
CIVIL DISORDER

Wargame rules for a civil disturbance in a mythical modern big city

VERSION 3 – May 2011



Contents

Rule Structure	4
The Player Role	5
Player Actions	6
Scales	6
Types of Unit	6
Sequence of Action	8
Movement	8
Response Level	9
Looting	11
Negotiation	12
Non-Lethal Weapons	13
Property Damage	14
Fires and Firefighting	14
Fighting	15
Medical Services	16
Firearms	17
Over-Reaction Test	18
Terrorists and Snipers	19

Annex A - The Security Forces Rule Set

THE RULES

Rule Structure

There are two sets of rules really - the Security Forces (SF) rules and Game Control Rules.

The preferred way of playing the game is with one or more umpires and a group of say, 4-6 players (but there are other ways of setting up the game - see later).

The players all represent the Security Forces and are given a copy of the SF Rules.

They will not normally see the Game Control Rules during the game - they cannot therefore calculate accurately the responses of crowds - reflecting the uncertainty inherent in this sort of situation.

The players should, as far as possible, be organised into a command structure, with a clear overall police commander, and a chain of command. Where other services are involved, the relationships between the police, fire services, military etc will usually be set out in the scenario briefing.

The umpires will have set up the scenario and will have available the full rules. They will move **all** the non-player figures and models (both police and crowd), and will adjudicate the state of the crowd - it's actions, reactions etc.



The umpires are important to the game because they must breathe life into the reactions generated by the rules.

However, it is important to note that **the umpires are not the crowd.**

Their decisions must reflect the spirit of the rules on crowd behaviour, modified if necessary by their own knowledge, experience and research.

They must ensure that the players reap the full benefit of good and sensible actions, and that they suffer appropriate consequences for blunders.

The umpire is not there to destroy the players, or give them a hard time - *unless they have brought it on themselves by their actions.*

In practice, depending on umpire experience, we have found you need one umpire for every 3-4 players - there is quite a lot to do.

This game can also be played quite successfully as a solo game.

Civil Disorder

To be most successful played solo it needs plenty of time to work through all the actions.



I have omitted the crowd role for players because a rioting crowd is, by definition, uncontrollable.

It would therefore be absurd for the crowd to move and act in any sort of coherent, directed, co-ordinated manner - which would be the case if there were a player involved.

Of course, there would be a role for criminals, terrorists or other 'direct action' protesters in some scenarios - but they would generally only have a small unit in amongst an uncontrolled riot over which they have no influence - but which they might use for cover.

The Player Role

Players are particular individuals, represented by personal figures on the table-top.

Their location and what they can see or be aware of is crucial to the game - umpires can, if they wish, remove units or models from the table if they are unseen by the player's personal figure.

Of course, the player might get radio reports - but that isn't the same as seeing it for yourself. Just how strict the umpire is about visibility will depend on how easy it is for them to keep track of unseen units.

Player ACTIONS

The key thing a player has to do is decide what action to take during a turn.

Moving about at the walk is not an action.

The normal range of actions would be:

- ❖ Communicate on the radio or telephone
- ❖ Have a conversation with someone next to them
- ❖ Shout orders to a unit within earshot.
- ❖ Take one personal action (fire your gun, hit someone, drive a vehicle etc).
- ❖ Run somewhere
- ❖ Negotiate with a crowd

Only one of these can be done in any given turn. Sometimes its helpful to draw up some cards for players to put down, indicating what they're doing.

Note that players are not allowed to discuss their situation with one another unless they do so as an action (which means that time spend discussing it is time lost...)

Scales

Time Scale: 1 turn = a few minutes

Distance Scale: 1cm = 1 metre

Figure/model scale:

Civil Disorder

Police and security forces	1:1 Groups of 4 or 5 figures, ideally mounted in close order on a single base about 4-5cm frontage,
Vehicles and equipment	1:1 Individual Vehicles
Civilians en masse	1:5 Groups of 3-5 figures on a single base 5cm across

