

By Will Alone

A Miniature Game of Nonviolent Direct Action

PLAYTEST DRAFT

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1 Edit History

Version	Date	Changes
0.2	04/09/05	Creation of By Will Alone
1.0	04/22/05	Completed 1 st Version
1.1	02/05/06	Started 2 nd version based on 1st game.
1.5	1/7/2007	Edits from 1 st solo playtest
2.0	5/1/2007	Completed play test draft of 2 nd Version, renamed to By Will Alone

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3 Introduction

“... On this day, every Jew living in Germany was arrested and for the time being lodged in mass camps. It was the beginning of the end.

...

At this point the (non-Jewish – BWA note) wives stepped in. Already by the early hours of the next day they had discovered the whereabouts of their husbands and as by common consent, as if they had been summoned, a crowd of them appeared at the gate of the improvised detention center. In vain the security police tried to turn away the demonstrators, some 6,000 of them, and to disperse them. Again and again they massed together, advanced, called for their husbands, who despite strict instructions to the contrary showed themselves at the windows, and demanded their release.

...Scared by an incident which had no equal in the history of the Third Reich, headquarters consented to negotiate. They spook soothingly, gave assurances, and finally released the prisoners.”

-- Heinz Ullstein (one of the Nazi's Jewish prisoners in 1943), **Spielplatz meines Lebens**, p. 338-340

By Will Alone models tactical conflicts between nonviolent activists and military, police or other violent forces.

Nonviolent activists are composed of civilians who are practicing nonviolent direct action. Their weapons are their will power and ability to resist attacks by authority forces and continue their defiance. They attempt to dissuade authority forces from arresting or attacking them while carrying out their objectives. Objectives can include, but are not limited to marching down a street, defying a curfew or attempting to retake/hold a building or facility.

Authority forces are composed of police officers and/or soldiers. Their weapons range from clubs to tanks. They attempt to prevent nonviolent activists from achieving their objectives and often disperse them.

This is NOT a game about police or military forces dispersing crowds of rioters. If you are interested in such games, you can check the bibliography.

Rather, in this game, nonviolent activists carry out actions and tactics all their own as they attempt to meet their objectives.

3.1 A Few Miniature Gaming References

For players who are not familiar with miniature gaming, Wikipedia provides a good reference:

http://en.wikipedia.org/wiki/Miniature_Wargaming

There are few sources for civilian figures in 6mm scale. Irregular Miniatures offers the widest variety in their Rioter line. They also offer police figures, mounted or now and also offer such figures in larger scales. GHQ Microarmor has started to offer civilian figures. For vehicles, soldiers and buildings there is a wider variety on offer. A list of manufacturers is below:

Irregular Miniatures, Ltd.
3 Apollo Street
York, YO1 5AP, UNITED KINGDOM
Phone/Fax (01904) 671101
www.irregularminiatures.co.uk

GHQ Microarmor
28100 Woodside Road
Shorewood, MN 55331, UNITED STATES
Phone (612) 374-2693 or 1-800-289-1945 (order line)
<http://www.ghqmodels.com/>

PFC C-in-C

7325 Central Avenue NE
Fridley, MN 55432, UNITED STATES
Fax (763) 571-5049
www.pfc-cinc.com

Navwar (Heroics and Ros)

11 Electric Parade, Seven Kings Road
Ilford, Essex IG3 8BY, UNITED KINGDOM
Phone/Fax (0181) 590-6731
<http://www.navwar.co.uk/nav/>

Scotia Grendel Productions

Hallgreen Castle, King David Drive
Inverbervie, Angus, DD10 0PE, UNITED KINGDOM
Phone: (01561) 362 861
<http://www.scotiagrendel.com/>

Skytrex Ltd

Unit 1, Charnwood Business Park,
North Road
Loughborough, LE11 1LE, UNITED KINGDOM
Phone: +44 (0)1509 213789
Fax: +44 (0)1509 230874
Email: sales@skytrex.com
<http://www.skytrex.com>

3.2 Acknowledgements

4 Scale

1 inch on the table is equal to 10m or 25-30 feet. 6mm scale figures (also known as 1/300th or 1/285th) are ideal for this scale.

