



CIVIL POWER

A game by Brian Train

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CIVIL POWER

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Dedication: to Hunter S. Thompson, whose masterful and savage essay 'The Police Chief' inspired this whole effort.

1.0 INTRODUCTION

Civil Power is a game that models some of the tactical aspects of quelling or fomenting civil disorders. Scenarios for various urban conflict situations are provided.

2.0 COMPONENTS

The game includes the following: a set of counters, two geomorphic maps of an imaginary urban area, charts and tables, a scenario guide, and these rules. Players will also need two six-sided dice (that is, two 1d6).

Notes on the counters:

- The Mob units are printed in two shades of red for use in some scenarios with two antagonistic Mob players.
- Players may make more informational markers (Fire, Second Level, Suppressed or Gas) if they need to.
- The counter sheet is printed in such a way that a section of the counter frame (what is left after you punch the counters out) is printed with symbols for the linear Barricade (6.2) and Barrier (8.11) markers. Cut these out with scissors when you have punched out the counters. Or you could use matchsticks, coloured and cut to length.

2.1 Units

Counters are provided for the two sides in the game: the Mob player and the Police player. Each unit is rated for its fire and shock combat strengths (top left and top right numbers on the counter, respectively), its morale level (bottom left), and movement allowance (bottom right). See the Unit Identification Chart.

Units represent: Individuals (Snipers, Agitators and TV Crews) or one Vehicle, shown by one icon; small Groups of 5-20 people (Punk units and all Police units except vehicles) shown by two icons; and Crowds of 50-150 rioters, shown by three icons.

2.2 Map

The maps represent an imaginary urban area and are divided into square areas that function like the spaces of a chessboard. Each area represents an area about 20 meters square. Units move from one area to another during the Movement Phase. The maps are geomorphic and may be arranged in any fashion mutually pleasing to the players if a scenario does not require them to be set up a certain way. If they cannot agree, place the West map to the left of the East map (though then they will have to agree whose "left" to use).

2.3 Starting the Game

The two Players agree which side each will play and choose a scenario. They spend the points initially allot-

ted them to buy units. There may be certain limits on how they may spend these points, as set out in the scenario instructions. Alternatively, players may choose a standard “package” of units to use if they want to get right to playing. After each player has written down their force selection, the players set their units up on the map in the order and method described by the scenario instructions. Barricades purchased are placed clearly along one of the four sides of a given area. Play begins with the first turn and continues until the turn limit given by the scenario or Mob Tactical Disintegration occurs (if using that optional rule, 8.9), at which point victory is judged.

3.0 SEQUENCE OF PLAY

Each Game-turn represents an indeterminate length of time, depending on what happens during it. Each Game-turn consists of a mutual Gas and Fire Check Phase followed by two Player-turns: one for the Mob Player and one for the Police Player. The Mob player goes first in each Game-turn.

Mutual Gas and fire check phase

Do the following in order:

- All Mob units occupying areas with Gas or Gas-2 markers make a Morale Check (MC).
- Remove all "Gas-2" markers. Then, flip all remaining gas markers to their "Gas-2" sides.
- Roll 1d6 for each Fire marker on the map; on a “6” that fire goes out and the marker is removed.

A. Fire Combat phase

All eligible player units **may** conduct fire combat within the provisions of the rules governing fire combat (5.3).

B. Movement Phase. Player units may move within the provisions of the rules governing movement (4.0).

C. Shock Combat Phase. Shock combat between opposing units occupying the same area **must** occur, within the provisions of the rules governing shock combat (5.4).

D. Suppression Recovery Phase. All friendly player units that were suppressed in the previous player turn automatically recover.

This ends the Player-turn. The next player then repeats phases A to D with their units. Players note the passage of another Game-turn and the next Game-turn then begins with the Mutual Gas and Fire Check Phase.

4.0 MOVEMENT

During the Movement Phase units move from area to adjacent area, expending points from their Movement Allowances.

- Crowd units may not move or retreat diagonally; all other units may.
- Units must stop when they enter an area containing an enemy unit (which they must then engage in Shock Combat in the ensuing Phase).
- A unit that attacked in the Fire Combat Phase may move in the

Movement Phase but it may not enter areas with enemy units to attack them in the Shock Combat Phase.

- Units may be moved or retreated off the edge of the map voluntarily: if so, they are simply removed from the game and are not judged as eliminated.

4.1 Stacking

More than one unit may be present in an area at the end of each Movement Phase, depending on its size. The following limits are per side:

- Any number of Individual or Vehicle units
- Up to THREE Group units
- One, or sometimes two, Crowd units (see 4.4).

There is no extra cost for moving through friendly units. However, see 4.4 for limitations on Crowd movement.

4.2 Buildings

- Mounted Police units, Vehicles, and Crowds may not enter building areas. Doors or windows are assumed to exist in each area of a building, to allow Group and Individual units to get in or out.
- Buildings have two levels. A unit in a building is assumed to be at street level unless it is placed on top of a “2nd Level” marker, to denote that it is one level higher than the street (which gives them a height advantage in certain circumstances). Stairways up and down are assumed to be

in each area to allow units to change levels. It costs a unit an extra 2 movement points to change levels. Opposing units must be in the same area at the same level to engage in Shock Combat.

4.3 Crowd Movements and Crowd Surge

- Crowds may not move or retreat diagonally or enter buildings.
- Crowd units may not move through other Crowd units, except when retreating (5.4.3).
- Normally only one Crowd may be present in an area. Two Crowd units may be together in an area if and only if that area contains enemy units, which must then be attacked in the ensuing Shock Combat Phase. See 5.4.2.

5.0 COMBAT

Units are rated for their ability to conduct Fire and Shock combat.

- Units may always reduce their numerical combat strengths in order to avoid bloodshed (that is, Wounded in Action (WIA) and Killed in Action (KIA) results that may cost them Victory Points).
- Units that attack in the Fire Combat Phase may move in the ensuing Movement Phase, but may not move into areas with enemy units to attack them in the Shock Combat Phase.

5.1 Morale Checks (MCs)

Units will often have to check their morale after being attacked. A unit making a Morale Check (MC) rolls 1d6 and applies different Die Roll Modifiers (DRM), depending on the current Phase and situation (see Charts and Tables).

- If the adjusted die roll is less than or equal to the unit's morale, the unit has passed the MC and is unaffected.
- If the adjusted roll is greater than the checking unit's morale, then the unit is suppressed. Mark it with a "suppressed" marker.
- If the adjusted die roll is 7 or greater, then the checking unit is eliminated (removed from the game).

5.2 Effects of Suppression

Suppressed units may move but may not enter areas with enemy units, even if other friendly units are there.

- Suppressed units may not initiate Fire or Shock combat attacks. They may not use Tear Gas (6.1) or throw Molotovs (6.5)
- A suppressed unit has a Shock combat strength of 0 (zero).
- Suppressed units automatically recover in the Suppression Recovery Phase of their next Player-turn. *(As a reminder, crank the suppression marker of such a unit 90 degrees in the following turn's Mutual Gas and Fire Check Phase, to distinguish it from other units that may become Suppressed during the Player-turns just starting.)*

- A unit can be suppressed any number of times to no additional effect (although being suppressed gives a DRM in many situations).

