

# **Nouvelle Guerre**

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# Nouvelle Guerre

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## INTRODUCTION

### What you need to play

figures and vehicles - the game can be played without these, but what fun would that be?

dice - 1 six sided die (D6)

poker chips - for Orders, for Air Sorties, for Off-Table Units, and for Un-deployed On-Table Units.

colored rubber-bands - for casualties, stunned tags, and out of command tags.

### Scale

The scale is roughly 250 yards to the inch. This can be modified easily enough to centimeters without hurting anything. The size of the bases for the units is not terribly important as the base is not representative of either the relative size of the figures and/or vehicles, nor are the bases representative of the area that a unit can cover. They are simply there to keep the figures from falling down. I use pennies and 1/72nd plastic figures.

## SEQUENCE OF PLAY

This game is played in Rounds which include these phases:

1.	DETERMINE INITIATIVE
2.	DEPLOY
3.	ISSUE ORDERS for BATTLE GROUPS - COMMAND FACTOR plus one six-sided die per turn.
4.	MOVE AND FIRE all troops according to orders in following order: a) air sorties, b) off-table batteries, and c) on-table units.
5.	CLOSE COMBAT - melee between units in contact.
6.	DETERMINE SUPPLY & COMMAND - Note those units out of supply and/or out of command for next Round; Note those units brought into supply and/or command.
7.	REMOVE STUNNED TAG for units who were stunned the previous round.

### 1. DETERMINE INITIATIVE

Both players should roll a D6. The high roller can choose to go first during each phase and sub-action, or to pass on each and/or all. The player's roll, plus the COMMAND FACTOR of the C-in-C (0, 1, 2 or 3 to define skill of Commander) produces the INITIATIVE FACTOR of the C-in-C for the turn.

### Army Composition

UNIT CLASSIFICATION - All units will be defined by 4 categories/classifications: Firepower Class, Defensive Class, Movement Class, and Morale Factor. Each unit will therefore be given a 4 character label/code to define it during the game:

(FIREPOWER/DEFENSIVE/MOVEMENT/MORALE).

Examples:           Abrahms Tank    A1I13  
                  Ranger Unit    E5V5

MORALE FACTOR - A unit's morale will be from 1 to 5 with 5 being the best trained, most highly motivated troops, and 1 being troops who show no motivation to fight and little or no familiarity with there weapons, equipment and methodology.

### 2. DEPLOY

Initial Deployment shall be made using Numbered Poker Chips, or some other device, to represent un-deployed units either off the table waiting to come on, or on the table but not fully deployed for battle. Each chip can represent from one platoon to no more than one company, regardless of Class. These un-deployed units may be brought in anywhere onto the table within 5" of the edge, but not within 18" of an enemy unit. In the alternative, off-table units may be brought in using air drop (see OFF-TABLE UNITS) if appropriate air sorties are available.

Players must put out actual units when an enemy ground unit comes within 12" or an enemy air sortie makes a fly-by and/or attack and reaches its target. Chips may be stacked up to 5 chips. Movement for chips is 5" until actual units are deployed. Players may voluntarily deploy actual units if desired.

Each round during the Deploy Phase, Player may bring forces which were placed off the table as described above. The order must have been issued during the prior Round.

Also, during the Deploy Phase, Player may Air Evacuate troops on the table to Off-Table (see OFF-TABLE UNITS) if appropriate air sorties are available.

### 3. ISSUE ORDERS

Orders are to be issued at the start of each Round to BATTLE GROUPS based upon the INITIATIVE FACTOR of the C-in-C. Orders must be followed literally and exactly. Following are the orders that can be used:

APPROACH - move forward or towards the enemy, but not within 8" of an enemy.  
ADVANCE - move forward or towards the enemy, but not within 4" of an enemy.  
ATTACK - move forward maximum extent, and if possible close on enemy.  
HOLD - stay in position, defend if attacked.  
REFORM - stay in position, change or reform BATTLE GROUP(S).  
RETREAT - pull back to the maximum extent.  
FALL BACK - pull back if enemy comes within 6".  
AIR SORTIE - only for air units; no target needs to be specified until actual sortie is launched.  
DEPLOY - off-table units to be deployed during next Round. This can include ground and air deployment.  
AIR EVAC - on-table units to be evacuated to off-table position.

