

# BREAKING NEWS

## WARFARE IN THE MEDIA AGE

draft 1.5.1 - 18 December 2009



BN recreates the tension of today's battlefields, scenes of difficult operations that are often called "peace keeping" missions, with the additional presence of civilians, secret services and the media.

In BN the main elements are the men and their choices on the field – these rules are not a "brochure" listing all the features of modern weapons.

BN is designed for "one-off" simulations. Build up your unit with group of miniatures and spend other points on EXTRAS (support fire, intelligence, rules of engagement...)

**Take command of your squad, follow your daily orders and try not to finish up on the evening news!**

## BASIC RULES

### 1.0 SCALE

This is a skirmish game so one miniature represents one man and one model vehicle is one vehicle. One centimetre corresponds to around 2 metres and a turn represents 10-15 seconds of real time.

### 2.0 YOU WILL NEED...

You'll need a couple of units or squads (one per player) of around 8-15 miniatures each to play "*Breaking News*" (for more details see the Army lists), a few six-sided dice (hereafter referred to as d6) a ruler or tape-measure (all measurements are in cm); and a recommended playing area of 80x80cm (32x32 inches) for 28mm figures and 60x60cm (24x24 inches) for 20mm. Considering that these are small skirmishes, scenery is very important. Avoid battles in open ground, they will be very lethal and not particularly satisfying.

### 3.0 TROOP TYPES

Troops are divided into two major types, Regulars and Irregulars, and then into classes according to their quality. Here is a table with the bonuses that apply to each troop type.

## REGULARS

Class		Initiative Morale	Spotting	Fire	Covering fire	Melee	Saving Throw	Suppression	PTS
R1	Special Forces	5	-1	-1 for aimed fire	4	5	2+	5	20
R2	Elite	5	0	-	3	4	3+	4	15
R3	Veteran	4	0	-	2	3	3+	4	12
R4	Trained	3	0	-	1	2	4+	3	10
R5	Green Recruit	2	+1	+1 for aimed fire	0	1	5+	2	7

## IRREGULARS

Class		Initiative Morale	Spotting	Fire	Covering fire	Melee	Saving Throw	Suppression	PTS
Irr1	Mercenary/ Terrorist Commando /Hardened Militia	4	0	-	1	3	4+	4	11
Irr2	Fanatics	3	0	+1 for aimed fire	0	2	5+	3	8
Irr3	Militia	2	+1	+1 for aimed fire	0	1	5+	2	5

### 4.0 SET UP OF OBJECTIVES AND DEPLOYMENT (optional rules)

You can use these rules if you play a scenario without specific objectives

**4.1 Placing objectives.** There are three possible “missions” depending on the troops deployed. Objectives are represented by markers that are numbered and kept hidden and are only revealed if reached by the enemy (they can only be seen from 10cm away) or discovered thanks to intelligence (see Extra).

**1) Regulars against Regulars, or Irregulars against Irregulars.** In this case each player has 5 objective markers (1 main objective, 2 secondary objectives, 2 fakes) that he places on his own side of the table. Each is numbered and the player that has to defend secretly chooses which is the primary objective, the secondary and the fakes.

**2) Regulars against Irregulars.** As above, but in this case the player with the Irregular forces rolls a die, the result of which is kept secret until the end of the game. The value of the roll 1-5 alters the status of that regular player's marker to a primary objective. If however a 6 is rolled then the original primary becomes a fake objective.

This creates more uncertainty for the regular force, as the irregular force knows more about both sets objectives on the table than the regular. It is possible for the irregular player to roll the same result as the original primary objective, then no change in objectives actually takes place.

*Example. The “Regular” player places 5 objective markers to defend, deciding which is the primary objective (number 4 for example), the 2 secondary objectives (numbers 2 and 5) and the 2 fakes (numbers 1 and 3). The “Irregular” player now rolls a 3 on a d6. The number 3 marker now becomes a primary objective rather than a fake marker. If a 6 had been rolled, then the primary objective (marker number 4) will become a fake objective.*

**3) Special Forces against Regulars or Irregulars.** Only the player using the Regular or Irregular forces places the 5 objective markers on his side of the battlefield.

#### 4.1.1 Taking objectives

In order to take an objective, at the end of the turn at least one man must be within 5cm of the marker with no enemies within 30cm. If these conditions are met then the objective is taken for good.