5.3 Fire Combat Phase

Fire Combat attacks take place in the Fire Combat Phase only. They are voluntary. Fire is directed by friendly units at enemy units in areas to which a Line of Sight (LOS, 5.32) can be drawn. A unit may make ONE Fire combat attack per Phase and may choose ONE enemy unit to be fired upon. A unit may be attacked any number of times by Fire Combat. Units may fire in any direction. They may choose ONE enemy unit in ONE area to be fired upon. Units may combine their fire strengths into one attack on one unit if they are adjacent to each other or in the same area, and both have a LOS to the same target unit (exception: Snipers may not combine their fire strength with any other unit, even another Sniper).

5.3.1 Fire Combat Procedure and CRT Results

Roll 1d6 and modify the result as directed in the charts and tables. The defender (that is, the player being fired upon) applies the results and makes a MC for the unit, regardless of and in addition to the actual result on the table. Any W or K results casualties are noted on scratch paper by the suffering player, or track them on the all-purpose record track with the supplied markers.

- W or K results are doubled for crowd counters.

- Firing on individuals: a W or K result will eliminate the unit.

5.3.2 Ranged fire and Line of Sight (LOS)

The maximum range at which a unit with a Fire combat strength can attack is equal to ONE-HALF that strength, measured in areas and rounded up (*Exception: Snipers have an unlimited range, and certain special weapons have a specified range.*)

To conduct ranged fire, a LOS free of obstruction must be traced from the centre of the firing unit's area to the centre of the target unit's area.

- Buildings, Barricades, Gas markers, and friendly or enemy Group or Crowd units all block LOS through (but not into) their area.
- Firing units can trace LOS through these obstacles if they or the target are at least one level higher than the obstacle.
- The maximum length of a LOS at night is THREE areas (*Exception: Police snipers, who are assumed to have night vision equipment, have an unlimited range.*)

5.3.3 Fire Combat Modifiers: See the Charts and Tables.

Height advantage: can be claimed by firing units if at least one of them is at least one level higher than the target unit(s).

Barricades/windows: Apply the DRM if any LOS to the target unit is traced through such an object in the target's area. Note that the Barricade advantage can be lost if the defender has a height advantage,

and that Barricades may be initially placed in buildings to further fortify the area.

Fire Combat Example: *Two Pistol Punk units are adjacent to each other and attack a Line unit. One punk is in a building one level above the police, who are on street level, and it is night time. $4 + 4 = 8$, so go to the 6-8 column on the fire combat CRT and roll the die. Add 1 for height advantage, deduct 2 for night time, net -1 DRM. The roll was a 2, -1 is 1, which is "no effect." However, the Police unit still checks morale, +1 DRM to this roll because it is night time. The player rolls a "4" on the die, +1 is 5 which is more than the Morale of a Line unit (4) so the unit is suppressed. **Kapweeng!** "Look out!"*

5.4 Shock Combat

Shock combat occurs when friendly and enemy units are in the same area in the Shock Combat Phase. It is mandatory. The player whose Player-turn it is is the "attacker"; the other player is the "defender".

5.4.1 Shock Combat Procedure

Even though the attacker initiates Shock combat by moving into areas occupied by enemy units, the combat is assumed to be simultaneous between the two players.

To conduct Shock combat, all units of one side total their Shock combat strengths, roll the die and apply any modifiers. The other player does the same with their units. The results are applied to ALL the enemy units in the area. If, after the results have been applied, there are still opposing

units in the same area, they repeat the process with those units (even if suppressed), again and again until units of only one side are left in the area.

- A suppressed unit has a Shock combat value of 0 (zero).
- Only the side with the smaller total of Shock combat strengths must conduct a retreat, if indicated by the combat result.
- If a retreat is indicated against the side with the larger total, the units do not retreat but still conduct a Morale Check.
- If both sides have the same total strength, only the defender must retreat. The attacker must still conduct a Morale Check if they received a retreat combat result.
- A player may voluntarily retreat one area in place of rolling the die, in order to end the combat. The other player still rolls the die.

5.4.2 Shock Combat Modifiers

Crowd surge bonus: up to two friendly Crowd units may stack in an area in the Movement Phase, but that area must contain enemy units. In the ensuing Shock Combat Phase, the two Crowds may add their Shock combat strengths.

- If, at the end of any Shock combat process in that area, there are no enemy units and both Crowds are still there, one Crowd must now leave the area, moving into an orthogonally adjacent (that is, not diagonally adjacent) area that is both legal for it to enter and which does

not contain a friendly Crowd unit. If the Crowd has now moved into an area containing enemy units, it may conduct Shock combat a second time.

- If all areas adjacent to the area already have Crowd units in them, then all units in the area are suppressed. In the player's next Movement Phase, if the area is still overstacked they must move one or both Crowd units out of the area to comply with the stacking limit.

5.4.3 Retreats

When a unit must retreat, it must move one or two areas (as directed by the result) directly away from the attacker's units and then conduct a Morale Check. All retreats are conducted by the attacker.

- Units may not retreat into or through terrain prohibited to them, or areas containing enemy Group or Crowd units (even if there are also friendly units there at that instant).
- Units must retreat through empty areas if they are available. If none are, they may be retreated through areas containing friendly units.
- If a unit retreating into or through an area exceeds the stacking limit in that area for its size (that is, more than three Groups or one Crowd), then both the retreating unit and one other unit of that size are suppressed. In the player's next Movement Phase, if the area is still overstacked they must move a unit or units out of the

area to comply with the stacking limit.

- Agitators and TV Crews may accompany retreating Mob units, at the Mob player's discretion.
- A unit that retreats off the map may not return to the game but it is not counted as eliminated.
- A unit in the second level of a building that must retreat may retreat one area to the street level of the same area, or to an adjacent building area at the second level. A unit may not retreat directly from the second level of an area to the street level of an adjacent area (i.e., no heroic leaps from windows).
- **No retreat route:** the DRM is applied if the unit checking morale is required to retreat but is in an area from which it could not retreat at all, due to being surrounded by prohibited terrain (e.g. a Crowd backed up against a building) or enemy units. In this case the DRM applied is equal to the number of areas the unit is supposed to retreat, as indicated on the CRT, cumulative with any other DRM. A unit that is required to retreat two areas but can retreat only one due to the above circumstances retreats one area and does a Morale Check (with a +1 DRM for having retreated).

Shock Combat example: It is the Police player's turn and 2 of their Reserve squads have moved into an area with an Untrained Crowd and a Pistol Punk unit. The Crowd has already been suppressed by a gas attack. The Police player rolls

on the 5,6 column of the CRT (2 squads with Shock combat of 3 each = 6). The die roll is 4, +1 DRM for an enemy unit being already suppressed is 5, so the result is "2" (retreat 2 areas, do Morale Check). The Crowd's Shock combat strength is 0 because it is suppressed; the Mob player rolls on the 0, 1, 2 column (because the Pistol Punk unit has a Shock combat strength of only 1). They roll a 5, there are no modifiers so the result is "1" (retreat 1 area, do Morale Check). The Mob player has the smaller total strength so both Mob units retreat 2 areas and make a Morale Check: the Crowd with a +2 DRM (+1 for being suppressed, +1 for having retreated) and the Punk unit with a +1 DRM (for having retreated). The Police player is left in sole possession of the area, but the two Reserve units must still conduct Morale Checks because of the combat result (though with no DRM).