The suggested figure representation is in the table below:

Figure(s) on Table	Represents
1 leader stand	Several leader activists
1 stand of nonviolent activists	10-20 nonviolent activists
1 stand of foot bound authority forces	10 police/infantry
1 stand of horse mounted authority forces	10 horse mounted police/soldiers
1 stand of dog equipped authority forces	2 dog equipped police/soldiers
1 stand of media	1 news crew
1 vehicle	1 vehicle

The game is divided into initiatives. Each initiative represents about 30 minutes of time.

5 Organization of Forces

“I believe, and everyone must grant, that no Government can exist for a single moment without the cooperation of the people, willing or forced, and if people suddenly withdraw their cooperation in every detail, the Government will come to a stand-still.”

-- Gandhi, **Non-violent Resistance**, p. 157

5.1 Introduction

Stands must be organized into units. Each commander should coordinate the actions of one or more units.

5.2 Nonviolent activist organization

Nonviolent stands are organized into units called groups of an arbitrary number of stands. A group must have a leader stand. A commander may control one or more unit.

5.3 Police/Military organization

Authority stands are organized into units as specified below. A unit must have a command stand that represents the commander and any support personal he has. The command stand represents the player.

The following are guides. Use them at your own discretion.

5.3.1 Western-oriented units

Western-oriented police and military units are organized into platoons of 3-4 line stands of police/infantry and the platoon commander and support personnel. There may also be a like number of transport vehicles or other vehicles such as tanks.

Platoons are organized into companies of 3-5 platoons with a commander (CO) and assistant commander (XO) and their support personnel.

Companies are organized into battalions of 3-5 companies with their command stands and support elements, although it is unlikely that a battalion will be deployed in a game.

5.3.2 Soviet/Russian-oriented units

Soviet/Russian-oriented police and military units are organized into companies of 9-12 stands of police/infantry and the company commander and support personnel. There may also be a like number of transport vehicles or other vehicles such as tanks.

Companies are organized into battalions of 3-4 companies and their command stands, although it is unlikely that a battalion will be deployed in a game.

6 Setup

6.1 Introduction

The composition of units and their quality level are defined by the particular scenario. Where units are setup at the start of the game depends on the type of engagement. Common engagements are Attack/Defense and Meeting engagements.

In Attack/Defense games, the defender should setup about 1/3 of the length of the table back from where the attacker will enter.

In Meeting engagements, each side should setup on their side up to ¼ of the length from their starting edge.

6.2 Terrain

There are a wide variety of terrain types on which units can operate. Most games are likely to be in a city setting and unit movement will be channeled down streets. Other games will focus on more open areas. Gandhi's march to the sea to challenge the salt tax or nonviolent protesters attempting to stop an amphibious landing could be placed on a beach with more constraining terrain on the non-water side.

Whatever terrain type is used, there should be a suitable number of small hills, groves of trees, roads and buildings to give units places to move to during their action. A flat plain is a boring landscape over which to operate and rather unrealistic, even at the scale for which this game is designed.

6.3 Unit Disposition

Each side places their units on the table simultaneously in the case of meeting engagements.

In the case of attack/defense games, the defensive side should place their units first.

Deployed units should be represented by counters so that the opposing players have a general idea where units are, but are not sure of their composition.

Dummy counters can be used if the scenario calls for it, the referee decides or both sides agree.

7 Quality, Reliability and Morale

“I attach the highest importance to quality irrespective almost of quantity ...”

-- Gandhi, quoted in Dhawan, **The Political Philosophy**, p. 225

“It is clear that Gandhi saw this quality as influencing the opponent and making him more likely to accept the demands of the nonviolent group, as paving the way for larger numbers when, inspired by the example, more people learned to cast off fear and to rely on disciplined nonviolent action to remedy the grievance. Quality would be contagious and multiply; the number of nonviolent actionists enrolled under Gandhi’s leadership in South Africa, for example, rose from sixteen to sixty thousand. In contrast, undisciplined numbers would fade away.”