Types of Unit

Unit	Represented by
Senior Officer – single individual representing someone in command. This is usually a player and there should not be more for these than players.	A base of one figure.
Regular Police Patrol - ordinary, lightly equipped police. May be armed if that is appropriate for the country they're in.	Groups of police figures. Generally this will be a single car load of on base of 4, or a van load of two bases of 4. If arriving on foot, group in units of two bases of 5
Regular Police with Riot Gear - same as Patrol, but with riot shields, batons, tear gas and some specialist equipment, and they have done a course on how to use them. Not as good at it as the specialists.	Tend to be in van loads of 2 bases of 5, or foot groups of 2 bases of 5.
Specialist SWAT Team - generally better at shooting things and storming buildings. Equipped with a vast array of weaponry - sometime have their own armoured vehicles. They tend to do nothing else, so tend to be poor at general police duties, sub-lethal operations and public relations	
Specialist Anti-Riot Team - trained to deal with violence in a sub-lethal way. Specialists in organised hand to hand fighting - snatch-squad type arrests and controlling violent crowds. They tend to do nothing else, so tend to be poor at general police duties and public relations.	Tend to be in van loads of 2 bases of 5, or foot groups of 2 bases of 5.
Mounted Regular Police - officers on horses. The horses and riders are trained for crowd control, though less effective against very violent crowds they are very effective against generally milling crowds.	Based on units of 4-5 bases. Trained to operate in pairs on the streets. Bases are pairs of horsemen, about 5cm frontage
Mounted Riot Police - specialists at riot control from horseback. The horses are armoured as are the riders. Trained to conduct cavalry charge type attacks on rioters.	Based on units of 4-5 bases. Trained to operate in pairs on the streets. Bases are pairs of horsemen, about 5cm frontage
Part Time Soldiers or Conscripts - basically regular guys with guns, or unenthusiastic soldiers. No training for dealing with the public, so are not good at it. Difficult to control, especially if allowed to carry loaded weapons. Best use in providing manpower to guard areas that are fairly unimportant.	Minimum unit is the Platoon – each of which is made up of 1 Command Base and then three sections of 2 bases each. All the platoon must be kept together.
Regular Soldiers - Trained regulars. Disciplined and will be fairly easy to control. However, they are more likely use excessive violence if under pressure.	Minimum unit is the Platoon – each of which is made up of 1 Command Base and then three sections of 2 bases each. Sections must be kept together.
Regular Soldiers with Riot Training - treat as basically the same as Specialist Anti-Riot Team.	Minimum unit is the Platoon – each of which is made up of 1 Command Base and then three sections of 2 bases each. Sections must be kept together.
Special Forces - no use at all in a riot - but might be called in if there were a terrorist incident likely.	Whatever you want - usually in 4-man specialist teams – but could be single figures.

Civil Disorder

Unit	Represented by
Fire-fighters - crews of fire engines trained to deal with fires.	Based on a single fire engine and a three bases each of 2 crew members. It takes one base to operate the fire engine, and one base per hose deployed.
Paramedics - crews of ambulances trained to deal with serious casualties.	Based on a single ambulance with 2 paramedics, or a quick response car with 1 paramedic.
Crowds - lots of innocent civilians meeting to legitimately express their objection to something (usually the police or security forces, but it could be anything).	Bases of 3-5 figures representing 10-20 people. A 'Crowd' is 4-6 bases, which must be kept together. Bases should not be square,

Sequence of Action

This sequence of action is a guide to working things out - sometimes the sequence can be altered, if that makes more sense in a complex situation.

1. Players give the umpire(s) notice of their general intentions for the coming turn. They will be expected to stick to the spirit of these intentions, even though their exact execution may be modified by events during the turn.
2. Movement (by the umpire) of all non-player and crowd figures. Subordinate units will act in accordance with their last orders, or on their discretion if there are no orders. Players should not need to be issuing order every turn.
3. Movement of the player's personal figures (this can be done by the player concerned).
4. Resolution of firing or fights or negotiations (if any). Test for SF over-reaction.
5. Players may take an action (See above ACTIONS).
6. Umpire assesses the outcome for the turn (such things as crowd status changes, moving neutral things like innocent passers by etc).

Movement

Security Forces on foot

Walk	20cm
Run	40cm
Crawl	10cm

Horses

Walk	20cm
Charge (in a straight line only)	60cm

Vehicles

These are treated slightly differently, because a cars or a van can cover a lot of ground in one turn, compared to a man on foot, especially because the table top usually represents an area only a few hundred metres across.

Civil Disorder

Most vehicles can move any distance at all in one turn, but there are penalties for starting up from stationary.

Vehicles must be stationary for the occupants to mount or dismount.

Vehicle Type	First turn of movement from stationary	Other limitations
Car	30cm	
Van	25cm	
Wheeled armoured vehicle	20cm	
Tracked armoured vehicle	15cm	Cannot make fast sharp turns of more than 90° - risk of shedding a track.
Motorcycle	40cm	Dismounting takes a turn unless the rider drops the bike - small chance of damage

Crowds

Civilians are composed of a number of **crowds** of 4-6 bases.

All crowd actions and reactions are in terms of the actions of these groupings.

It is not necessary to precisely define the size and composition of a crowd and it is entirely reasonable for a crowd to split in two, or for two crowds to combine if the circumstances suggest it would be reasonable. The overall impression of an amorphous mass should be encourage and maintained as far as possible.

Crowds move about at random - and the speed they move is determined by their **Response Level** or **RL** (pronounced 'rile' - see later). The more 'riled' they are the faster they move, generally. You will see movement distances in the RL table later.