**4.2 Deployment.** Each player rolls 1d6 and adds the Squad commander's leadership (see lists). The winner (hereafter called the "First player") chooses one side of the table. The opponent (the "Second player") takes the opposite side.

The players place the "Objective markers" one by one, starting with the Second player. Markers must be placed -at least 10cm (4 inches) from each other and at least 5cm (2 inches) from the table edges.

The 2<sup>nd</sup> player deploys at least 50% of his forces within **his deployment area, that is 30cm (12 inches)** of his table edge. The 1<sup>st</sup> player fields at least 50% of his forces, still within 30cm (12 inches) from his table edge. The 2<sup>nd</sup> player now deploys the remainder of his army in his deployment area, followed by the 1<sup>st</sup> player.

Troops used in Infiltration or Ambush are not deployed (see EXTRA Section).

## 5.0 TURN SEQUENCE

Once the troops have been deployed on the battlefield, the first thing to do is to decide who is the **Active Player** and who is the **Reacting Player** using:

**1) Initiative.** Both players roll 2d6 and add their main commander's leadership modifier (not that of the other soldiers) (+1, +2, +3 or +4) and the modifier given by the quality of the troops (see table).

Whoever gets the highest is the Active Player that Turn and activates the unit(s) and assigns the necessary actions. For the next Initiative rolls, the previous winner gets a cumulative -1.

**2) Actions of the Active Player .** Each miniature that belongs to the activated unit(S) can perform one of these actions (in any order):

- a) Move up to 25cm (Run Move).
- b) Move 15cm maximum, shoot with penalty (Move and Shoot).
- c) Move 5cm maximum, shoot without penalty (Cautious Move).
- d) Perform covering fire (you can also move up to 5cm).

**3) Actions of the Reacting Players.** Each miniature that belongs to the reacting side can react using opportunity (see Para. 6.5, 7.0 and 8.2).

## 6.0 MOVEMENT

Infantry can move up to 25cm (running). If they don't move more than 15cm they can fire, but with a penalty. If they move up to 5cm (cautious movement) they can fire with no penalty. The 5cm movement can be in any direction, including to the rear and sideways.

Tracked vehicles move 30cm-2d6 and wheeled vehicles move 45cm-2d6.

### 6.1 FIRING LIMITATIONS DUE TO MOVEMENT

Fire is performed after movement of each figure/group. Infantry armed with light weapons can fire, with a penalty, if they move up to 15cm. If armed with RPG or grenade launcher or if snipers they can fire only if they move 5cm or less. Infantry with MMG or HMG or other supporting weapons can only fire if they don't move.

Tanks fire (with the gun) or move (this goes for all tanks... we're recreating small infantry encounters here, where tanks only have a support role). Armoured cars (or Tanks firing only with MG) can fire whilst moving with a penalty.

### 6.2 OBSTACLES

There are 3 levels of obstacles, according to their height:

Level 1: up to the waist.

Level 2: up to man height.

Level 3: up to twice the height of a man.

Crossing an obstacle cost in moving penalties:

Level 1: Must spend a "Run move" (25cm) - leaves you the option of moving 15cm (no fire) or

Must spend "Move and Fire move" and you may move 5cm and fire (with penalty)

Level 2: Must spend a "Run move" -you may move 5cm but may not fire

Level 3: Can be crossed with specific equipment or with the aid of a comrade – in which case treat as level 2 obstacle.

### **6.3 ENTER AND EXIT FROM VEHICLES**

The action requires a complete move. To enter a vehicle the figure must be adjacent to it. If the figure gets out it must be placed adjacent to the vehicle, also on the ground.

### **6.4 MOVEMENTS BY GROUPS**

The Active Player can move more than one miniature together, as long as they belong to the same fire team or section, with the advantage of reducing the enemy opportunity fire (see 8.2), as the opponent will be allowed to react once per action for each miniature he has in sight. The player can combine a movement with a fire action (considered a single group action). All models in the group must perform the same action and must be within 5cm of each other before the action takes place.

### **6.5 MOVEMENTS OF THE REACTING PLAYER**

Every miniature belonging to the Reacting Player can react to enemy fire by moving in order to take cover. Movement cannot be more than 5cm.

In order to dodge the figure must be within 5cm of the protective cover sought. If there is no protection the figure can go to the ground, but is automatically suppressed (see par. 10.0).

Miniatures that dodge enemy fire give a -1 modifier to the enemy's roll. Fire from snipers cannot be dodged. If the miniature is within an area under covering fire then the test must be taken before moving.

