can attempt to escape from arrest by rolling their escape roll. A passing stand can confront the jailers. Resolve the confrontation normally. If a breach is opened up in the jailer's defensive line, then all of the nonviolent activists can escape. Stands jailed in buildings or vehicles or by fences are enveloped.

Losing Nonviolent Discipline

If a unit loses a confrontation, then non-dispersed stand will lose nonviolent discipline it fails a modified morale check. Roll 2D6, add the dice and add 1. The stand will remain nonviolent if the modified roll is equal to or greater than the stand's morale check number.

A failing stand will immediately move toward the closest authority unit in sight and attack it with 2 confrontation dice. When such stands attack an authority unit, the reliability of the authority unit is immediately changed to a Dedicated reliability level. Units that are still under the control of a nonviolent activist commander, can attempt to block stands that are no longer under command. resolve such a conflict normally.

Regaining Nonviolent Discipline

A commander can attempt to convince stands that have lost nonviolent discipline to regain it by rallying it. A commander should follow the rallying rules with the following modifiers:

Situation	Modifier
Authority unit in sight	-1
Authority unit touching	-2
Unit blocked by nonviolent activists	+1
Unit outnumbered by nonviolent activists	+2
Unit surrounded by nonviolent activists	+3

Confrontation Condition Multiplier

Side	Action / Condition	Multiplier
Nonviolent	Sitting down	2x
	Fraternizing with opponent	3x
	Partying with opponent	4x
	Stand in Housing block	3x
Authority	Less Lethal Force Used	2x
	Direct Lethal Force Used	3x
	Indirect Lethal Force Used	6x
Either	Enveloped opposing unit	2x
	Unit has built a barricade	2x

Confrontation Results

Ratio	Higher Side		Lower Side
	Action	Initiative	Reaction
>= 1	Hold	Lose it	Hold
>= 2	Succeeds	Keep/gain it	Withdraw (Lower)
>= 3	Succeeds	Keep/gain it	Withdraw (Higher)
>= 4	Succeeds	Keep/gain it	Morale Check / Withdraw

Replacing a Nonviolent Commander

If a unit loses its commander then it must find a new one.

It can react to Authority actions, but cannot carry out its own actions. The unit finds a new commander if the highest quality unit passes its morale check. It can make one attempt per initiative with each subsequent roll adding +1 for each prior attempt. The new commander can order new actions for that initiative.

Escalating the Level of Violence

A commander may request to escalate their level of violence, but not more than once an initiative. A commander may not escalate beyond the weapons he has available. There are four levels of violence in ascending order of power:

- threats, pushing and arrest;
- less lethal force such as tear gas, rubber bullets, and batons;
- lethal force from direct fire weapons such firearms and cannons;
- lethal force from indirect fire weapons such as mortars, artillery and plane/helicopter launched bombs or missiles.

To escalate the level of violence, an authority commander rolls 1D6 and must roll 5+. The modifiers above apply to the die roll.

Accidental Attacks

A authority unit may feel threatened and may accidentally shoot the nonviolent unit. Before resolving any conflicts, roll 2D6 for each authority stand, add the two dice together and then add 2. Perform this test for each stand one at a time. The

stand will accidentally shoot at a nonviolent unit if the modified roll is less than the stand's morale check number. The modifiers at left apply to the die roll. Use the most deadly weapon that the shooting stand has available when determining the number of conflict dice used by the stand.

Building Barricades

If a unit chooses to build a barricade, then have the unit perform a morale check. If it passes its morale check, then double the number of conflict dice that the unit has when confronting an offensive stand. This modifier only applies as long as the unit is behind the barricade and is not the offensive side.

However, any stand that is behind the barricade will get a -1 to its die roll to determine if it maintains non-violent discipline.

Situation	Modifier
Authority unit attacked	+1
Authority unit withdraws due to conflict	+1
Another unit attacked	+1
Nonviolent unit forced to withdraw	-1
At least one media stand in sight	-1

Condition	Modifier
Some nonviolent stands are fraternizing	+3
Some nonviolent stands are partying	+2
Touching stand shoots accidentally	-1
Stand is enveloped	-2