They tend to move at random, drifting towards or away from security forces. Exactly how they move will depend on the street layout and their scenario objectives (for example a crowd may be there to protest outside the American Embassy - in this situation, all other factors being equal they will try to get closer to the Embassy).

Where there is a choice of route, roll a die to determine which way they go.

In general, crowds will not move closer to the sound of gunfire.

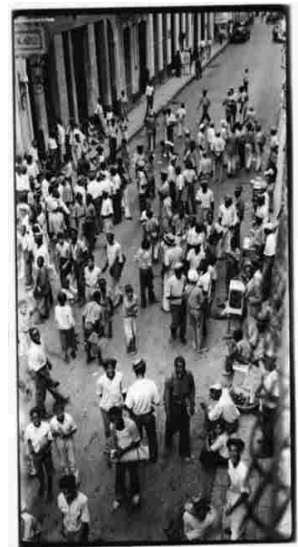
In laying out the crowd's bases, try to make sure they are not too widely spread out - any density from around 3cm apart down to base to base contact together is acceptable (again depending on circumstances). In some cases the crowd might be 'tightly packed' which is, in effect two bases in the same area. If using figures, remove half the bases in the crowd and put a marker on them to indicate 'tightly packed'.

Regular lines or blocks or formations of civilian bases are not acceptable.

Crowd Motivation

There are 5 types of crowds, defined by their motivations. The definition indicates the crowd's potential for action – the range of things the crowd is capable of. It may be that the SF are not aware of the category of crowd at the outset – though the scenario might provide clues – for example a crowd of demonstrators with banners saying “*Save our Primary School*” are more likely to be 'Peaceful' than, say, a crowd bearing banners saying “**Smash Capitalism!**”

- i. **Peaceful Demonstrators:** Their main motivation is to complete their protest march, or to demonstrate outside a key building or hand in a petition. Generally compliant to police, though they may be provoked into some low-key violence such as pushing (respectfully) against police lines.
- ii. **Violent Demonstrators:** As the name suggests, they are angry. They may behave like Peaceful Demonstrators, but given the right provocation or circumstances
- iii. **Looters:** Primarily out to get what they can under the cover of other trouble. Very unlikely to confront the police, the looters are to be found hanging back and waiting for an opportunity. Sometimes, individual bases within a crowd will 'turn looter' anyway.
- iv. **Troublemakers:** Like the Violent demonstrators, but actually out to confront the authorities. Generally they do not carry placards, other than perhaps to use the poles to hit someone with. They might be found as part of a larger demonstration. Characteristic of many rioting crowds in places like Northern Ireland, Toxteth or Gaza. Troublemakers generally don't have a peaceful side.
- v. **Gawkers:** The sort of crowd that gathers to see what is going on. These would make up a large proportion of any demonstration, and will gather at the periphery of any violence or trouble. In general gawker crowds do nothing – they are there primarily to get in the way. They will move aside or move along if asked to do so.
But someone has to ask them.



Response Level (RL)

"It was just a way of showing the *system* that we'd had enough"

1981 Brixton rioter, speaking in 2001

To monitor the state of a crowd it is given a Response Level, or RL (pronounced "*rile*").
Gawkers are permanently at level 3.

Civil Disorder

LEVEL	What is happening to the crowd	How it moves
1	DISPERSE - the crowd breaks up into individuals and runs off in as many different directions as possible. If circumstance permit some individuals may rejoin still active crowds. Once dispersed a crowd will not reform. If there is no escape, go to Level 7	Roll 1d6x5cm - each individual base moves that far away from and SF in sight, or to the nearest escape route from the table.
2	Run Away - from SF in sight. If no SF in sight, go to Level 4. If surrounded and unable to run, go to level 6.	Roll 1d6x5cm - each individual base moves that far away from and SF in sight.
3	Move Along. Walk away from SF positions in sight. If no SF in sight then go to Level 4. If surrounded and unable to move away then go to Level 5 MINIMUM LEVEL FOR PEACFUL DEMONSTRATORS (unless attacked by SF) MAXIMUM AND MINIMUM LEVEL FOR GAWKERS (unless attacked)	Roll 1d6x2cm for how far each individual base moves.
4	Paused. Remain in present position - subject to random drift. Continued low key demonstrating, but do not harangue the SF much. Milling about. START LEVEL FOR PEACEFUL DEMONSTRATORS	Roll a die for direction of a small shift in position.
5	Demonstrate. Remain mostly doing what they started to do, except where physically blocked. Will harangue the police (from a distance). Will not move closer than 8cm to SF. MAXIMUM LEVEL FOR PEACEFUL DEMONSTRATORS STARTING LEVEL FOR VIOLENT DEMONSTRATORS	1d6x2cm movement, if appropriate.
6	Hassle. Put pressure on the SF by closing with the SF lines and engaging in close range abuse and hassle. Roll 6 on 1d6 to engage in random minor property damage. Will move back if threatened or pushed by SF. If police out of reach will throw things. STARTING LEVEL FOR TROUBLEMAKERS	1d6 to close with police lines.
7	Bombard. Keep within throwing distance of the SF and continue throwing bricks bottles (and petrol bombs if available). If SF withdraw, then may close the range. If SF close for contact 1d6 for numbers prepared to stand and fight. If no SF in sight will damage property. Looting is possible. MAXIMUM LEVEL FOR VIOLENT DEMONSTRATORS	Movement to conform to SF moves up to 1d6x5cm
8	Attack. The most violent level. The crowd will attempt to charge and break through SF lines. Roll 2d6 for number of individuals prepared to engage in hand to hand (as opposed to barging past or pushing and shoving). The crowd is likely to break up - as some will get involved in fights, others will force through or round the SF. If no SF to intervene will engage in serious property damage - burning / turning over cars, starting fires etc. If prevented from reaching SF with continue to bombard. Looting is possible. MAXIMUM LEVEL FOR TROUBLEMAKERS	1d6x5cm movement.