The above Orders should be prepared ahead of time on cards or discs, and put face-down besides the units being affected during the ISSUE ORDERS phase. Upon MOVE AND FIRE phase, air sorties will be launched, and all orders to ground units will be turned over and followed.

BATTLE GROUPS - Each unit must form within a traditional command structure: Independent platoons, Companies, Battalions, Regiments. There will be exceptions for certain specialty units and for extremely elite units. For example, Ranger units usually fight in squads, not in platoons, but generally have the same punch, if not more so, as a platoon of standard infantry. Therefore a base of Rangers would be a squad not a platoon, but in game play it would be treated as a platoon, and a platoon of Rangers would be treated as a company, and so on. Such exceptions to the standard should be described in the Lists.

Each BATTLE GROUP must move as a unit. BATTLE GROUPS may be broken apart, and put together, but only through REFORM orders during which no other orders may be issued to, or executed by the affected units.

Except for independent platoons, BATTLE GROUPS must contain appropriate officer/command unit (i.e. - Company = Captain, Battalion = Major, Regiment = Colonel).

### COMMAND ELEMENT

1. Platoons need no independent command element.
2. Companies - one platoon must be designated as command.
3. Battalions - must have independent command/staff element.
4. Regiment - must have independent command/staff element.

Independent command/staff elements will have no firepower, but are otherwise treated the same. If Command Element is destroyed, a higher ranking commander may take over, or remaining units may be brigaded into (an) other similar group(s) with an intact command (no group may contain more than double its normal number of units). Otherwise remaining units must be treated as separate Battle Groups or platoons.

COMMAND - Each unit within a BATTLE GROUP must be within 3 unobstructed inches of another unit within the BATTLE GROUP, and no more than 12 inches from the commander. Once a unit is out of command the unit cannot move or fire except in defensive fire until back in command, or the unit REFORMS and is then issued independent orders.

### 4. MOVE AND FIRE

All troops execute their orders in following order:  
a) air sorties, b) off-table batteries, and c) on-table units.

AIR SORTIES - All air sorties must be resolved unless they are Deployment actions (see OFF-TABLE UNITS).

OFF-TABLE BATTERIES - (see OFF-TABLE UNITS).

MOVEMENT - As stated above, un-deployed units move up to 5" until they deploy, then each unit shall move as provided in Defensive Class Chart, except when in rough terrain where movement will be halved, and when on roads in which case movement will be doubled. Some terrain will be impassable except for foot troops and the lightest mechanized units. Such terrain should be determined before the game starts.

Units may fire and move, and move and fire, but may not fire-move-fire, or move-fire-move.

SHOOTING - All units that may shoot do so according to the FIRING CHARTS.

MORALE CHECK - Any unit which receives 2 or more hits must roll to see if it will stand or fall back. A roll higher than its Morale causes the unit to fall back 4" and be stunned.

<b>FIREPOWER CLASS</b>			
<u>CLASS</u>	<u>DESCRIPTION</u>	<u>RATE OF FIRE</u>	<u>PRICE</u>
A	Super Heavy High Powered Cannon	2	8
B	High Powered Cannon & Equip	1	4
C	Field Artillery, Lg Mortar, etc.	1	3
D	Advanced Light Field Equip (RPG, Hvy MG, etc.)	2	3
E	Small Arms	1	1
F	No Firepower	0	0

<b>DEFENSIVE CLASS</b>		
<u>CLASS</u>	<u>DESCRIPTION</u>	<u>PRICE</u>
1	Super Heavy Battle Tank (New Model)	8
2	Heavy Battle Tank (older Model)	4
3	Lightly Armored Vehicle	3
4	Unarmored Vehicle	2
5	Foot	1

<b>MOVEMENT CLASS</b>		
<u>CLASS</u>	<u>DESCRIPTION</u>	<u>MOVEMENT</u>
I	Fast Vehicle	8"
II	Medium Speed Vehicle	6"
III	Slow Vehicle	5"
IV	Extremely Slow Vehicle	4"
V	Foot	2"

**NOTE:** These classes may have to be adjusted on an ad hoc basis for some unusual weapons and/or units. These changes should be reflected in the list description for the unit.