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 478

7.1 Introduction

Stand quality and reliability is a vital factor in a unit’s performance and plays a vital part in By Will Alone. These factors effect how effective it will be, how well it handles losses and how quickly it can replace its commander if she is removed from play.

Nonviolent activist stands have a quality level. Authority stands have a reliability level.

7.2 Nonviolent Activists

Nonviolent actionist units have three increasing levels of quality: Untrained, Trained, Veteran.

Nonviolent activist units and stands will need to perform morale checks based on the situation. Morale checks are used in a number of situations including:

- activating stands and units for certain actions;
- crossing barriers;
- in confrontations;
- resisting and escaping arrest.

The effects of passing or failing a morale check will depend on the situation.

7.3 Authority Forces

Authority force units come in three increasing levels of reliability: Wavering, Reliable, Dedicated.

Authority units and stands will need to perform morale checks based on the situation. Morale checks are used in a number of situations including:

- activating stands and units for certain actions;
- crossing barriers;
- in confrontations.

The effects of passing or failing a morale check will depend on the situation.

7.4 Stand Morale Checks

At its most basic level, a commander performs a morale check on a stand by rolling 1D6 for that stand. To pass the morale check the commander must roll the number listed below or higher:

Nonviolent Quality	Authority Reliability	Morale Check Roll
Untrained	Wavering	6+
Trained	Reliable	4+
Veteran	Dedicated	2+

7.5 Unit Morale Checks

A commander will sometimes need to perform a morale check for an entire unit.

Nonviolent commanders will need to perform a unit morale check when:

- Checking for reinforcements;
- Confronted with an intersection whose street signs were switched by an opposing player;
- When building a barricade.

Authority commanders will need to perform a unit morale check when:

- the unit has a Morale Check / Withdraw result from a confrontation;
- the unit first uses non-lethal weapons on an exclusively nonviolent unit;
- the unit first uses lethal weapons on an exclusively nonviolent unit;
- the unit first sees indirect fire or airborne weapons used on an exclusively nonviolent unit.

The commander will perform a morale check on a unit by performing morale checks for each stand and consulting the following table:

% that fail	Conflict Result	Reinforcement Result	Street Sign Check Result	Building a Barricade Result
<= 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

The stand results do not carry over to subsequent initiatives.

In the case of a conflict, if an Authority unit drops to a level of reliability that is below Wavering, then it will become Unreliable and will no longer respond to commands.

If an authority unit is attacked, however, then its reliability will change to Dedicated.

8 Command and Control

“An able general always gives battle in his own time on the ground of his choice. He always retains the initiative in these respects and never allows it to pass into the hands of the enemy.”

-- Gandhi, quoted in Bose, **Selections from Gandhi**, p. 202

“I believe, and everyone must grant, that no Government can exist for a single moment without the cooperation of the people, willing or forced, and if people suddenly withdraw their cooperation in every detail, the Government will come to a stand-still.”

-- Gandhi, **Non-violent Resistance**, p. 157

8.1 Sequence of Play and Initiative

Each player represents a commander who is responsible for the action of various units. A commander will decide what action a particular unit must accomplish and have the unit attempt to carry out the action.

A side can have its units perform actions as long as that side has the initiative. Once one commander on that side has a unit that fails to carry out a risky action, one commander carries out an action that that is now opposed or the commander decides to hold, then the initiative passes to the other side. The easy way to think about this is that a side can maintain the initiative as long as it risks losing the initiative, but succeeds.

In a two person, two-side game, the player who has initiative is easy to determine. When a unit of one player fails to perform its action, then the initiative changes to the other player. As long as there is one player per side, initiative will rotate among the player-sides.

In a game with more than one player to a side, who has initiative is more complex. In such a case, each player on a side with initiative performs a single action simultaneously. Once all players have performed their action, they repeat the process. If one player on that side fails their initiative, then each player on that side completes the action they were performing and the initiative passes to the next side. This mechanism should allow games with more than two sides.