### **7.0 HIDDEN TROOPS AND SIGHTING**

When activating a model, the player can declare if it is hidden or not. You are advised to use a marker to show hidden troops. If it is in open ground then we assume that the model is crawling. In any case a model in cover cannot be fired upon except with speculative fire using heavy weapons against bunkers, buildings and suspect positions.

If they want to remain hidden, hidden troops move 5cm-1d6 (ignoring negative results; if the number is negative then they remain stationary) and do not fire, otherwise they are automatically sighted.

To sight a model you must roll at least the number in the table with 1d6

DISTANCE	5cm	20cm	50cm	100cm
	0	3	5	6

#### **Modifiers**

- +2 target in Jungle or at night (without night visors)
- 1 target in the open
- +2 if the target is Special Forces
- +1 if the target is a Sniper
- 1 if the sighting model is a Sniper
- + or - Spotter's quality

Sighting doesn't cost action points and can be performed once per turn by any model, even as a reaction, either before or after he completes his other actions. Several models can attempt to sight the same target during the same turn. The target is only visible to models that have successfully sighted it or friends that are within 5cm of the sighting model. All others are only allowed speculative fire. For every failed sighting the model to be sighted can move up to 5cm in any direction as a bonus (if the owning player wishes). Considering that more than one sighting attempt can be made on the same model in the same turn, the movement bonus may apply more than once.

Tank guns and heavy anti tank (eg Milan) cannot target a miniature but an obstacle or a structure close to the miniature.

### **8.0 FIRING**

You must roll one or more d6 to fire with a weapon. The number of d6 depends on the weapon and for certain weapons it also depend on whether you are firing single shots (or aiming) or firing in a burst. The minimum amount needed to hit depends on the distance to the target and if it is burst fire or not (in the latter

case use the number to the right of the “/”). If you fire a burst you can split the dice/shots between more than one adjacent targets, as long as they are within 5cm of each other. A model can shoot in a 180° arc.

<b>FIRING Weapon</b>	<b>Range/result d6 for 1 hit</b>				<b>N°d6</b>
	<b>25</b>	<b>50</b>	<b>100</b>	<b>150</b>	
Pistol	3(max 10cm)	-	-	-	1
Assault Rifle	3/4	4/6	5/-	6/-	1/3 (burst)
Precision rifle (Sniper)	2	3	4	5	1
Sub machine gun	4	6	-	-	3
Light machine gun	4	5	6	6	4
Medium machine gun	4	5	5	6	4
Heavy machine gun	4	5	5	6	5
Hand Grenade/Flamethrower	4 (max 10cm)	-	-	-	1
RPG/Grenade launcher	4	5	6	-	1
Heavy anti tank (Milan etc)	4	5	6	6	1
Tank/mortars	4 (min 10cm)	4	5	6	1

### **Firing modifiers to the result needed (these are cumulative)**

+1 If the firer moves more than 5cm (max 15)

+1 If the target is behind cover (not applicable to snipers, grenades, RPG, flamethrowers).

+1 If a recruit or militia or class 2 or 3 Irregulars are firing (only small arms, not grenades, rpg etc.)

+1 If the enemy dodges (5.3)

+1 if the target is a Sniper

+1 For a MMG or HMG with only 1 crew (unless the MG is fixed or on a turret)

-1 If firer is Special Forces (not burst fire)

When shooting with burst if the number to obtain (with modifiers) is more than 6, instead of adding 1 to the number needed, you lose a dice for each modifier.

*Example. An irregular fighter with a Kalashnikov (AR) fires a burst at an enemy that is 40cm away and that declares a dodge reaction, so with +2 modifier the result needed should be an 8. In this case the firer loses 2d6 instead.*

You can subdivide the burst (by splitting the dice) on more targets provided they are within 5cm of each other.

### **8.0.1 Burst area**

Light mortars, grenades, RPGs and similar weapons have a 5cm burst area. For tanks and heavy mortars the burst area is 7cm wide. If a target is hit then all models within this range are also hit and must make a saving throw.

### **8.0.2 Missed shots (optional rule)**

Weapons that have a burst area (rpg, grenade launchers etc.) if they miss their designated target can hit different targets, including friendly targets. If the roll is “1” then the weapon simply didn't fire otherwise calculate the direction as below. Note “left” and “right” should be intended according to firer view.