It is helpful to put a numbered marker by each crowd to indicate to everyone it's RL state - though SF player need not know the exact implications in the table above - they can be told that 8 = bad, and 1=good from their point of view. The overall response and mood of the crowd is something that is extremely obvious.

The RL is modified as a result of actions by the SF and the crowd's circumstances. Roll 1d6 per crowd and add factors below, under the following circumstances:

- ❖ SF charge, threaten, shoot at, or otherwise try to influence the crowd
- ❖ Additional SF forces come into view
- ❖ Any other dramatic change in the situation

Crowd Condition	
Crowd is 'damp'	-1
Crowd is 'soaked'	-2
A crowd member arrested / wounded this turn	-1
Crowd Situation	
Visibly outnumbered by SF	-3
Each adjacent crowd at a higher RL	+1
Each adjacent crowd actually running away	-1
Fighting SF and winning.	+2
SF Actions	
Ordinary police or soldiers in sight withdrawing	+1
Ordinary police or soldiers charging the crowd	-1
Specialist Riot forces withdrawing	+2
Specialist Riot forces charging	-2
Specialist Riot forces or mounted police appear for the first time	+2
Mounted police charging the crowd	-3
In effective Tear Gas cloud	-2
In effective CS gas cloud	-3
Being Shot at	
Shot at by baton gun or similar 'non-lethal' firearm	-1
Shot at by single shot firearms	-3
Shot at by automatic firearms	-4
First casualty from firearms	-2
Each subsequent casualty from firearms	-1

11 or more to go up 3 levels
9 to 10 to go up 2 levels
7 to 8 to go up a level
1 - 6 to remain at the current level
-2 to 0 to go down a level
-3 or less to go down 2 levels

Looting

Looting is often a by-product of a riot. Looters tend not to be the same sort of people as those on the streets fighting. They may, however, go along with a crowd as opportunists, or even form their own crowds. This will depend on the scenario - a riot in a city centre will have more looters and an anti-nuclear riot in the countryside.

Civil Disorder

You can either assume that every crowd has 1d3 looter bases within it, or you can form specific separate Looter Crowds (the SF must not know which are looters and which are rioters though)

Looter Crowds

These move as normal crowds, except that their objective is to hang around stores and places with loot until their level reaches a stage that they will take the chance of looting. They will normally be behind normal crowds, and will always move away from SF and avoid confrontation.

Once their RL permits looting, they smash their way in and loot a place.

If it has already been looted, they start fires.

Looting takes a variable amount of time, depending on the quality of valuables to be taken, and the number of looters.

You can use the current property value as a guide (see Property Value, below), or assign a number Loot Units, to a property. This will be 50% of the property value, or a figure between 5 and 50.

It takes one turn for the crowd to break in. After that the crowd loots one Loot Unit per looter per turn. Each looter can carry one Loot Unit, and will attempt to leave once that has been acquired. We use small Lego bricks to help represent figures with loot.

Optional add-on: In some situations it was known for people to drive their pickups into town and load them up with loot. In this case, a car can carry 5 Loot Units and a Van 10.

Once looted they attempt to leave the area at 1d6x2cm a turn, burdened by their loot.

If the SF see a looter crowd escaping with its loot, they will be told that it's a crowd of people carrying stereos and TVs or whatever.

Looters in Other Crowds

When a crowd reaches a level that permits looting, Roll 1d6 for each base of the crowd that converts to Looter – roll 1 and it breaks off and rob the nearest shops, and attempt to escape as above. These are a permanent loss to the crowd's strength.

Negotiation

Only player characters can engage in negotiation with a crowd.