Overstacking in retreat example: a Crowd is attacked by Shock Combat and receives a "1" result. It is at the end of a narrow street and the only area it can retreat into is directly backward, which area also contains one Crowd unit. The Crowd retreats into the area and both Crowds are immediately Suppressed. The retreating Crowd must now do a Morale Check with a +2 DRM (+1 for being Suppressed, +1 for having retreated). In the Mob player's next Movement Phase one or both Crowds must leave the area so the stacking limit is obeyed.

No retreat path example: a Crowd that was already suppressed is attacked by Shock Combat and receives a "2" result. It is surrounded on all sides by either building areas or Police Group units, so it cannot retreat at all (this police tactic is called "kettling"). The Crowd does a

Morale Check in place with a +3 DRM (+1 for being suppressed, +2 for the number of areas it was supposed to retreat and cannot).

5.5 Suppression Recovery Phase

All friendly player units that were suppressed in the previous Game-turn automatically recover. *(Again, if you cranked the suppression markers of the affected units in this turn's Mutual Gas and Fire Check Phase, it would have helped.)*

6.0 SPECIAL RULES

6.1 Tear Gas

Tear gas is bought by the Police player at the beginning of the game by paying 2 points per Gas Grenade to be used (make a note of how many are available or use the marker on the All-Purpose Record Track).

Gas Grenades are delivered either by Gas Guns or thrown by hand, by un-suppressed Police units in the Fire Combat Phase. This counts as a Fire combat attack for the unit. The effect of firing tear gas from a Gas Gun is to place a 'Gas' marker in any one area that the firer can draw a clear LOS to, up to SIX areas away. Enemy and friendly units do not block LOS for this purpose (the gas canisters are fired overhead). When using hand grenades, one 'Gas' marker is placed in an area adjacent to the throwing Police unit's area. Either way, note the expenditure of one Gas Grenade. Police units are assumed to have masks and are not affected by tear gas.

Gas clouds last two turns. They are one level high and a LOS can be traced into, but not through, a gas marker. At any time when Mob units find themselves in the same area as a gas marker (this can happen in the Fire Combat Phase if gas is fired into their area, in the Movement Phase if a unit moves into or through such an area, or in the Shock Combat Phase if they retreat into such an area), they must immediately conduct a Morale Check (however, no DRM ever apply to this MC). If they fail this MC, the Mob player has a choice between conducting an immediate one-area retreat (conducted by the attacker, as in 5.4.3), or immediately becoming suppressed in place.

6.1.1 Gas Guns

Gas Guns are carried by Police Group units, no more than one per squad (also, Water Cannon vehicles and Helicopters may carry a Gas Gun). A Gas Gun is a weapon, and not a unit by itself; if the last Police Group unit in the same area as a Gas Gun counter is eliminated (or if the special vehicle carrying it is eliminated), the Gas Gun is removed from the game. A Gas Gun may not be fired by a suppressed unit.

When a Gas Grenade is fired by a Gas Gun into an area containing enemy or friendly units, roll 1d6. On a "6" a gas canister connected with someone's head and a WIA is counted against the Police player.

6.2 Barricades

Barricades are bought and placed

before the start of the scenario and may not be built during the game. The marker is placed on one of the lines marking one of the four sides of an area. Units get a favorable defensive modifier in Fire or Shock attacks if the enemy LOS (in Fire combat) crosses a Barricaded side in the unit's area, or if any enemy units moved across a Barricaded side in the unit's area to engage in Shock combat. This benefit is lost in Fire combat if any enemy units are firing from a position at least one level higher than the barricade. Barricades may be emplaced in building areas for cumulative defensive benefit with windows.

6.3 Snipers

Snipers have no maximum range in daylight. Mob snipers have a range of THREE areas at night. They may not engage in Shock combat and are eliminated if ever caught alone in an area by enemy units, or if all units stacked with them are eliminated.

6.4 Agitators

Agitators add 1 to the Shock combat strength of any Group or Crowd unit they are stacked with, and give a -1 DRM on Fire or Shock combat Morale Checks to units in their area. Having more than one Agitator in an area has no additional effect. Agitators are never suppressed nor do they make Morale Checks on their own; at the Mob player's option, they may retreat along with any unit in their area. They are eliminated if ever caught alone in an area by Police units, or if all units stacked with them are eliminated.

6.5 Molotov Cocktails

These are thrown into adjacent areas by unsuppressed Crowd or Punk units in the Fire Combat Phase. This counts as a Fire combat attack by the throwing unit. Molotovs are not actually carried by Mob units; any purchased are assumed to be available to any unit that might want to use them (make a note of how many are available, or use the marker on the All-Purpose Record Track). A Crowd counter can throw any number of Molotovs in one turn but a Punk unit may throw only one.

A Molotov makes a Fire combat attack with a strength of FOUR against EACH unit in the target area. After all Morale Checks have been made, make a Fire Check:

- Roll 1d6, +1 DRM if there is a vehicle or building in the area, and fire occurs on a 6 or greater. Place a Fire marker.
- No one and nothing may remain in or pass through an area with a Fire marker in it (the owning player conducts an immediate one-area move out of the area when fire starts).
- If a fire starts in an area, each vehicle in the area makes an immediate and separate fire check. A vehicle that catches fire in this check is eliminated. Any passengers on the vehicle unload, are automatically suppressed and the owning player conducts an immediate one-area move out of the area.
- Fires do not spread but will burn for the rest of the game unless they go out naturally (check in

the Gas and Fire Check Phase, fire goes out on a 6) or are extinguished by a water cannon (8.2).

- Molotovs may be thrown into or out of a building, but not inside a building.

6.6 Night and Night-light

Some scenarios may take place at night, or night may fall during a scenario. During night turns, units have an extra +1 DRM on Fire or Shock combat Morale Checks, and the maximum range of ranged fire is THREE areas (except Police snipers).

A fire marker in an area will illuminate all open areas adjacent to it. A helicopter spotlight (8.6) will illuminate one area only. Illumination will turn the illuminated area into ‘day’, which allows any unit to possibly draw a LOS to it.

6.7 Engagement Level

The Engagement Level (EL) will be defined for each side at the beginning of the game. Each player may raise (but not lower) their EL during the course of the game. For every EL a player raises during the game, they lose one potential level of victory. Thus a player who raised their EL two levels above what it was at the start of the game could never win more than a marginal victory, no matter how many points they racked up.

EL Police Restrictions

0	Pushing and Shoving: Shock combat only. No gas, baton rounds, ADS or water cannon.
1	Non-lethal Force: May use gas, water cannon, baton rounds, or ADS.
2	Crack Heads: all Police Group units may double their Shock Combat strength (baton rounds, water cannon or ADS do not double strength)
3	One Round, Fire: Snipers (only) may fire on Group units and Agitators (only).
4	All Police units may fire on any Mob units. Extended Range optional rule may be used.
5	Shoot to Kill: All police units may double their Fire Combat strength.

EL Mob Restrictions

0	Pushing and Shoving: Shock combat only.
1	May use Molotovs, Slingshot Punks and Trained Crowds may use Fire Combat.
2	All Crowd units may double their Shock Combat strength.
3	Snipers may use Fire Combat.
4	All Group units may use Fire Combat. Extended Range optional rule may be used.
5	All Group units may double their fire strength.