#### **a) RPG / Milan / Javelin / Rocket launchers**

Roll a d6: with 1-2 the shot is short, with 3-4 goes to the left, with 5-6 to the right. The center of the template must be positioned at 3cm for each number of difference rolled by the d6.

#### **b) Grenades / mortars**

Roll d6: with 1-2 the shot is short, with a 3 is on the left, with a 4 is on the right, with a 5-6 is over (at the back). The center of the template must be positioned at 3cm for each number of difference rolled by the d6.

#### **c) Tank Gun**

Roll a d6: with 1-2 the shot is over the target, with 3-4 on the left, with 5-6 on the right). The center of the template must be positioned at 5cm for each number of difference rolled by the d6.

*Example: insurgent Abu al Khair fires with a Rpg and to hit his target must roll a 5+. He rolls a 3 so misses his target. The difference is 2 that multiplied by 3cm is 6cm. Then he rolls a d6 to see the direction of his shot. With a roll of 4 the shot ends at the right of the target.*

### **8.0.3 Ammunition for light weapons (optional rule)**

Light weapons do not have unlimited ammunition and soldiers must change their magazines often. To keep BN a fast game we propose this rule just to add more taste: everytime an Assault Rifle (AR) or a Sub Machine Gun rolls a double the magazine is emptied. To change a magazine requires a full turn (the figure cannot do anything else). This rule is not applied to Special Forces.

If the player roll 3 equal dice the weapon, if an AR, can fire only with aimed fire until a “1” is rolled. In this case the ammunition is exhausted.

### 8.1 Firing by group

The Active Player can fire with several models at the same target to reduce the enemy's reaction (7.2). Only figures belonging to the same fire team and within 5cm of each other can fire by group.

### 8.2 Opportunity fire

A soldier (not suppressed) or a vehicle belonging to the Reacting Player can fire at any enemy or unit(s) that is moving or firing.

Opportunity fire against men is allowed only within 50cm and with an arc of fire of 90° (45°+45°). There are no range limits when firing at vehicles or if the shooter is a sniper.

A model can use opportunity fire several times in the same turn during its Reacting turn phase.

Miniatures with RPG or similar or with grenade launchers can fire by opportunity only once per turn. Heavy anti tank (e.g. Milan), tank guns and mortars cannot fire by opportunity.

If the Opportunity fire is a reaction to enemy's fire, then the shooting is simultaneous. If the Opportunity fire is a reaction to enemy's movement, the fire occurs when decided by the Reacting player.

A model can only react once to each enemy soldier's move or fire, an enemy group move triggers only one reaction. The target of opportunity fire directed against a fire team that is acting as group move is decided by the player that controls the fire team.

### 8.3 Covering fire

This is used to inhibit opportunity fire and can be performed against targets within 50cm. First decide the area (max 15cm wide x 15cm high) that you intend to fire upon to keep any opportunity firers with their heads down. Add the values of those performing covering fire on the area according to distance, and weapon firing:

Weapon	25cm	50cm
Pistol	1	-
Rifle	1	1
AR	3	2
SMG	4	2
LMG	5	4
MMG	6	5
HMG	7	6

Now add the troop bonus (one per group performing covering fire - see Table in 3.0). The final value cannot exceed 9.

An enemy who decides to perform Opportunity fire despite covering fire is hit (once) if he doesn't roll higher than the number above on 2d6. As the maximum value is 9, you always pass the test with a 10+. If Opportunity fire is performed from inside a bunker, he rolls 3d6. You can saturate areas that are more than 15cm wide by splitting firers over different areas.

*Example.* A Ranger squad decides to take out a machine-gun in an enemy bunker 32cm away. Two men perform covering fire, one with an M4 carbine (AR) and the other with a SAW (LMG). The value is 6 (2+4) to which we add 3 as they are Elite (Total=9, the maximum possible). The rest of the squad must move towards the bunker and destroy it with hand-grenades. Without covering fire they would be an easy target for the enemy machine-gun that, while in Opportunity, could fire at any moment interrupting the American player's movement. If the enemy player decides to use Opportunity fire on the Rangers, he must roll more

than 9 on 3d6 so as not to take 1 hit which would be taken (with a Saving Throw for each miniature involved) before they fire.

#### **8.4 Artillery and Aircraft Fire**

These rules foresee a generic use of this sort of support that applies to artillery, helicopters or aeroplanes.

At the start of the turn the player calls for support by rolling a 4, 5 or 6 on 1d6. Bombing occurs at the start of the next turn, before deciding initiative.