## FIRING CHARTS

<b>FIRE CHART</b>										
Roll one die, line-up range and firepower class. A score listed or higher is a hit. SUBTRACT -1 FROM ROLL FOR EACH CASUALTY SUFFERED BY ATTACKING UNIT.										
	10"	9"	8"	7"	6"	5"	4"	3"	2"	1"
<b>A</b>	6	6	5	5	4	4	3	2	1	1
<b>B</b>	x	x	6	6	5	5	4	3	2	1
<b>C</b>	x	x	6	6	6	5	5	4	3	2
<b>D</b>	x	x	x	x	x	6	5	4	3	1
<b>E</b>	x	x	x	x	x	x	5	4	3	2
<b>F</b>	x	x	x	x	x	x	x	x	x	x

<b>FIRE RESULT CHART</b>	
If a hit is scored, roll one 6 sided die to determine the result.	
DIE ROLL	RESULT
6	Completely Destroyed
5	Stunned with a casualty *
4	Stunned *
3	Fall Back 1"
2	No Damage
1	No Damage
* Unit will be unable to fire or move until beginning of next Round.	
ADDITIONS	DEDUCTIONS
	IF DEFENDER'S DEFENSIVE CLASS IS: # 1 = -3 2 = -2 3 = -1
IF ATT HAS MORALE FACTOR OF 4 OR 5: +1 IF DEF HAS MORALE FACTOR OF 1 OR 2: +1	IF DEF HAS MORALE FACTOR OF 4 OR 5: -1

# Deployment in defensive structure will raise defensive class according to class of defensive structure.

## 5. CLOSE COMBAT

During the close combat phase, any unit(s) in contact may choose to charge against the other unit(s). All units wishing to charge may do so. Then CLOSE COMBAT proceeds. This includes close range fire as well as hand-to-hand combat, but does not necessarily mean hand-to-hand combat in all cases.

**MORALE CHECK** - All Charging units must roll one die to see if they Charge. If the Charging unit rolls higher than its morale it does not Charge.

**MELEE VALUE** - Each unit has a MELEE VALUE which is determined by adding the FIREPOWER and DEFENSIVE CLASS FIXED FACTORS to the MORALE FACTOR according the following charts, MINUS its Casualties:

CLASS (FIREPOWER   DEFENSIVE)	MELEE FIXED FACTORS
A   1	5
B   2	4
C   3	3
D   4	2
E   5	1
F   N/A	0

Thus to determine MELEE VALUE player should add CLASS FACTORS to MORALE FACTOR, and then subtract that value by the number of casualties suffered. (example; an A1 unit with a morale of 5 without any casualties will have a MELEE VALUE of 15.)

**MELEE** - When melee occurs, each side should add together the MELEE VALUE of each unit in the melee, a die roll for each unit in the melee and any ADDERS and/or DEDUCTIONS which may be relevant:

ADDERS	DEDUCTIONS
Defending from Fortification or building +1, +2 or +3 depending upon Defensive Class of building	Out of Supply -3

Results will be determined by ratios. Divide the Attacker' s score by the Defender' s score to determine the Ratio.

ATT/DEF	RESULTS
2 or HIGHER	Defender(s) destroyed
1 to 2	Defender retreat 4", Stunned and 1 Casualty
.50 to 1	Attacker retreat 4", Stunned and 1 Casualty
.49 or less	Attacker Destroyed

If there are more than one unit attacking another unit, the melee combat is resolved one at a time.