7.0 VICTORY

At the end of the last game-turn of the scenario, either as directed by the scenario instructions or as forced by Mob Tactical Disintegration (8.9), play stops and victory is judged. Both sides total their Victory Points (VP) and deduct points for any WIA or KIA they inflicted on the other player. The player with more VP is the winner, and the level of their victory is determined by the absolute value of how many more VP they have than the other player. The level of victory may be changed if either player changed their Engagement Level during the course of the game. Standard VP values are as follows:

Each WIA inflicted on enemy: -1 VP

Each KIA: -3 VP

Each enemy Crowd unit eliminated: +2 VP

Each Punk, Agitator or Mob Sniper unit eliminated: +3 VP

Each Police unit (any type) eliminated: +5 VP

Special VP values and objectives may apply in other scenarios.

The level of victory is determined by how many more VP one player has than their opponent. If one player has a VP total of zero or less, assume for this purpose that they have a VP total of 1. If both players have a negative VP total, the player with fewer VP (that is, the one closer to zero) is the winner, but may not win more than a Marginal Victory.

If one player has more but less than 2.0 times as many VP = Marginal Victory

If one player has 2.0 to 2.99 times as many VP = Substantial Victory

If one player has 3.0 or more times as many VP = Decisive Victory

8.0 OPTIONAL RULES

8.1 Baton rounds

Using baton rounds is a form of Shock combat at a distance. At the beginning of a game the police player may designate all units of one class of their squads (Reserve, Line, or Tactical: Unarmed Reserve squads may not use baton rounds) to be using baton rounds. This does not cost any extra points but all units of this class are so equipped and may not use their Fire combat strength during the game; instead, they use their Shock combat strength when firing.

- The maximum range of a baton rounds attack is THREE areas away from the firing unit. The firing unit must be able to draw a LOS to the target free of units (friendly or enemy).
- The firing unit may not attack units that are in a building, or units where the LOS to the target crosses a Barricade or hedge. (*Baton rounds represent various types of nonlethal ammunition, such as rubber, plastic or wooden bullets or rods, beanbag rounds, pepper balls etc. - these are effective against unarmored targets but do not have much penetrating power.*)
- A baton round attack counts as a Fire combat attack, so the firing unit(s) must select one unit to attack. Units firing baton rounds may combine their Shock combat strengths if they are stacked

with or adjacent to each other, as in regular Fire combat. Any number of attacks may be directed against one unit. However, unlike attacks with standard firearms, each attack is not followed by a Morale Check by the target unit.

- In resolving the attack, players use the appropriate column on the Shock CRT. The die roll is modified by -1 for each area the target is away from the firing unit(s), to a maximum of -3 (use the distance from the furthest firing unit if firing more than one area). The defender does not roll on the Shock CRT.

Baton rounds example. Two Tactical squads fire baton rounds at an area containing one Untrained Crowd and one Agitator, 3 areas away. The Tacticals target the Crowd unit. They are adjacent to each other so may combine their Shock combat strengths, for a total of 14. The Police player rolls on the 13+ column on the Shock CRT, and gets a “5” on the die. This is modified by -3 for distance and +2 for firing on a crowd, for a net DRM of -1. The adjusted die roll is 4, which gives a result of “2” on the Shock CRT. The Crowd retreats 2 areas (the Agitator chooses to retreat along with the Crowd) and the Crowd does a Morale Check for the Shock combat result (-1 for the Agitator, +1 for having retreated, net DRM 0).

8.2 Water cannon (WC)

A WC is a vehicle that can fire a stream of high-pressure water up to THREE areas away, in the Fire Combat Phase.

- The WC may not attack units that are in a building, or units where the LOS to the target crosses a Barricade or hedge (*the vehicle is assumed to have enough height to fire over the heads of intervening units, but windows, barricades and bushes provide shelter*).
- The WC has a Shock combat strength varying with the range to the target: 10 points for adjacent areas, 5 points at targets two areas away, and 2 at three.
- WC attacks are resolved on the Shock CRT against all units in the area, but only one attack is made. The defender does not roll on the CRT.
- A shot from a WC will automatically extinguish a Fire marker.
- One Gas Gun may also be installed on a WC if bought separately. The WC may launch tear gas in the same Fire Combat Phase as it conducts a water attack.

8.3 Active Denial System (ADS)

This is a vehicle-mounted system that uses a tightly focused beam of microwave energy to make the target feel as if their skin is burning, though the chances of actual physical damage are low. It may be used in scenarios taking place after 2010.

- The ADS may not attack units that are in a building, in the same area as a Gas cloud, or units where the LOS to the target crosses a Fire area or Barricade or hedge (*the beam does not penetrate solid objects, and even a small amount of smoke or mist will reduce its power to the point where*

the target only feels toasty warm).

- The ADS has an infinite range (even at night) but only one unit in a stack may be targeted.
- The ADS may apply its Shock combat strength of 10 to one target unit in the Fire Combat Phase. The die roll is not modified. In the case of an X result, no WIA is counted.

8.4 Hidden Setup and Ambush

Any Punk or Sniper unit may set up hidden at the start of the game in any building for 5 points extra per unit (note which units are in which buildings). A hidden unit is assumed to be anywhere in the building until it fires, or if an enemy unit enters any area in the building; it is then immediately placed in any area in the building that is not occupied by an enemy unit (owner's choice). If a unit reveals its presence by firing, its Fire Combat strength is doubled for that attack only.

8.5 Mounted Police

These units begin the scenario mounted on horses.

- They may dismount voluntarily during play at the beginning of any friendly Movement Phase: flip the counter so it becomes an ordinary Line Squad. They may not remount during the game.
- While mounted, Mounted Police units are faster, but may not enter buildings. They may 'charge', doubling their Shock Combat factors for that Combat Phase only. To do this, the Mounted Police units must start

the movement phase at least two areas away from any Mob player units and may not pass through any Police units in the Movement phase.

8.6 Helicopters

A helicopter is an airborne vehicle with a very high Movement Allowance.

- It pays only 1 point to enter any area and is always considered to be at least one level higher than any terrain in the area, or to have Height Advantage over any target it may have.
- It may enter areas with enemy units, but (obviously) may not engage or be engaged via Shock combat. However, a helicopter is a large, noisy and intimidating machine and optionally any Mob player Morale Checks in or adjacent to an area with a Helicopter in it have a +1 DRM.
- If a Helicopter is eliminated by a "K" result in Fire combat, it crashes to the ground in the area where it received that result. All units in that area are eliminated (no points awarded to or lost by any player, though) and a fire starts in the area.
- Helicopters come equipped with a searchlight (range infinite, illuminates any one area in its LOS) plus the Police player's choice of one Gas Gun or one Sniper or one Active Denial System. It may not carry other Police units.

8.7 The Donut Wagon

The Donut Wagon is placed at the beginning of a scenario and may not move. Use a generic “Veh” counter to represent it. Any Police unit stacked with the Donut Wagon will fight tenaciously to defend its coconut-sprinkle honour and gets a -1 DRM to any Morale Check it might have to make. This benefit is lost if the Wagon is eliminated in Shock or Fire Combat.

8.8 TV Crews

TV Crews are Mob units but may be moved into or through any areas no matter who occupies them. They do not hinder the movement of any other units through their area. They may not be attacked by the Police Player.

The results of any shock or fire combat attack by any unit (from either side) in or adjacent to an area containing a TV Crew are downgraded by one level (that is: in Fire Combat any K results become W results and W results become No Effect; in Shock Combat an X result becomes a 2, a 2 becomes a 1, a 1 becomes an M, and an M becomes No Effect). Having more than one TV crew in an area has no additional effect.