**Procedure:** take a circular card with a diameter of around 30cm (paper cake-plates can be ideal) and place the centre over the target. The player being bombed rolls 4d6 and moves the centre of the circle in the direction he wishes by the amount of centimetres shown on the dice. At this point all the models in the area must make a saving throw (with a bonus of +2 to the roll).

Alternatively, helicopters can be used like an HMG or LMG (depending on the case) that moves over the battlefield without any limits, and that can fire once per turn (at maximum distance). It can be hit by small arms or rockets as if it were armoured, no matter the range from the firer (always considered long).

#### **8.5 Light mortar fire**

This can also be performed as off-table fire.

If you roll the number required to hit then place a circular template (10cm diameter) on the target, otherwise the centre of the template is placed 3cm away for every point of difference on the 1d6 in a direction chosen by the opponent.

Heavier mortars are always off-table and are treated like artillery fire.

#### **8.6 Speculative Fire**

This is fire at a target that is not in sight. Speculative fire is performed against suspect targets: bunkers, buildings, wood edges. If no game-master is present, and if players can't agree, speculative fire can be used with a roll of 5 or 6 on 1d6.

Speculative fire is performed like normal fire (models are always on the table), but there is a +2 bonus for any saving throws for units that are hit.

#### **8.7 Friendly Fire**

For every missed shot you must perform a Saving Throw for friendly models who are in the firing line. The firing line is a 10cm-wide corridor that joins the firer to his target and extends 10cm beyond the target. Models that must perform a Saving Throw due to friendly fire get a +1 bonus.

#### **8.8 Firing at vehicles**

The occupants of a vehicle that is protected but not armoured are subject to small arms fire. They are considered as being under cover. If the driver is hit and does not pass his Saving Throws then the vehicle continues for a whole move before stopping. The movement is interrupted if the vehicle crashes into an obstacle.

#### **8.9 Smoke**

Refer to grenades (or grenade launchers) for the range. If you get the required number needed to hit then place a circular template (10cm diameter) on the target, otherwise the centre of the template is placed 1cm (if hand-thrown) or 3cm (if a grenade-launcher) for every point of difference on the 1d6 in a direction chosen by the opponent. In the next turn and, with an even roll, the smoke will move 2d6 in the direction chosen for the deviation of the first throw. It goes in the opposite direction with an odd roll. The smoke is removed at the beginning of the next turn.

#### **9.0 SAVING THROW**

Every time a soldier takes one or more hits, roll a d6 for every hit to check whether the model is definitively removed from play. The hits represent the shots that are aimed at the target.

In order to pass a Saving Throw models must roll on their Saving value (see table) for every hit taken. If they fail this test then the soldier is removed from play unless rules on wounded are applied (see 9.3).

Dice modifier (not cumulative):

Add 1 to the die roll if any of the following situations apply:

the target is the team/section Leader, the target is behind protection, if friendly fire, if it is speculative fire.

A soldier that rolls a 1 is always killed. If a soldier passes the Saving Throw he is *suppressed* anyway.

### **9.1 Saving throw for IED (Improvised Explosive Device) and bombardment**

Men that make the test as a consequence of an IED or are inside a vehicle that explodes test at 3+, or at 2+ if inside a heavily-armoured vehicle.

In case of bombardment (planes, helicopters, artillery...) all troops test at 3+.

### **9.2 SAVING THROW FOR VEHICLES**

Tanks are unaffected by light weapons, IED and MGs.

Tank frontal 1+, 4+ if fired by Tank gun or heavy Anti Tank

Tank lateral/rear 2+, 5+ if fired by Tank gun or heavy Anti Tank

Heavily-armoured vehicle 2+, 5+ if fired by Tank gun or heavy Anti Tank

Light-armoured vehicle 3+, 4+ if fired by light Anti Tank and IED, 6 if fired by Tank gun and heavy Anti Tank

Protected Vehicle (eg Hummer) 4+, 6 if fired light Anti Tank, IED, HMG, Tank gun and heavy Anti Tank

The vehicle is knocked out if doesn't pass the test. If the test is failed with a difference of 3+ the vehicle explodes and all figures inside must take their test. Those who survive are placed, suppressed, adjacent to the destroyed vehicle.

### **9.3 Wounded (optional rule)**

An out-of-combat model can represent a badly wounded or dead man.

To verify its status roll a die: with a result of 1 or 2 the miniature is dead; a result of 3 to 6 represents the number of turns that the miniature can survive without the intervention of a medic or before being evacuated off the battlefield.