Negotiation cannot take place if there is any shooting or gas in sight of the crowd.

It is only possible to successfully negotiate with crowds at RL 4 or 5. At other levels the negotiation automatically has no effect.

The range of normal voice is 5cm, assisted by a megaphone or PA system is 20cm.

Roll 1d6, add these factors

Good negotiator	+2
Poor negotiator	-4
Negotiation isn't face to face	-2
Umpire's discretion	±1

Score:	0 or less	1 or 2	3 or 4	5	6 or 7	8 or more
Level 4	+2	+1	+1	No effect	-1	-2
Level 5	+1	+1	No effect	-1	-2	-2

Score in the table is the variation in the crowd's RL.

Note that players are not told how good a negotiator they are, or the results table - they'll have to judge based on the results.

Umpire's discretion is intended to allow for a bonus if the player thinks of a really good (or bad) negotiating /bargaining point.

In general, the negotiation quality you assign to negotiators at the outset will depend on their role in the scenario.

Non-Lethal Weapons

Weapon	Range	Effect
Gas Grenade	40cm	Creates a gas cloud approx 15cm in diameter. Takes 1 turn to become effective. Gas remains for 2d6 turns.
Petrol Bombs	25cm	Creates a flame hazard 5cm in diameter. Roll 1d3 for each base in the area, for the number wounded, -1 to die if in fireproof kit. If in a building, will start a fire.
Bricks and Bottles	25cm	1d3 per base involved in throwing. Total score is number of hits on targets. Unprotected targets have that many wounded. Protected with riot shields, half effect. SF fully protected with riot equipment are impervious to bricks and bottles.
Water Cannon (from purpose built vehicle)	100cm	Will always hit crowd - takes 1 turn to make 1 base 'damp', 3 turns to become 'soaked'. Crowds take 20 turns to dry off.
Fire Hose	60cm	As above.
Riot Gun (gas grenades)	80cm	As gas grenades above.
Baton Gun (rubber bullets)	60cm	Roll 1d6 - score 5, 6 to stop the target base for 3 turns (while they react to minor injuries). If under 25cm, for each hit roll again score 6 and one person in the target base is seriously wounded.

Supplies and Ammunition

Bricks and bottles are not always in plentiful supply. In some European cities rioters can rip up cobblestones or break down small walls. Rioters will also make use of building sites and rubbish skips. This will depend on features you put in your table top model. In general, assume a crowd has about 5 turns of brick and bottle throwing before it has to do something to restock on projectiles.

Petrol bombs can be (and are often) manufactured on site - but a source of bottles and petrol are required. Again, the ability to use petrol bombs will depend on the scenario - few people will walk about all day with a petrol bomb in their pocket. In Europe, milk delivery vans used to be a good source for bottles (in countries which still use glass milk bottles). But most grocery stores will do. Petrol can be easily siphoned out of parked cars. But none of this can be done easily in secret - if the SF could see this activity, they should be told about it. Snatch squad raids on side street petrol bomb 'factories' is a common experience in some riots (e.g. Northern Ireland).

Crowds using petrol bombs will generally use them infrequently, once every 4 turns per crowd.

Civil Disorder

The SF are assumed to have plenty of equipment. Though police patrol cars will have only limited stocks of things like tear gas or anti-riot equipment. This will have to be defined in the scenario.

Property Damage

At various RL, crowds will attempt property damage.

To measure this, each building is given a property value, between say 10 and 100 (eg. 10 for a news vendor's shack, 100 for a department store). Damage is inflicted in terms of these points. Roll 1d6 per base in a crowd determined to do damage - and this is how many points are done. If the building is being broken into by looters, a looting crowd will do 1d6 points of damage. When building's points are exhausted, it is a wreck.

If it is a total wreck there is a 1 in 6 chance of a fire every time a crowd attempts further property damage or looters attempt to loot it.



Fires and Firefighting

Record the number of fires started in a given location. For each fire, the property loses one value point a turn. Roll 1d6 each turn, and score the number of existing fires or less for another fire to start in the same place (this reflects the fire growing).

Once all the value of a property has been exhausted, the fire just continues burning and growing.



Roll 1d6 each turn, and score the number of fires, or less for it to spread a single fire to an adjacent building.

Crowds will not enter burning buildings. SF entering burning buildings roll as if under petrol bomb attack.

Firefighters need to extinguish fires and save lives. Fire-fighters are immune to fires 1 or 2 strong. 3 or 4 strength fires, fire-fighters count as under petrol bomb attack. Fire-fighters all have fireproof clothing (obviously).

A fire engine can extinguish 1d6 fires a turn. It takes 4 fire-fighters to man the fire hose. Fire engine have enough on-board water for 2 turns of fire fighting. After that they need to connect to a fire hydrant (takes one turn).

Obviously, the location of the hydrant is significant.