(This rule is meant to show that both sides tend to “pull their punches” when under media scrutiny. Optionally, players can assume a non-objective media presence and have the downgrading effect apply to Police attacks only. Players could also consider these units not as media representatives but as “mediators” to reflect the roles of mar-

shals, self-appointed peacekeepers, communications teams, negotiators or other non-violence-enforcing types, to the same effect.)

8.9 Mob Tactical Disintegration

Riots are temporary phenomena. The Mob player must fight against time and the cumulative chaotic effects of violent confrontation. This rule is used only in Riot (Type I) scenarios. The Mob player records their Tactical Disintegration Number (normally equal to 10% of their 'points' used for purchase of their forces, rounded up, but this percentage can be adjusted upward to reflect greater determination of the Mob forces) or TDN and adjusts this number according to the following schedule of events as they happen:

-1d6	the first time the Police player uses any non-lethal weapon system (tear gas, baton rounds, water cannon or ADS), or makes a Fire combat attack with a Sniper
-2d6	the first time the Police player makes a Fire combat attack on Mob units with non-Sniper units (regardless of result)
-1	each time a Mob unit receives a W result in Fire or Shock combat
-2	each time a Mob unit is eliminated (any type)
-3	each time a Mob unit receives a K result in Fire Combat
+2	each time a Police unit (any type) is eliminated

At the end of each Mob player Suppression Recovery Phase, the Mob player compares their adjusted TDN to the number of the current Game-turn. If the number of the Game-turn is equal to or greater than the TDN, then the game immediately stops and victory is judged per 7.0.

8.10 Overreaction

This optional rule should be used to model an especially tense or volatile situation, for example one where the police are badly disciplined or badly trained (or are soldiers acting as policemen), or the rioters are quite wound up. Each time a unit of any type is eliminated, the owning player rolls 1d6. If they roll a 6, the player's EL automatically rises one level.

8.11 Barriers

These can be purchased by the Police player before the game, or constructed by the Mob player during it. Barrier markers are found on the flip side of Barricade markers (which may be set up only at the start of a scenario).

- A Barrier is treated like a Barricade, except that it does not give protection against Fire combat attacks (including “shock fire” attacks from baton rounds, water cannon or the ADS).
- The Police player may place Barriers at the start of the game. The Mob player may build Barriers during play (representing improvised obstacles made of street furniture, dumpsters, and other materials). A Group or Crowd unit that does nothing else during the Player-turn may

roll the die during the Suppression Recovery Phase: A Group rolls once, a Crowd rolls three times. Place a Barrier counter in the area every time a “6” is rolled, along one of the four sides of the area.

- There is no additional benefit to adding a Barrier to an existing Barrier or Barricade.
- A Barrier can be destroyed by any Group or Crowd unit if only friendly units are in the area and it does nothing else during that player turn. Remove the Barrier in the Suppression Recovery Phase.

8.12 Vehicles

Only the Police have Vehicle units. A Vehicle is anything with wheels and an engine, including Trucks, Water Cannon, the Donut Wagon, the Active Denial System, and the Tank.

- Vehicles may not enter Buildings and may not cross Barricades, Barriers or Hedges.
- For simplicity, Vehicles may not enter areas containing enemy Group or Crowd units. (*Players may wish to make up their own grotesque rules for ramming multi-ton automobiles into crowds of unprotected pedestrians; I've been run over by a car and it wasn't fun.*)
- The Police player may start the game with units loaded into Trucks (use the generic “Veh” counters.) Each Truck may carry one Police Group or any number of Snipers (keep the units off map until they are unloaded from the Truck; note which units are on which Truck by the

vehicle identifier letters.)

- Units being carried in a Truck do not do anything until they unload in a Police Player-turn Movement Phase. They unload in the same area as the Truck. Neither the Truck nor the passengers may move during that Phase.
- To load passengers, they must start the Police Player-turn Movement Phase in the same area as the Truck. Neither the Truck nor the passengers may move during that Phase. Again, note which units are carried on which Trucks.

8.12.1 Vehicles and Fire Combat

A vehicle is not affected by Fire Combat attacks from Trained Crowds or Slingshot Punks (these are assumed to be thrown rocks and slingshot pellets) but may be fired upon normally by other units with a Fire Combat strength. A K result will eliminate the vehicle with one KIA (it is assumed the driver is killed and the vehicle too shot up for anyone else to take over) and any passengers on the vehicle will unload and be automatically suppressed. On any other result, nothing happens. A Vehicle that is destroyed by a fire check from a Molotov Cocktail is eliminated but there is no KIA; see 6.5.

8.12.2 Vehicles and Shock Combat

A vehicle has a Shock combat strength of 0 (zero). Vehicles do not retreat; however, if a vehicle is caught alone in an area with enemy units (either because enemy units

moved into its area, or if all friendly units in its area were retreated out or eliminated) and a retreat result is inflicted on it, it is eliminated (it has been flipped over, had its tires slashed, or is otherwise made useless). Any passengers in the vehicle will unload and be automatically suppressed, and the Shock combat will continue against the passengers.

8.12.3 Armored Vehicles

It is now common for civilian police departments to use surplus military or purpose-designed vehicles with relatively heavy armor. Players may agree to treat Police vehicles in a scenario as armored: in this case, they may not be eliminated by Fire or Shock combat, but may be set afire by Molotovs (6.5).

8.13 Extended Range

When using this rule, the maximum range of a Group unit with a Fire combat strength is equal to its strength, measured in areas. Any attacks on units more than half of this range (rounded up) away are conducted at half strength (rounded up). The maximum range for a Fire combat attack in a Night turn is still three areas.

8.14 Command and Control

Riots are noisy, chaotic events. Even with portable radios, it is difficult for a force commander to get even well-trained policemen formed up for a coordinated movement such as a charge. And while riots can be assembled through the use of cell phones and social media, physical

crowds are unpredictable and can be difficult to get moving. Players may use this rule to affect one or both players as an extra challenge.

8.14.1 To Handicap the Police

All Police units entering a Mob-occupied area to conduct Shock combat must have started the Movement Phase either stacked together, or adjacent to at least one other Police unit entering the area.

8.14.2 To Handicap the Mob

Apply one or more of the following:

- Have the above rule apply to Mob units as well; or
- Have the Mob player roll 2d6 at the beginning of their Movement Phase - that is the maximum number of Crowd units they may move; or
- Any Mob Group or Crowd unit that does not have a LOS to at least one other Mob unit of the same type, or an Agitator, may not move more than half its movement allowance (round up).

DESIGN NOTES – 2020

"At man in purple suit waving axe, one round, FIRE!"*

Civil Power was one of the first games I ever designed, back in 1991 when I was in Japan doing the teach-English bit for a couple of years. There was an English-language bookstore in Tokyo that did mail order and I bought a copy of *The Great Shark*

Hunt, a collection of pieces by Hunter S. Thompson from the early 70s. One of them was "The Police Chief" by Thompson writing as his author-surrogate "Raoul Duke, Master of Weapons" for *Scanlan's Magazine*. It was your typical HST piece, in which "Duke" raged about the inadequacy of equipment in the police armoury to deal with civil disorder.