When the medic comes in contact with a wounded man the latter is considered stabilized. A stabilized soldier cannot fight anymore, but doesn't count for morale and is not considered as lost for victory conditions (defeat points). A wounded model can be moved with the aid of a comrade moving 10cm-1d6.

### **10.0 SUPPRESSION TEST**

A soldier is *suppressed* when he takes one or more hits and passes the Saving Throw or when he goes to ground due to lack of protection (see 6.4). In this case we assume that the shot came so close that the target has thrown himself to the ground or in any case he has lost the initiative (or maybe it was a flesh-wound). If the target was already in cover then he becomes Hidden. If in the open then he is considered in cover beyond 25cm. Suppressed figures cannot react by opportunity. We advise using a marker to show suppressed models.

Before making any action he must pass a test.

**Procedure:** Add the leadership of an Officer or NCO within 5cm to the value of the soldier (see Table in 3.0).

Roll 1d6; you must roll equal to or less than the number calculated above. A 6 always fails. If you fail the test then the soldier remains suppressed (in panic) until he passes another test and he cannot perform any actions apart from moving up to 10cm to take cover if not yet in cover.

### **11.0 HAND TO HAND COMBAT**

Hand to hand combat is easily calculated by rolling 1d6 per side. The highest roll wins and kills the other model.

Add modifiers in the table in Par. 3. Suppressed figures get a -2 modifier.

In hand to hand combat you can have a maximum of three men fighting against one. In this case add the modifiers of each model involved. Large melees must be broken down into smaller ones.

### **11.1 Storming a building**

Combat in a building replaces both ranged fire and close combat.

A building can be stormed from every side provided there are doors or windows

To hit the enemy and force a Saving Throw you must roll a 5 or 6 if defending, and a 6 if you are attacking the building.

Each model rolls as many dice as he has Close Combat bonus. Resolve the combat in a single combat (roll). Each player decides which of his own miniatures must be removed. If civilians or hostages are present in the building they must take a Saving Throw at 4+ or at 3+ if attackers are Special Forces.

**Example.** A 9 man Ranger squad (Elite) decides to assault a building defended by 4 Taliban (Militia). 7 Rangers move in to 25cm of the building while 2 perform covering fire with their SAWs (LMG) to avoid defender's opportunity fire.

Once they are within 25cm from the house they can decide to assault, still under the cover of the SAWs. Once in contact the Rangers roll 28 dice (4x7) hitting with every 6. The Taliban roll 4 dice hitting with 5 or 6. Americans get five 6s, Taliban just one 5. The Taliban now have to make 5 Saving throws (one of the 4 miniatures, at the owner's choice, will have to test twice). Two models pass the test. The Rangers must perform only one test that is passed. Next turn the Rangers will roll 28 dice (or 21 if the hit miniature doesn't pass the Suppression Test), while Taliban 2 (again, if all pass the Suppression Test).

## 12.0 MORALE TEST

At the end of each turn in which a side has taken losses that side must take a Morale Test.

The Team must roll a number of d6 equal to their Morale rate (from 2 to 5, see Table) and passes the test if at least 1d6 scores a number equal or superior to the number of losses takes so far.

If the Team leader has been killed he counts as 2 losses. With a roll of "6" the test is always passed, unless the Team has less than 50% of his men still fighting in the field.

If the test is failed and if the Player has got more Defeat Points than his opponent the team is removed and the game is over. All figures within 10cm from the enemy are captured.

If the Team that failed the Morale Test has not got more Defeat Points than their opponents then it will start the next turn suppressed.

If the Suppression Test is failed the figure belonging to this team will have to move at least 15cm towards its table edge or towards the closest board edge. While retreating a soldier can fire or deviate towards covering points or wounded comrades and once reached continues the retreat in the most direct way.

The Suppression Test for each figure must be repeated every turn by the retreating figure until passed. In that case the figure will operate as normal.

Figures that are retreating react as normal.

## 13.0 PLATOON LEVEL GAMES

*Breaking News* can also be played with several units/squads per side. In this case every squad will have to be commanded by a leader and one leader should take control of the platoon.

The following rules must be used.

**Initiative.** Add only the leadership bonus of the Platoon leader, or the highest in rank. The player that wins the initiative (Active Player) activates all his Units one by one (the second squad can be activated once the first squad has finished etc).