8.2 Actions

Each commander may order a number of the units in her command to perform a single action. The following actions are allowed:

Action Group	Action	Can Perform Action		Activation Required	Description
		Activists	Authority		
Condition	Sit Down	Yes		No	Sit down to block opposing unit
	Fraternize	Yes		Yes (+2)	Get stands to fraternize with the opposing unit
	Party	Yes		Yes	Get stands to party with opposing side
Conflict	Move	Yes	Yes	No	Move a unit or a subunit
	Dismount / Mount	Yes	Yes	No	Dismount or mount a unit from its transport
	Confront	Yes		No	Confront an opposing unit
	Envelope	Yes	Yes	No	Surround an opposing unit
	Disrupt	Yes		No	Any number of actions to disable the equipment of opposing units: painting vision ports, tying up soldiers, etc.
	Disperse		Yes	No	Attack an opposing unit
	Arrest		Yes	No	Arrest an opposing unit
	Escape	Yes		No	Escape from arrest
Communication	Request Reinforcements	Yes	Yes	No	Request reinforcements from superior commanders
	Ask to Escalate Violence		Yes	No	Request to escalate the level of violence the unit may carry out
	Send Message	Yes	Yes	No	Send a message to another commander
	Identify Spies & Provocateurs	Yes	Yes	No	Identify which stands in a unit are spies or provocateurs
Engineering	Change Signs	Yes		No	Change signs at an intersection
	Make Smoke	Yes	Yes	No	Generate smoke to obscure actions
	Build Barricade	Yes	Yes	Yes	Build a barricade

When a commander chooses to have a unit perform an action that requires activation, the commander loses initiative after performing the action.

8.3 Reactions

If, after a unit moves, it encounters the unit of an opposing side, the opposing unit can react. The following reactions are allowed:

Reaction	Can Perform Action		Does a Confrontation Result	Activation Required	Description
	Activists	Authority			
Hold	Yes	Yes	Yes	No	Hold and prepare for conflict with an opposing unit
Sit down	Yes	Yes	Yes	Yes (+2)	Sit down to block opposing unit
Slow Move	Yes	Yes	Yes	Yes (+1)	Move with opposing unit in an attempt to slow the opposing unit's advance
Shadow	Yes	Yes	No	Yes	Shadow the opposing unit by keeping in contact with it, but not impeding its movement.
Withdraw	Yes	Yes	No	Yes (+2)	Withdraw to the next terrain feature
Dismount	Yes	Yes	Yes	Yes (+1)	Dismount a stand from its transport

If activation is required, then perform a morale check for each stand. Apply the number in () to the roll to determine whether the morale check succeeds. If the morale check succeeds that the stand performs that reaction. If the morale check fails, then the stand performs a Hold reaction.

Should one or more stands fail to activate, the commander can decide whether the activated stands can carry out the reaction or whether all will hold.

9 Movement

9.1 Introduction

Movement in By Will Alone is not measured. Instead, when a unit executes a move action, it can move to the next terrain feature or opposing unit. Housing blocks, hills, rivers, walls, and city intersections are all examples of terrain features.

Before moving a unit, the player must indicate to the opposing side the direction the unit will travel.

Units move at different rates based on their type. The following table shows the number of features a unit can move for each movement action:

Unit Type	Rate
Nonviolent actionists	1 feature
Police/infantry	2 features
Land vehicles	3 features
Airborne vehicles	Any where on board

9.2 Obstacles

Some terrain features are considered obstacles to one or more types of stands. Examples include housing blocks, walls, cliffs and rivers. Such obstacles can be crossed provided the unit has the proper equipment and by each stand successfully performing a morale check. The equipment needed for various obstacles are:

Obstacle	Equipment
Wire fences	Wire cutters
Stone & Metal fences	Ropes, explosives, bulldozer. Note: Explosives and bulldozers are not likely to be perceived as nonviolent tools by Authority Units
Cliffs	Ropes and climbing equipment
Streams	Ropes
Rivers / Lakes	Boats or amphibious vehicles. Vehicles or large boats require a fording place
Heavy woods	Impassable to all but units on foot
Housing Blocks	Impassable to all but units on foot

If a stand fails to cross the obstacles, then each subsequent attempt to cross the obstacles adds +1 to the die roll until the attempt succeeds or a different action is chosen.