I had some time on my hands, few games to play, and at the time there was a near complete lack of war-games on the subject of riots... so, inspired by Gonzo Journalism I thought, why not design something on the subject? Over the years, this one has had a few overhauls, and this is the latest one.

I have designed only a couple of generic wargames that explore particular situations or take place in fictitious places. They tend not to excite a lot of interest, but I think they are valuable as a testbed for concepts, or as a way to allow players a "sandbox" to set up situations. This should be obvious from the number and range of scenarios supplied with this game: many of them were derived from actual news stories from when I was first working on the game and its revision. Enterprising players will find it easy to create new ones, plucked from the headlines reporting on our increasingly restive world. Meanwhile, feel free to adjust any parameters of any of the supplied scenarios to your taste.

- *Sample fire order found in the old Canadian Armed Forces manual on "Aid of the Civil Power". It's gone now, of course.*

CIVIL POWER --- SCENARIOS

ALL SCENARIOS

Unless otherwise specified, the Police Player may choose between a Standard or Elite Force Package.

Buildings, the Plaza, or the Park are 'cleared' when no Mob units remain in or adjacent to the location; conversely, they are considered "occupied" when they have not been cleared according to this definition.

The Tactical Disintegration rule (8.10) is strongly suggested for all scenarios (note: in 3-player scenarios, derive the Tactical Disintegration Number from the total number of Mob points among the two Mob players).

TYPE I. RIOT

In all riot scenarios, the Mob player may not buy Punk or Sniper units unless permitted by special scenario rules.

A riot is 'dispersed' by the police player when at least half of the Crowd units (round up) have been eliminated, or if at the end of the game no Crowd unit is adjacent to another Crowd unit.

I - 1 BATTLE OF CABLE STREET

Location/Time: London, 4 October 1936

Police: 5 Reserve units, 3 Line Units (may be mounted), 8 Untrained Crowds (use one colour of Mob

units), 1 Agitator. Engagement Level 0. Enter on the south edge of the West map on turn 1. See special rules.

Mob: 8 Untrained Crowds (use the other colour of Mob units). Engagement Level 1. Set up in The Plaza. See special rules.

Game length: 20 turns

Victory conditions, notes, anything else:

Map setup: Place the south edge of the East map against the north edge of the West map.

Movement: No units of either player may enter buildings.

Police player: The Police player may not change their Engagement Level during the game. All Police (blue) units must be stacked with or adjacent to at least one friendly Crowd unit at all times. Police player Crowd units may enter areas with Mob Crowd units if they are stacked with at least one Police unit, but they may not add their strength to a Shock attack. They defend against Shock attacks normally, and retreat with attacking Police units when required. The Agitator may only benefit Crowd units.

Mob player: will roll once on the Random Reinforcement Table at the beginning of each of their Player-turns. Ignore references to Molotovs or Snipers. Reinforcement units may enter on the east or west sides of either map.

Victory: Both players get 2 VP for each Mob unit eliminated. The Police player gets 5 VP for each Crowd unit moved off the north edge of the East map. The Mob player does not get VP for eliminating Police units, but does get 6 VP if the Agitator is eliminated.

Notes: The Police player's units represent a large marching column of the British Union of Fascists and their police escort. They have formed up along Lem-an Street in the East End and plan on marching to Aldgate East Underground station before splitting up to go to different rallies. The Mob units represent a large number of less organized anti-Fascists who want to disrupt the parade; if they eliminate the Agitator, Sir Oswald Mosley has collected a brick to the head. The Police units are not exactly sympathetic to the Fascist cause, but are used to clear the way for the marching Fascists.

I – 2 ARMIES OF THE NIGHT

Location/Time: Chicago, 1968

Police: 300 points or Medium standard Force Package, Engagement Level 1. All police enter on North, East or West map edge on turn 1.

Mob: 400 points or one Large Mob, Engagement Level 0. On the first “day” or if the Mob player lost the previous game, the entire Mob force enters along the south edge of the map on turns 1 and 2; otherwise the Mob player sets up first in either the Plaza or the Park.

Game length: 5 “days” of 16 turns each

Victory conditions, notes, anything else:

Campaign rules: Each 16-turn game is one 'day' in the five-day campaign. After the first day, each player may raise or lower their Engagement Level for the next day by one level. They may raise it during the game, but may only lower it between games. The winner of the last game decides whether the next

game will be a day or night scenario, and who shall set up first.

Each player starts each new day with what they had left at the end of the previous game, plus 100 points of planned reinforcements, though the player must throw 1d6 for each reinforcement unit before it can enter the game: on a 5 or 6 (6 only if the Mob player won the previous game) the unit has been called away to another part of the city, or fails to show up for some other reason and never enters the game.

Victory: Standard VP values apply. The police get 20 VP if the riot is dispersed at the end of each day, and the Mob player gets 10 VP and 5 VP for being in occupation of the Plaza and the Park (respectively) at the end of each day. Victory is judged at the end of each day and the winner of the campaign is the best 3 out of 5 games.

I – 3 BELFAST (3 player scenario)

Location/Time: Belfast, 1975

Police: 300 points or Medium Force Package, Engagement Level 1. All police enter on any map edge on turn 1.

Mobs: Two mobs of 200 points each or two Small Mobs, Engagement Level 2. The two mobs are Catholics and Protestants (200 points each). The Mob players may substitute Sling-shot Punks for Untrained Crowds and may buy Snipers. They may not buy TV crews. Each mob chooses a quadrant of the map (i.e., the north or south half of one map sheet) to set up in; this becomes their 'neighborhood'.

Game length: 20 turns

Victory conditions, notes, any-

thing else:

Each Game-turn consists of two Mob player-turns followed by a Police Player-turn. The most religious player will decide at the beginning of the game which Mob player will play first in each Game-turn.

Mob VP: If either mob can completely clear all enemy units from the enemy's neighborhood at any time during the game, they get 25 VP.

Mob players also get:

+1/2 VP for each WIA, +1 VP for each KIA inflicted on enemy mob

-1/2 VP for each WIA, -1 VP for each KIA inflicted on police units

Police VP: The police player's objective is to avoid bloodshed by anyone:

+2 VP for each Mob unit eliminated
- ([total of both Mob player VPs] divided by 4) VP at end of game

-1/2 VP for each WIA, -1 VP for each KIA inflicted on Mob units

I – 4 TERRE BLANCHE

Location/Time: Pretoria, 1991

Police: 200 points or Small Force Package, Engagement Level 2. The police set up first within five areas of the Posh Hotel.

Mob: 300 points or one Medium Mob, Engagement Level 2. May not buy TV crews. May buy Slingshot Punk units and Snipers. Enter from any map edge on Turn 1.

Game length: 20 turns

Victory conditions, notes, anything else:

Police objective is to prevent the Mob player (Afrikaner neo-Nazis) from entering the Posh Hotel to disrupt a speech by F.W. de Klerk. The Police player gets +10 VP for dispers-

ing the riot. The Mob player gets +1 VP for each unit adjacent to or in the Posh Hotel at the end of the game. Other standard VP values apply. This is a night scenario.

I – 5 PROTEST-COUNTERPROTEST

Location/Time: Caracas, 2019

Protest Mob: 300 points or one Medium Mob (use one colour of Mob units). Engagement Level 2. Set up in the Plaza.