**Actions by Group** (5.2). Can be used but only by miniatures in the same squad.

**Actions of the Reacting Player.** Every miniature belonging to the Reacting player can react according to the rules.

**Morale.** Morale is applied to the whole platoon, but adding a d6 for each team/section that has not suffered 50% losses.

**Example.** A Veteran platoon composed of 3 squads and an antitank section must take a Moral Test as it lost 3 men during that turn. No Team/section has gone below 50%. The test is performed with the roll of 8d6 (4 for the Morale rate – Veteran - and 4 for the Teams/sections with more than 50% of fighting men). To pass the test at least a 3 is needed.

## 14.0 VICTORY CONDITIONS

Unless playing a specific scenario, the game ends

- 1) immediately when one side fails the Morale test (retreat) and is losing (see Defeat points).
- 2) when one side leaves the battlefield (disengages). The models must leave the table from their deployment area.

At the end of the battle the loser is the player with most Defeat Points

### **Defeat Points**

**5** points for whoever fires first

**15** points for every Special Forces member lost

**10** points for every regular lost

**5** points for every Irregular lost (10 if the leader)

**5** points for every building hit by support fire or for every civilian killed (only for regulars against irregulars). Points are 10 if the Team has Rules of Engagement (see Extras)

**30** points for every journalist captured (only by irregulars)

**15** points for disengagement (retreat for failing morale)

**5** points for exfiltration

**50** points for losing a Main objective

**20** points for losing a Secondary objective

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## **CALCULATING POINTS**

### **LEADERSHIP**

Leadership1 = 5 points, Leadership2 = 10 points, Leadership3 = 15 points, Leadership4 = 20 points

### **COST OF A SINGLE MAN WITH AR**

Regulars: Special Forces 20 points, Elite 15 points, Veteran 12 points, Trained 12 points, Recruits 7 points

Irregulars: Mercenaries/Commando Terrorist/Veteran Militia 11 points, Fanatics 8 points, Militia 5 points

Medic: 10 points

NOTE: You can raise or lower the quality level on the lists.

### **WEAPONS**

Sniper rifle (the cost transforms the man into a sniper) 15 points

Rpg/Panzerfaust III etc. 7 points, Anti-tank (e.g. Milan) 15 points, grenade-launcher 5 points, LMG 5 points, MMG 7 points, HMG 10 points

### **VEHICLES**

Unprotected Vehicle (technicals etc.) 10 points + cost of MG.

Protected vehicle (Hummer, VM90 etc.) 15 points + cost of MG.

Lightly armoured (Puma, LAVIII etc.) 25 points + cost of MG.

Tank, Heavy armoured vehicle (Centauro) and AFV (Bradley, Warrior, Dardo etc.) 50 points (cost includes MG and gun).

### **EXTRAS**

**Infiltrators.** Only Special Forces. Allows you to deploy the squad at any point on the battlefield but no closer than 15cm from an "objective marker" or an enemy. The infiltration occurs during the deployment phase (infiltrators deploy second).

**Cost: 30 points**

**Ambush.** You can deploy any number of men at any location on your side of the table but no closer than 15cm from an objective or an enemy. This takes place at the end of the turn. It gives a +1 to the next initiative.

**Cost: 25 points.**

**Helicopter evacuation.** This allows troops to leave the battlefield rapidly. After the deployment of all forces the player with this option secretly notes down the helicopter landing point. This point must be an objective marker. The player also chooses the number of the turn that the helicopter will appear and writes this down. Helicopters can wait to load stragglers every turn by rolling 1d6. A roll of 1 means the helicopter must leave the area and cannot be called back.

Helicopters can be fired upon by the enemy.

**Cost: 25 points**

**Improved Support Fire.** This gives you a bonus of +1 when calling for Support Fire.

**Cost: 15 points**

**Mortars.** Allows Irregular Troops to have Support Fire. The mortar is off-table. Support Fire can be called with a roll of 5 or 6 and comes next turn. Use a 10cm template. Use the rules shown for Light Mortars.

The opponent can use Support Fire to suppress the mortar. This “anti-battery” fire can only be called after the mortar has fired (so the fire cannot occur until the turn afterwards). The mortar is suppressed with a roll of 4 or more.

**Cost: 15 points.**

**Motivation.** The men are particularly motivated regarding the mission’s importance. The first failed Morale Test is ignored.

**Cost: 15 points (per squad).**

**Rules of Engagement.** This option limits your actions.

1) The player cannot fire first, and if he does it costs 25 Defeat Points (in addition to the standard 5 points).