Hand to Hand Fighting

Eventually, there has to be some hand to hand combat, either with the intention of beating someone up, or arresting them (or both).

This is resolved on an individual base basis, with those in base to base contact. Roll 1d10 per combatant, per combat. Compare scores - in essence the highest score wins. In multiple combats, an outnumbered base can only win against one opponent.

SF bases may count two ranks in hand to hand fighting.



Factors:

- Outnumbered 2-1 -1
- Outnumbered 3-1 -2
- Outnumbered 4-1 -3
- Base is:
- Police Officer/Soldier +1
- Riot Trained & Equipped +3
- Mounted police +2 (+4 charging)
- Mounted riot police +3 (+6 charging)
- In effective tear gas -2
- In effective CS gas -4
- On ground -2
- Soaked -1
- Each wounded/arrested on base -1

Take the difference in scores and look at the winner's result:

Winner is attempting to:	Beat up opponent	Arrest / Subdue opponent
Score		
0 to +1	Scuffle indecisively	
+2 to +3	Defenders pushed back 5cm	
+4 to +5	Push back 5cm - 1d3 Defenders wounded.	Push back 5cm - 1d3 Defenders arrested
+6 to +7	Defending base subdued – no action next turn - 1d3 wounded	Defending group arrested
+8 to +9	Defending base subdued and 1d3 wounded	
+10 or more	Defending base subdued, 1d3 wounded and 1d3 killed	

Examples:

Example 1 A police patrol is attacked by 2 rioter bases

Turn 1:

Roll a comparative die roll against the first rioter base, police roll 3 and the rioters roll 6.

The police's score is 3 - 2 (outnumbered) +1 (police) = 2

Civil Disorder

This is an overall score of $6 - 2 = +4$ in favour of the rioter - the Police base has taken $1d3 = 1$ losses. It rolls against the second rioter base, police roll 6 and the rioters roll 1. Do not count the losses from the first part of the combat. The police's score is $6 - 2$ (outnumbered) $+1$ (police) = 5. This is an overall score of $5 - 1 = +4$ in favour of the police. The rioters take $1d3$ casualties = 3.

Turn 2:

Roll for change in RL for crowd – no change – crowd continues to fight.

First Comparative die roll – police roll 2 - rioters roll 3

Police score $2 - 2$ (outnumbered) -1 (wounded) $+1$ police = 0. Difference 3 in favour of rioters. Police take 2 casualties wounded.

Second comparative roll police roll 5 – rioters roll 4

Police score $5 - 2$ (outnumbered) -1 (wounded) $+1$ police = 3

Rioters score $3 - 3$ (wounded) = 0. Police win by 3, rioters roll $1d3$ & lose 3.

Turn 3

Roll for change in RL for crowd – drops one level to level 7– crowd withdraws and starts throwing things. Melee ends.

Example 2. A riot police base is trying to arrest rioters.

Roll $1d10$ each, the police roll 6 and the rioters roll 8.

Police score is $6+3$ (riot trained and equipped) = 9

That is a $+1$ in favour of the police officer, but this is only enough to result on a continued scuffle. The next round, the police score 8 and the rioters score 6

Police score is $8+3 = 11$, a result of $+5$ in favour of the police – $1d3$ rioters are cuffed and under arrest.

Medical Services

Paramedic units have the role of treating the wounded. In the results tables and rules, numbers of dead or wounded are generated in the fighting. For each wounded/dead, put down a coloured counter at the spot they fell. Paramedics take this further, and must attend each wounded, roll $1d6$ for the triage assessment.
 $+2$ to the die roll if these are casualties from gunfire.

Score	Result
1	"It's only a scratch" - the casualty is not really very bad at all. Just needs a turn patching up and can carry on as before. If possible it will rejoin a crowd.
2, 3 or 4	"Don't worry, you'll be fine" - the casualty is injured and needs help. It takes one turn of patching up to make them fit to move, but they can walk unaided at half speed to the ambulance. They'll need hospital attention though.
5, 6 or 7	"Lie still, you're in good hands now" - takes one turn to patch them up before loading on the stretcher. Need urgent hospital attention.
8+	"Sorry, there was nothing we could do" - after two turns of frantic resuscitation attempts, the casualty dies in the paramedic's arms.

Paramedics have the task of recovering *all* bodies dead or wounded.

It takes one turn to put a casualty on a stretcher.

It takes one turn to put a casualty in an ambulance.

Two paramedics are needed to man the stretcher.

An ambulance can take 2 stretcher cases or 4 walking wounded.



Firearms

Opening fire is a difficult decision, since there are always political implications. In general, if the SF have to shoot people to stop a riot they have probably lost it. Roll 1d6 per firing base. This assumes the SF are actually firing *at* the crowd, not over it's head.