Pro-Government Mob: 300 points (use the other colour of Mob units; may buy Pistol Punks and Snipers, but no more than a total of 5 of these units) or one Medium Mob (may substitute Slingshot Punks for Untrained Crowds). Engagement Level 2. All units enter from any one map edge on Turn 1 and 2.

Game length: 20 turns or when one Mob disintegrates; see 8.9.

Victory conditions, notes, anything else:

There is no Police player, and no police units. The Pro-Government Mob will go first in each Game-turn. Use the Mob Tactical Disintegration rule (8.9). Each player has a TDN of 30.

Standard VP values apply. The player who causes the enemy's mob to disintegrate first gets +10 VP.

The pro-Government Punk units and snipers represent the "colectivo" irregular militia that support the Maduro regime.

I - 6 STUDENT RIOT

Location/Time: Hong Kong, 2019

Police: 300 points or Medium Force Package, Engagement Level 1. All

police enter on any one map edge on turn 1.

Mob: 300 points or one Medium Mob, Engagement Level 1. The Mob player may substitute Slingshot Punks for Untrained Crowds and buy Snipers but a Sniper may not inflict a K result (treat as a W instead – they are firing sporting arrows). The entire Mob force sets up in the Plaza.

Game length: 15 turns

Victory conditions, notes, anything else:

Riot must be dispersed at the end of the game for Police to win any level of victory. Standard VP values.

I – 7 GILETS JAUNES

Location/Time: Paris, any Saturday, 2019

Police: 300 points or Medium Standard Force Package, Engagement Level 1. All police enter on any one map edge on turn 1.

Mob: 300 points or one Medium Mob, Engagement Level 1. The Mob player may substitute Slingshot Punks for Untrained Crowds. The Mob player gets 8 free Barricades. The entire Mob force sets up in the Plaza and any buildings adjacent to the Plaza.

Game length: 20 turns

Victory conditions, notes, anything else:

Riot must be dispersed at the end of the game for Police to win any level of victory. Standard VP values.

I – 8 DEMONSTRATION

Location/Time: American city, 202x

Police: 300 points or Medium Force Package, Engagement Level 2. All police may set up anywhere on the

map but not within 5 areas of the south edge of the map.

Mob: 500 points or one Large Mob, Engagement Level 1. The Mob player may substitute Slingshot Punks for Untrained Crowds. The entire Mob force enters along the south edge of the map on turns 1 and 2.

Game length: 20 turns

Victory conditions, notes, anything else:

Mob must occupy the Plaza at the end of the game to get 20 VP. The police get 10 VP if riot is dispersed at end of game. Standard VP values otherwise.

TYPE II. WAR IN THE STREETS

The Mob player may buy any units desired, except as directed in any special scenario rules.

II – 1 BLOODY WEEK

Location/Time: Paris, 28 May 1871

Police: 6 Reserve and 6 Line units, 1 Field Gun. Engagement Level 4. All Police enter on any one map edge on turn 1.

Mob: 5 Pistol Punks, 4 Shotgun Punks, 2 Snipers, 1 Agitator, 8 Barricades, 16 Molotov Cocktails. Engagement Level 4. Set up with all units first, anywhere on the map. Up to 5 of the units may set up hidden.

Game length: indeterminate – play until last Mob unit is eliminated.

Victory conditions, notes, anything else:

Map: Use the East map only. In this scenario, the Park is the Belleville Cemetery, surrounded by a hedge. Each area in the cemetery is full of headstones: players move through these areas as if they were clear, but LOS may be traced into but not

through any cemetery area. The Extended Range optional rule (8.13) is not used. See the notes for II-2 for use of the Field Gun, but on a “6” the Field Gun will start a fire in the area, instead of killing everyone and collapsing the building.

Police victory: The game is over at the end of the player-turn in which the last Mob unit is eliminated. Police score +3 VP for each Mob unit eliminated.

Mob victory: Score +5 VP for each Police unit eliminated, +1 VP for each complete Game-turn the game lasts, and +2 VP for each Fire burning at the end of the game.

Notes: This scenario is representative of the last stand of the rebels of the Paris Commune, in the east end of Paris. The Molotov cocktails represent the activity of the “petroleuses”, women who were allegedly setting fire to as many buildings as they could; recent research has disputed whether this isn't just a retro-active misogynist legend, so feel free to leave them out of the game. For balance, if you do this you should also leave out the Field Gun - however it is a definite historical fact that artillery was used lavishly to subdue the Communards, which also set many fires in the city.

II – 2 UPRISING

Location/Time: Warsaw, 1944

Police: 400 points or Medium Elite Force Package, Engagement Level 5. Police (actually a mixed force of German police, SS, and Army troops) also gets one Heavy Machine Gun, one Field Gun, and choice of one Flame Tank or one Ordinary Tank, for free. May not buy or use gas, baton rounds, water cannon, helicop-

ters, the ADS, or the Donut Wagon. All police enter on any map edges on turn 1.

Mob: 500 points or one Large Gang, Engagement Level 5. Mob may not buy TV crews but may use Hidden Setup for any units for free. Sets up with all units first, anywhere on the map.

Game length: 25 turns

Victory conditions, notes, anything else:

The Mob player rolls once each turn for random reinforcements (ignore any references to Crowds). Reinforcement units may be placed in any area of any building, not adjacent to Police units, at the beginning of the player's Fire Combat Phase.

Victory: normal victory conditions do not apply. Instead, at the end of the game players compare the point values of the enemy units they have eliminated, counting them as Victory Points, and judge the level of victory by the ratio of points.

Police player special weapons: the Heavy Machine Gun (HMG) and Field Gun may not move and fire in the same turn. They are the size of a Group, have no Shock Combat value, and an unlimited range. The Field Gun may not enter buildings. Each time the Field Gun fires at an area containing a building, it attacks one unit in the area with a strength of 15. There is a chance that the attack may bring the building down on the occupants: the Police player rolls 1d6 and on a 6, all units in that area (on both levels) are eliminated and a Fire marker is placed there as a reminder that it has been demolished.

An Ordinary Tank is an armored vehicle armed with one Heavy Machine Gun and one Field Gun. A Flame Tank is an armored vehicle carrying one Heavy Machine Gun and a flame-thrower of generous size. The flame-thrower has a range of three areas with no LOS obstruction, along the same lines as a water cannon, but it attacks each unit in the target area with a Fire Combat Strength of 10 and automatically starts a fire in the area.

Tanks are not affected by Fire or Shock combat but may be set afire by Molotov Cocktails. If this happens, the Tank is eliminated. Tanks of either type may not fire on Mob units that have been declared to be on the second level of a building if they are less than three areas from the Mob unit's area.

Each time the Police player fires a special weapon, roll 1d6 to see if it runs out of ammunition. If the player rolls a "6", the weapon is removed from the game but is not counted as destroyed. The HMG and Field Gun are replaced by a Reserve unit. Note that the Tank carries two weapons that may run out individually: remove the Tank when the second weapon runs out.

Mob player sewer movement: During the Movement phase of a Mob player turn, they may take any of their Punk or individual units that are in a building and out of the LOS of any Police units and remove them from the board. Two turns later, the units may reappear in any area of any building on the same map, at the beginning of the Mob player Fire Combat Phase. They may attack that

Phase with doubled Fire Combat Strengths, just as if they were revealing themselves from Hidden Setup.

II – 3 RAUS!!