Housing blocks and woods are unusual in that vehicles cannot enter them and any pedestrian unit can enter, travel through or exit for each move.

10 Sighting Units

10.1 Introduction

Due to the scale of the game, 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, hills and other terrain features block line of sight.

When one unit sights a unit of an opposing side, the opposing side must replace its counter with the actual stands or vehicles of the unit. If the counter is a dummy, then it is removed from the table.

When a unit attempts to sight an opposing unit in a built up area, it will have line of sight to it if it can see up a road or some other path. However, in such a case, line of sight ends if the two units are more than two intersections from each other.

10.2 Observing from Higher Elevations

Units in the upper floors of tall buildings or in the air are not limited by the two intersection city limit rule. To trace line of sight, place a ruler or other straight object between the two units. If a building or other feature prevents the ruler from tracing a path between the stands of the two units, then line of sight is blocked.

10.3 Smoke

Smoke obscures line of sight. Smoke can be generated from vehicle smoke screens, smoke dischargers or artillery smoke barrages. Place cotton balls to represent the smoke cloud generated using the following amounts:

Dispersal Method	Number of 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 starting at the smoke pot and extending down wind

A cloud of smoke is considered to be the height of a one story building.

A cloud of smoke will last until the end of an opponent's initiative.

11 Conflicts

“Faced with repression, nonviolent actionists have only one acceptable response: to overcome they must persist in their action and refuse to submit or retreat. As Gandhi put it, “In the code of the satyagrahi, there is no such thing as surrender to brute force.” Without willingness to face repression as the price of struggle, the nonviolent action movement cannot hope to succeed.”

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 547

11.1 Introduction

A conflict occurs between the units of two opposing sides where one side initiates a conflict action against an opposing unit. There are two types of conflicts: confrontations and arrests.

11.2 When a Conflict Can Occur

A conflict can only occur if the two units have line of sight to each other, are on the same terrain feature and one unit wishes to perform an action that the opposing unit wishes to prevent.

Examples:

- Two units can be in conflict with each other if they are in the same intersection.
- Two units which are on the same hill, but are on opposite sides of the crest of the hill, and thus do not have line of sight, cannot confront each other.
- Units in the same forest or housing block can be in conflict if some of the stands in one unit are touching stands in the opposing unit.

11.3 Confrontations

A confrontation occurs when the opposing unit carries out any Conflict Group action, except Arrest, that will interfere with an opposing unit.

To resolve a confrontation, perform the following steps:

1. 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 multiplier below:

Side	Action / Condition	Multiplier
Nonviolent	Stand sitting down to block opponent	2x
	Stand Fraternizing with opponent	3x
	Stand Partying with opponent	4x
	Stand in housing block	3x
Authority	Less Lethal Force Used	2x
	Lethal Force Used (Direct fire)	3x
	Lethal Force Used (Indirect fire)	6x
Either	Unit has enveloped opposing unit	2x
	Unit has built a barricade	2x

Less lethal weapons include batons, rubber bullets, water cannons, and tear gas.

Direct fire lethal weapons include firearms, machineguns, and cannons.

Indirect fire lethal weapons include mortars, artillery and plane/helicopter launched bombs or missiles.