	Close Range	Damage	Maximum Effective Range	Score / Result
Pistols	15cm	1d6	80cm	1d3
Rifles	25cm	1d6	Unlimited	1d3
Automatic weapons	25cm	3d6	Unlimited	2d6
Shotgun	15cm	1d6+2	40cm	1d3
Heavy Machine Gun	40cm	4d6	Unlimited	4d6



Over-Reaction Test

In the stressful situation of a riot, SF might act in ways that their commander would not wish. The likelihood of this will vary according to the type of unit, and the situation. This test is applied to any group of SF who are subject to the following conditions applying during the turn

- ❖ On the first time that it comes under verbal abuse and hassle
- ❖ On the first time it has bricks and bottles thrown
- ❖ Being physically attacked or petrol bombed
- ❖ Being shot at
- ❖ Losing a unit member wounded

Roll 1d6 for the unit, add these factors, and look at the results table below:

Unit Effects		Other Factors	
Regular Police	+2	Outnumbered more than 3-1	-1
Specialist SWAT Team	-1	No supporting units in sight	-1
Specialist Anti-Riot Team or Regular Soldiers with Riot Training	+3	Under gunfire	-4
Mounted Regular Police	+3	Each member wounded in turn	-1
Mounted Riot Police	+4	The crowd is outnumbered by the SF	+1
Part Time Soldiers or Conscripts	-2		
Regular Soldiers	0		

Score	Result
7 or more	Advance slowly towards the crowd
3 to 6	Continue as ordered
1 or 2	Fall back slowly
0 to -2	Run away, if no escape, open fire with guns. (2)
Less than -2	Open fire on the crowd with guns.(1) (2)

(1) Units without guns, will just run away.

(2) Military units and SWAT might use guns rather than run away - roll 1d6 again and score 1,2 or 3 and they just open fire.

Terrorists and Snipers

In some situations, terrorists or revolutionary forces might try to use the riot as a cover, or try to provoke the police to open fire on innocent civilians.

This could be done by inserting active agents into crowds, perhaps armed with firearms or bombs - or sniping at the SF from behind the crowd.

This is all very scenario specific, but in general, sniping is usually quite ineffective in terms of actually injuring SF personnel.

For each sniper, roll 1d6, score 6 to hit its named target.

The target unit is always informed that it is under fire.

The first shot from any location is always unobserved.

Subsequent shots from the same location, roll 1d6 and score a 6 to spot the sniper's location. +1 to the die roll for every subsequent shot from the same place.

SF return fire against a sniper is almost always ineffective, except that the sniper will not fire whilst under fire.



Specialist SWAT snipers can try to pick off a sniper if they spot it, roll 4,5,6 on 1d6 to hit.



CIVIL DISORDER

The Security Forces' Rule Set

Player Actions

The key thing a player has to do is decide what action to take during a turn. Moving about at the walk is not an action.

The normal range of actions would be:

- ❖ **Communicate on the radio or telephone**
- ❖ **Have a conversation with someone next to them**
- ❖ **Shout orders to a unit within earshot.**
- ❖ **Take one personal action (fire your gun, hit someone, drive a vehicle etc).**
- ❖ **Run somewhere**
- ❖ **Negotiate with a crowd**

Only one of these can be done in any given turn.

Note that players are not allowed to discuss their situation with one another unless they do so as an action (which means that time spent discussing it is time lost...)

Scales

Time Scale: 1 turn = a few minutes

Distance Scale: 1cm = 1 metres

Figure/model scale: Police and security forces	1:1 bases of 4-5 figures
Vehicles and equipment	1:1
Civilians en masse	1:5 bases of 3-4 figures

Sequence of Action

This sequence of action is a guide to working things out - sometimes the sequence can be altered, if that makes more sense in a complex situation.

1. Players give the umpire(s) notice of their **general intentions** for the coming turn. They will be expected to stick to the spirit of these intentions, even though their exact execution may be modified by events during the turn.
2. **Movement (by the umpire) of all non-player and crowd figures.** Subordinate units will act in accordance with their last orders, or on their

discretion if there are no orders. Players should not need to be issuing order every turn.

3. **Movement of the player's personal figures** (this can be done by the player concerned).
4. **Resolution** of firing or fights or negotiations (if any). Test for SF over-reaction.
5. **Players may take an action** (See above ACTIONS).
6. **Umpire assesses the outcome** for the turn (such things as crowd status changes, moving neutral things like innocent passers by etc).