Location/Time: West Berlin, 1986

Police: 150 points or Small Standard Force Package, Engagement Level 0. The Police player sets up second, anywhere on the West map but at least 6 areas away from any Mob units.

Mob: 1 Agitator, 5 Molotovs and 6 Slingshot Punk units. Engagement Level 1. Mob units set up first, adjacent to or in the Squat.

Game length: 16 turns

Victory conditions, notes, anything else:

Maps: Set up the East map to the east (right) of the West map.

Mob player units can 'escape' to East Berlin by moving off the east edge of the East map, 4 VP per unit that escapes in this way.

The Police player gets +20 VP for clearing the Squat before the end of Turn 8, and +2 VP for each Punk or Agitator unit eliminated.

Notes: This story was told to me when I was visiting Berlin in the late 80s. Back in 1961 when they built the Berlin Wall, there was a triangular enclave in Kreuzberg where they built the Wall across the base of the triangle. Thus there was an area with a couple of old buildings in it that technically belonged to East Germany, but was on the other side of the Wall. The buildings were occupied by squatters. When the police cracked down on the squatter's movement in 1986, the situation occurred where some West Berlin police ended up

in effect clearing an area of East Germany. Some of the punks got away and jumped the nearby Wall into East Berlin, possibly the first time anyone went over the Wall in that direction. Anyway, the East Berlin police, who had been watching the West Berlin police conduct the raid, took the punks in charge, gave them a meal and later sent them back into the West at Checkpoint Charlie-- where the West Berlin police (who had been notified by the East Berlin police) were waiting, and promptly arrested the punks.

II - 4 INTIFADA

Location/Time: Gaza, 1987

Police: 300 points or Medium Force Package, Engagement Level 2. All police enter on any one map edge on turn 1.

Mob: 300 points or one Medium Mob (Mob player may substitute Sling-shot Punk units for Untrained Crowds), Engagement Level 2. The entire Mob force sets up in the Plaza and any buildings adjacent to the Plaza. The Police enter on any map edge on turn 1.

Game length: 15 turns

Victory conditions, notes, anything else:

Standard VP values. The Overreaction optional rule is strongly suggested for this scenario.

II - 5 COLORS (three player scenario)

Location/Time: Los Angeles, 1989

Police: 300 points or Medium Force Package, Engagement Level 3. All police enter on any map edges on turn 1.

Mob: Two gangs of 250 points each

or two Medium Gangs, Engagement Level 4 (use two different colours of Mob counters). Mob may not buy Crowd units or TV crews. Each gang chooses a quadrant of the map (i.e., the north or south half of one map sheet) to set up in; this becomes their 'neighborhood'.

Game length: 25 turns

Victory conditions, notes, anything else:

This is a 3-player game: the police and two rival gangs (Crips and Bloods). Each Game-turn consists of two Mob player-turns followed by a Police Player-turn. The player who likes Dennis Hopper the most will decide at the beginning of the game which Mob player will play first in each Game-turn.

The VP values are somewhat changed for this scenario:

Gangs:

+1/2 VP for each WIA, +1 VP for each KIA inflicted on enemy gang

-1/2 VP for each WIA, -1 VP for each KIA inflicted on Police units

Police:

+2 VP for each Mob unit eliminated
- ((Crip VP + Blood VP) divided by 4)

VP at end of game

-1/2 VP for each WIA, -1 VP for each KIA inflicted on gang units

II - 6 RODNEY KING LIVE

Location/Time: Los Angeles, 1992

Police: 300 points or Medium Force Package, Engagement Level 1. The police player sets up 4 'Swag' counters (use blank counters from other games, coins, etc.), no more than 1 to a building, in any buildings on the map and places 1 Unarmed Reserve unit with each counter (represents

Korean shop-keepers). All other Police units enter on any one map edge on turn 4.

Mob: 400 points or one Large Mob, Engagement Level 2. On turns 1 and/or 2 the Mob player's forces enter the map from any one edge.

Game length: 35 turns (night falls at the beginning of turn 20)

Victory conditions, notes, anything else:

Beginning Turn 3, the Mob player rolls once on each Mob player-turn on the Random Reinforcement Table. These reinforcements may enter at any map-edge, not adjacent to police units.

The Mob player gets 1 VP per turn per Swag counter being looted. A Swag counter is 'being looted' when it is stacked with a Punk unit or adjacent to one or more Crowd units in the Suppression Recovery Phase of each Police player-turn. All other standard VP values apply. Police have no special victory condition.

II- 7 EPHRAIM MOTOR POOL

Location/Time: West Bank, 2011

Police: Police player places 3 generic vehicle counters and the Tank in the vehicle compound (the Park), 1 vehicle per square. Place 1 generic vehicle in the square north of the word "Squat": this represents the Division Commander's vehicle. The Police player starts with 6 Reserve units and 5 Gas Grenades. Engagement Level 1. The Police player may enter 2 units each turn in the Gas and Fire Check Phase, at the Barracks (building E, the row of houses on the western part of the map). The player may use baton rounds.

Mob: 6 Slingshot Punks, 2 Agitators and 5 Molotov Cocktails. Engagement Level 1. All forces enter together on any edge of the map on Turn 1.

Game length: indeterminate: see below. This is a Night scenario.

Victory conditions, notes, anything else:

Use the East Map only; the area called The Park becomes the "vehicle compound". It is still surrounded by a fence, which is equal in effect to a hedge though it does not block LOS.

Vehicles do not move; they may not be driven away or otherwise used by either side during the game. A vehicle will make a fire check in each Gas and Fire Check Phase it is in an area with a fire.

Players may not increase their Engagement Level. The Mob Tactical Disintegration Number is 20.

The game ends when all Police player units have entered the game and there are no Mob player units left inside the vehicle compound. (Mob units can move off the map voluntarily: they may not re-enter the game but are not counted as lost by either player).

The winner is the player with more VP (never mind the ratios).

Police VP adjustments: As normal but player automatically loses the game if any KIA are inflicted on the Mob player.

Mob VP adjustments: As normal, and the Mob player gets 3 points for each vehicle damaged (by scoring a W result on any attack on the Fire CRT; this is an exception to 5.34) and 2 points for each vehicle destroyed (flipped by a retreat result in Shock combat, or by fire from a Molotov). Double the award for damaging or

destroying the Division Commander's vehicle or the Tank. A vehicle can be damaged only once; if it is destroyed later, the player gets points only for its destruction.

The Tank: The Tank may not be destroyed by Shock combat. If the Tank is successfully set on fire with a Molotov, roll 1d6 each turn it is on fire. On a 6 it explodes, and attacks all units in and adjacent to its square with a Fire Combat Strength of 20. Any resulting WIA or KIA are counted against the other player, depending on which side they belonged to. If the Tank is set afire but does not explode by the end of the game, it is considered damaged (and so is worth 6 points).

In 2011, a group of radical Jewish settlers attacked an Israeli Defence Forces base in the West Bank and vandalized their vehicles, in response to a rumour that the soldiers were going to leave.

DESIGN YOUR OWN

Enterprising players should not be afraid to construct their own scenarios, inspired by news stories and incidents they may come across in their reading. Try to give players roughly the same number of points to buy units with, unless one side or the other has a particularly difficult objective in which case you can give them a small advantage. There are enough unit counters in the game that players should be able to create rather large scenarios, though keep in mind these may take a long time to play through.

Civil Power

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