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- 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 following modifiers to each die roll:

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 stand not touching at least one stand in nonviolent unit or subunit	+1

- 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 chart below to determine the result of the confrontation:

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

The confrontation results are defined below:

Action/Reaction	Definition
Fails	Confrontation is a stalemate, both sides hold
Succeeds	The Higher Side continues the action or reaction it was attempting.
Withdraw (Lower Side chooses)	The Lower Side withdraws or moves out of the way for the Higher Side, allowing the Higher Side to complete its move or move on their next move action. The Lower Side chooses where it moves its stands.
Withdraw (Higher Side chooses)	The Lower Side withdraws or moves out of the way for the Higher Side, allowing the Higher Side to complete its move or move on their next move action. The Higher Side chooses where the Lower Side's stands move.
Morale Check / Withdraw	<p>If the Lower Side is a nonviolent unit, then the commander performs a morale check for each stand in the unit. Stands that fail their morale check are removed from play. Stands that pass their morale check perform a Withdraw reaction.</p> <p>If the Lower Side is an authority unit, then the unit performs a Withdraw reaction. Additionally, the commander performs a morale check for each stand in the unit. She then determines the percentage of stands that fail their morale check and performs a unit morale check to determine whether the reliability of the unit is reduced.</p>

11.4 Arrests

Authority units may decide to arrest nonviolent activists rather than engaging in a confrontation with them. This prevents a nonviolent commander from using nonviolent activist stands which have been arrested. Since nonviolent activist stands must be watched, performing an arrest ties up authority units as well.

Only authority stands that are touching nonviolent activist stands can arrest. The procedure is:

1. Roll 1D6 for each authority stand making an arrest. The result is the number of nonviolent activist stands that can be arrested.
2. 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 following modifiers to the die roll apply:

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

Once arrested, at least one foot stand must guard the arrested stands. Other ground stands, such as vehicles, can be used to watch arrested stands. Arrested stands can also be placed in vehicles and removed from the area of operations or placed in buildings or other features for easier incarceration.

11.4.1 Escaping from an arrest

Nonviolent activists can attempt to escape from arrest by rolling their escape roll:

Quality Level	Escape Roll
Untrained	6+
Trained	5+
Veteran	4+

If a stand passes its escape roll, then they can confront the jailers. Resolve the confrontation using the rules above. 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 considered to be enveloped by the defensive side.

12 Rallying Stands and Units

“The biggest job in getting any movement off the ground is to keep together the people who form it. This task requires more than a common aim: it demands a philosophy that wins and holds the people’s allegiance; and it depends upon open channels of communication between the people and their leaders.”

-- Martin Luther King, Jr., **Stride Toward Freedom**, p. 66

“At certain stages in nonviolent campaigns, the participants may become discouraged or fatigued, and specific attention must then be given to counteract these conditions. Wise nonviolent leaders will have anticipated this development and may have tried to reduce its severity by advance measures. It is highly important that at least the original participants continue support and that none desert.

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 578

12.1 Nonviolent Activists

12.1.1 Rallying Dispersed Stands

Nonviolent activist stands that have been dispersed are placed in a dispersed pile on the table, but not on the area of operations.

At the start of an initiative, commanders can rally dispersed stands. For each ten stands round down that are dispersed, the side gets a die. The commanders assign the dice to the leader stands and roll them. The number rolled is the number of dispersed stands that can be removed from the dispersed pile and placed next to the leader who rallied them

12.1.2 Losing Dispersed Stands (Optional)

If a stand is dispersed when initiative turns over to the Authority side, roll 2D6 for each stand. If the roll is less than the stands morale check number, then the stand is permanently removed from the game.

12.2 Authority Forces

Authority units that fail their morale check and have their Reliability Level reduced to a lower level, can be rallied.

Commanders can perform a Rally action to rally units that have had their reliability level reduced. To do so, the commander rolls the unit’s morale or higher with the following modifications to the die roll:

Condition	Modifier
Nonviolent unit is touching unit the commander is attempting to rally	-2
No nonviolent activist units in sight	+1
Higher level commander performing the rallying	+2

The commander loses initiative after performing the rallying action.

13 Reinforcements

“The sheer numerical multiplication of non-cooperating, disobedient and defiant members of the subordinate group and general population is likely not only to create severe enforcement problems but also to influence the ruler’s power position. Nonviolent action is likely to lead not only to an increase in the refusal of consent among subordinates directly affected by the grievance, but also to a related withdrawal of consent among the opponent’s usual supporters (assuming there is a distinction between the two.)”