Movement

Security Forces on foot		V	Horses	ehicles
Walk	20cm	le	Walk	20cm
Run	40cm	urn of	Charge (in a straight	60cm
Crawl	10cm	ment	line only)	
		on		
		stationary		
Car	30cm			
Van	25cm			
Wheeled armoured vehicle	20cm			
Tracked armoured vehicle	15cm		Cannot make fast sharp turns of more than 90° - risk of shedding a track.	
Motorcycle	40cm		Dismounting takes a turn unless the rider drops the bike - small chance of damage	

Non-Lethal Weapons

Weapon	Range	Effect
Gas Grenade	40cm	Creates a gas cloud approx 15cm in diameter. Takes 1 turn to become effective. Gas remains for 2d6 turns.
Water Cannon (from purpose built vehicle)	100cm	Will always hit crowd - takes 1 turn to make 1 base 'damp', 3 turns to become 'soaked'. Crowds take 20 turns to dry off.
Fire Hose	60cm	As above.
Riot Gun (gas grenades)	80cm	As gas grenades above.
Baton Gun (rubber bullets)	60cm	Roll 1d6 - score 5, 6 to stop the target base for 3 turns (while they react to minor injuries). If under 25cm, for each hit roll again score 6 and one person in the target base is seriously wounded.

Fires and Firefighting

Record the number of fires started in a given location. For each fire, the property loses one value point a turn. Roll 1d6 each turn, and score the number of existing fires or less for another fire to start in the same place (this reflects the fire growing).

Once all the value of a property has been exhausted, the fire just continues burning and growing. Roll 1d6 each turn, and score the number of fires, or less for it to spread a single fire to an adjacent building.

SF entering burning buildings roll as if under petrol bomb attack.

Fire-fighters need to extinguish fires and save lives.

Fire-fighters are immune to fires 1 or 2 strong. 3 or 4 strength fires, fire-fighters count as under petrol bomb attack.

Fire-fighters all have fireproof clothing (obviously).

A fire engine can extinguish 1d6 fires a turn.

It takes 4 fire-fighters to man the fire hose.

Fire engine have enough onboard water for 2 turns of fire fighting.

After that they need to connect to a fire hydrant (takes one turn).



Fighting

This is resolved on an individual bases, with those in base to base contact. Roll 1d10 per base, per combat. Compare scores - in essence the highest score wins. In multiple combats, an outnumbered figure can only win against one opponent. SF can fight in 2 ranks.

Factors:

Outnumbered 2-1	-1	Outnumbered 3-1	-2
Outnumbered 4-1	-3	Police Officer/Soldier	+1
Riot Trained & Equipped	+3	In effective tear gas	-2
Mounted police	+2 (+4 charging)		
Mounted riot police	+3 (+6 charging)		
In effective CS gas	-4	On ground	-2
Soaked	-1		

Take the difference in scores and look at the winner's result

Winner is attempting to:	Beat up opponent	Arrest / Subdue opponent
Score		
0 to +1	Scuffle indecisively	
+2 to +3	Defenders pushed back 5cm	
+4 to +5	Push back 5cm - 1d3 Defender wounded.	Push back 5cm- 1d3 Defender arrested
+6 to +7	Defending base subdued – no action next turn - 1d3 wounded	Defending group arrested
+8 to +9	Defending base subdued and 1d3 wounded	
+10 or more	Defending base subdued, 1d3 wounded and 1d3 killed	

Medical Services

Paramedic units have the role of treating the wounded. In the results tables and rules, figures are classified either wounded or dead. Paramedics take this further, when a medic reaches a body, roll 1d6 for the triage assessment: +2 for those hit by gunfire.

Score	Result
1	"It's only a scratch" - the casualty is not really very bad at all. Just needs a turn patching up and can carry on as before.
2, 3 or 4	"Don't worry, you'll be fine" - the casualty is injured and needs help. It takes one turn of patching up to make them fit to move, but they can walk unaided at half speed to the ambulance. They'll need hospital attention though.
5, 6 or 7	"Lie still, you're in good hands now" - takes one turn to patch them up before loading on the stretcher. Need urgent hospital attention.
6	"Sorry, there was nothing we could do" - after two turns of frantic resuscitation attempts, the casualty dies in the paramedic's arms.

Paramedics have the task of recovering *all* bodies dead or wounded.

It takes one turn to put a casualty on a stretcher.

It takes one turn to put a casualty in an ambulance.

Two paramedics are needed to man the stretcher.

An ambulance can take 2 stretcher cases or 4 walking wounded.

Firearms

Opening fire is a difficult decision, since there are always political implications. In general, if the SF have to shoot people to stop a riot they have probably lost it.

Roll 1d6 per firer. The score is the number needed to hit a crowd member.

This assumes the SF are actually firing *at* the crowd, not over its head.

	Close Range	Damage	Maximum Effective Range	Score / Result
Pistols	15cm	1d6	80cm	1d3
Rifles	25cm	1d6	Unlimited	1d3
Automatic weapons	25cm	3d6	Unlimited	2d6
Shotgun	15cm	1d6+2	40cm	1d3
Heavy Machine Gun	40cm	4d6	Unlimited	4d6