2) The player with Rules of Engagement has a -1 Penalty when calling for Support Fire (with rules of Engagement you cannot have Improved Support Fire).

3) You can only perform Speculative Fire with a roll of 6.

**Cost: – 40 points**

**Intelligence.** This ranges from Level 1 to Level 3. Only Special Forces can buy Level 4. At any time, and for the Special Forces even before deployment, the player can try an Intelligence Roll. The Intelligence Roll is passed if you roll a number that is equal to or less than the Level. If you pass the Intelligence Roll (only one per game) the opponent must reveal the location of the objective that he must defend (or attack).

Intelligence can also be used like "counter-intelligence" as a penalty to the opponent’s Intelligence Roll.

**Cost: 10 points per Level**

**Explosives (IED).** Only allowed for some Irregulars. The player can select one or more **fake** “objective markers” as locations where explosives have been placed.

If not remotely controlled, when an enemy miniature moves to within 10U there is an explosion (use the support fire template) if you don’t roll a 1 or 2 on 1d6. All models in the template must perform a Saving Throw.

If remotely controlled, the explosion happens when the controlling player decides to detonate. Here, too, the explosion will not happen with a roll of 1 or 2 on 1d6. If the charge fails to explode you cannot try again.

**Cost: 20 points or 30 points if remotely controlled.**

**Media.** War correspondents will only be used in games between Regulars and Irregulars and are split into two categories: embedded and independent. The first are managed (i.e. moved) by the Regular player, the second sort by the player that controls the Irregulars (that move 2d6).

Both types can be captured by Irregulars if they are contacted by them.

- 1) Embedded journalists. Double all the Defeat Points of the Regular player to whom they are entrusted, but also double (positive) the points gained for the primary objective. They triple Defeat Points deriving from losses to civilians or bombing of buildings whatever their position on the battlefield. **Cost -20 points.**
- 2) Independent journalists. Double all Defeat Points of the Regular player and quadruple Defeat Points deriving from losses to civilians or bombing of buildings whatever their position on the battlefield. Considering that they are controlled by the irregular player they will be easy to capture. **Cost: +20 points.**

**Civilians.** The presence and the involvement of unarmed civilians is unfortunately a common feature in the so-called Peace Keeping operations. In BN they are a deterrent for the Regular troops, more influenced by public opinion, to use overwhelming firepower.

Civilians are activated in the same moment by the Irregular player and can be moved up to 15m per turn.

Before activating the civilians the Player must roll a d6 and get a number higher than the negotiation skill of the opponent (note that all troops have at least a basic negotiation skill of 1). If the test is failed the civilians are moved in that turn by the Regular player.

Rules for friendly fire are applied to the civilians. Civilians fired at by the Irregular player don't generate any Defeat points.

**Cost 10 pts per figure.**

**Negotiation.** The Negotiation skill may vary. All Regular troops have a basic value of 1. Higher values are to be paid for and only MSU and Secret Services can have level 4.

The negotiation "card" must be played at the start of the game, before the initiative is resolved.

Using the Negotiation the Regular player gets Defeat points every turn (see the table below). If the opponent fires first then removes the Defeat points summed so far and takes 10 Defeat Points.

Accepting negotiation also means you must stay at least 15cm from the enemy.

Defeat points accumulated during the game are not certain in any event. At the end of the game the Regular Player roll a d6 and if he rolls the same as or less than his Negotiation level he cancels the Defeat points.

#### **Negotiation Defeat Points table**

Negotiation 1 (costs 0pts) – generates 5 Defeat pts per turn

Negotiation 2 (costs 5pts) – generates 10 pts per turn

Negotiation 3 (costs 10pts) – generates 15 pts per turn

Negotiation 4 – (costs 20pts) – generates 20 pts per turn (only MSU and Secret Services)

**Example.** Bersaglieri with Negotiation level 3 against Somali.

*At the start of the game the Italians declare the use of the Negotiation. Their aim is to reach the objective without being fired upon. The Somali player accepts for the first turn not to engage and causes 15 Defeat pts to the Italians. Same happens at the second turn and the points are now 30. In the meanwhile the Somalis can encircle the Italian convoy, but keeping at least at 15cm from their enemies. Should they decide to fire the Italian loses all their Defeat pts and the Somali get 10 Defeat points (plus another 5 for first to fire).*

Negotiation can be used in dealing with civilians (see Civilians).