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 746

13.1 Nonviolent activists

Stands that are in reserve and not on the table may be brought in as reinforcements during a Request Reinforcements action.

Roll a morale check for each stand. It will be activated if the stand passes its morale check.

[Play test suggestion: as activists' morale goes down, more reinforcements would arrive, until at some point the morale does down enough that supporters start to leave. Have to think on this since morale doesn't change anymore. Perhaps a wild card like feature?]

13.2 Authority Forces

Units that are in reserve and not on the table may be brought in as reinforcements during a Request Reinforcements action.

Perform a unit morale check for the unit being activated and consult the Reinforcements Results column.

14 Replacing a Nonviolent Activist Commander

“But when the movement does have strength, when the people are fearless, when they understand how to carry on, then the arrest of the leaders may prove a very inadequate means of crushing the movement.”

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 637

If a commander of nonviolent activists is separated from her unit by either being arrested or dispersed, then the unit can only perform one action: finding a new commander. Such units can continue to react to Authority actions, but cannot carry out their own actions.

To establish a new commander for the unit, the highest quality stand must pass its morale check. If it does, then that stand is replaced by a commander stand. If original unit commander was dispersed, then the player must make an additional morale check using the morale check number of the highest quality stand in the unit. If the morale check passes, then the old commander returns to the unit and no stand is removed.

If the morale check fails, then the unit is not allowed to make another attempt until initiative again returns to the side of the unit. However, each subsequent attempt to identify a new commander will add +1 to the roll for each prior attempt.

The new commander may order new actions for that initiative.

15 Escalating the Level of Violence

“There is not a tyrant in the civilized world today who would not rather do anything in his power to precipitate a bloody revolution rather than see himself confronted by any large fraction of his subjects determined not to obey.”

-- Benjamin Tucker, quoted by de Ligt, **The Conquest of Violence**, p. 118

Unless specified otherwise in the scenario, authority units are only initially authorized to use threats, pushing or arrest. They cannot use non-lethal or lethal weapons.

Commanders may perform an action to request to escalate their level of violence. By escalating the level of violence, they gain additional multipliers to their conflict attempts as outlined above.

There are four levels of violence in ascending order of power:

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

To escalate the level of violence, a commander rolls 1D6. To escalate to the next level, the player must roll a 5 or above. The following modifiers apply to the die roll:

Situation	Modifier
Authority unit has been attacked	+1
Authority unit withdraws due to conflict	+1
Unit under another commander has been attacked	+1
Nonviolent unit forced to withdraw	-1
At least one media stand in sight	-1

If the unit is allowed to escalate the level of violence, then the commander cannot apply any of the modifiers to their die roll unless a new situation, except the one for the presence of media, occurs while using the new level of violence.

A commander may not escalate their level of violence more than once an initiative. Also, a commander may not escalate beyond the weapons he has available.

16 Losing Nonviolent Discipline and Accidental Attacks

“If the nonviolent struggle movement is to persist in the face of repression, to remain nonviolent, and to carry through the campaign, discipline among the nonviolent actionists is required.”

– Gene Sharp, **The Dynamics of Nonviolent Action**, p. 615

16.1 Introduction

If a nonviolent unit is the losing side in a conflict, no matter the end result, then its stands may lose nonviolent discipline and attempt to attack authority units.

16.2 How to Lose Nonviolent Discipline

After any morale checks as a result of the conflict, roll 2D6 for each stand remaining, add the two dice together and then add 1. The stand will maintain nonviolent discipline if the modified roll is equal to or greater than the stand’s morale check number.

16.3 Effects of Losing Nonviolent Discipline

A stand that fails to maintain nonviolent discipline is no longer under the control of the commander. It will immediately move toward the closest authority unit in sight and attempt to attack it. If no authority unit is in sight, then such stands will move towards the last known location of an authority unit.

When such stands attack an authority unit, the reliability of the authority unit is immediately changed to a Dedicated reliability level.

Resolve any conflict normally. Stands that have lost their nonviolent discipline roll 2D6 confrontation dice before modifiers.

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.

16.4 Regaining Nonviolent Discipline

A commander can attempt to convince stands that have lost nonviolent discipline to regain it by rallying them. A commander should follow Section 12 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

16.5 Accidental Attacks by Authority Units

If a nonviolent unit, that is not partying or fraternizing, confronts or moves toward an authority unit, then the authority unit may feel threatened and could 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 not accidentally shoot the nonviolent unit if the modified roll is equal to or greater than the stand's morale check number. The following modifiers apply to the die roll:

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

When resolving conflicts, use the most deadly weapon that the shooting stand has available when determining the number of conflict dice that the stand rolls.

17 Engineering Actions

17.1 Introduction

Stands may engage in a variety of engineering-type actions.

17.2 Changing Street Signs

Nonviolent activist stands may change street signs at an intersection to confuse authority units and cause them to move to areas they did not intend.

Authority units perform a unit morale check and consult the Street Sign Check Result column for the result. Add the following modifiers to each stand's die roll:

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 following table:

Die Roll	Result
1-2	Go to the right of the axis of advance
3-4	Reverse direction
5-6	Go to the left of the axis of advance

If the new direction of the unit is blocked by either friendly or opposing units, then roll again.

17.3 Making Smoke

While not an exclusively engineering action, units can generate smoke depending on the resources available to them. Consult section 11.2 to determine the results.

17.4 Building Barricades

Units can build barricades to protect themselves from attack.

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.

18 Spies, Provocateurs and Violent Resisters

“Frequently fearing nonviolent resistance more than violent resistance, officials have on occasion preferred that the actionists resort to violence. ... if the opponent is more interested in maintaining policies which are difficult to justify, in preserving his dominance, and in crushing opposition than he is in upholding an ethical outlook, he may try to provoke violence.”

-- Gene Sharp, **The Dynamics of Nonviolent Action**, p. 587

18.1 Spies

Either side can choose to place spies in the midst of opposing units in order to ascertain the unit's intentions, or location. Spies are hidden to all sides. Players may choose to identify any spies in their midsts.

18.2 Provocateurs

Authority commanders can choose to place provocateurs in the midst of nonviolent units to provoke authority units and provide authority units with an justification for their attacks. Provocateurs can either attack authority units directly or encourage nonviolent stands to break nonviolent discipline.

<Easier to identify when they attack, but hard to distinguish from violent resisters>

18.3 Snatch and Grab Teams

18.4 Violent Resisters

Not all players on the nonviolent side may believe that nonviolence is the correct strategy to use. Their violence can take many forms including:

- attacking property, whether specific types such as a Starbucks and McDonalds or not;
- attacking authority units;
- attacking media;
- attacking civilians.

19 Special Equipment

This section is undefined at this time.

19.1 Introduction

While not necessarily operational now, here are some special equipment that might be used either now or in the future.

19.2 Foam discharger

Foam discharger which could cause a unit to loss line of sight and command control.

19.3 Sticky sprays

A spray to make areas very sticky (super glue) or cause a the mob to lose traction some they can not move.

19.4 Microwave guns

Microwave guns

20 Logistics

This section is undefined at this time.

21 Winning Conditions

Undefined at this time, but higher points if the media sees it, though less higher if non-corporate media see it.

Pts based on confrontations. And objectives completed. If less lethal force used then points are halved. If lethal force is used then points are reduced by 2/3rd.

21.1 Nonviolent activists

- 1 - for each authority unit stand dissuaded
- 3 - for each authority unit stand dissuaded and media present
- 10 - for each authority unit stand dissuaded and media present

21.2 Authorities

21.3 Media

21.4 Violent activists

22 Bibliography

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“We can master the wide Russian expanse which we have conquered only with the Russians and Ukrainians who live in it, never against their will.” – Wermacht General Harteneck, May, 1943