## 6. DETERMINE SUPPLY & COMMAND

**SUPPLY** - Any unit starting a round within 10" of a supply depot is in supply for that round. Any unit within 5" of a supply truck which is within 10" of a supply depot is in supply. A chain of supply can be created using supply trucks, the initial truck within 10" of depot, and all others within 5" of each other. Upon moving out of supply during a round, the next round the unit will be out of supply. A unit can also be supplied by air if the player has air support units capable of providing air supply (see OFF-TABLE UNITS).

**OUT OF SUPPLY** - A unit beginning a round out of supply cannot move and/or fire except for defensive fire until after supply is restored. Exception: "5" Defensive Class units may continue to move the normal allotment even if out of supply, but may not fire until back in supply except for defensive fire.

**OUT OF COMMAND** - If a unit goes beyond the command and control range of its BATTLE GROUP(see ISSUE ORDERS) during the Round, then the unit will be out of command after the next round. This should be indicated with a 2 sided disk, chip or coin. Example: A unit that is part of a Company is moved out of range of its BATTLE GROUP. During this phase, the player will place a marker showing it is "out of command range" (heads?). The unit can still move and fire as if it were within its BATTLE GROUP. If the unit does not bring itself back into command range during the next Round, the coin will be flipped to indicate the unit is "out of command" (tails?). At this point the unit can no longer move or fire except in defensive fire until the BATTLE GROUP gets back into command range, or a REFORM order is issued to it.

## 7. REMOVE STUNNED TAG

Remove the STUNNED tag for units who were stunned the previous round.

## **OFF-TABLE UNITS**

### **LONG DISTANCE ARTILLERY AND MISSILERY**

Long distance artillery and missilery are placed off the table, and may be used to fire on enemy units. They can shoot twice per phase, and cost 50 points per battery. There is no need to issue orders for artillery to fire or to select targets.

Firing on Table Units - Select target and roll one die to determine if you scored a hit. A roll of a 1 or 2 results in a hit on the selected target. If the attack misses, all units (friendly as well as enemy) within two inches of the target unit must also roll a one sided die to determine if they are hit. A roll of 1 will result in a hit.

Results of hits should be determined in the same manner as any other hit using the Fire Result Chart. Off-table artillery should receive an adder of "A" Firepower Class.

Counter-Battery Fire - Off-table artillery may only fire on an enemy battery if the location of the enemy battery is known. There are only two ways of determining this location: 1) an air raid that turn which successfully finds the enemy battery; and 2) the use and possession of trajectory finding equipment (such equipment must be represented on the table).

If location of battery is known, roll one 6 sided die to determine if a hit was scored. A 5 or 6 scores a hit. Determine results in the same manner as any hit.

### **AIR SUPPORT**

Rather than buying an entire air unit, a player buys individual air support sorties. Each sortie costs 5 points or as indicated in the player's list, and must be purchased at the beginning of the game and used as needed. Sorties may only be launched by issuing orders.

Air Raids and Scouting - Target need only be specified upon launch of sortie and may include both on-table and off-table units. To see if sortie reaches its target, player must roll one die. A roll of 3, 4, 5 and 6 means sortie reached its target. This roll will be modified downward if opposing player has air-defense weapons, depending upon the effectiveness of these weapons. Thus less effective air-defense weapons will reduce roll by (-1), while the most effective air defense weapons will reduce die roll by (-3).

If sortie reaches target, it is assumed to be a hit, and player should determine the effect by using the Fire Result Chart. Air support sorties receive an adder of "A" Firepower Class. Sortie may also perform scouting mission. If the sortie reaches its target, all units within six inches of the target are also exposed. Sortie missions can be both air raids and scouting, but if mission is designated as only scouting, target can be a location on the table and not necessarily a unit.

Air Defense Weapons - All air defense weapons must be represented by units on the table. For ground combat, such a unit will have no Firepower, but may have any Defensive Class available, at cost. Air-defense weapons will cost 50 for (-1) effectiveness, 75 for (-2) effectiveness, and 100 for (-3) effectiveness, plus any Defensive Class costs.

Air Supply - Units can be supplied by air. To supply a unit by air, the sortie must be designated as a supply sortie, and a target declared. The target need not be a unit but can be a location. As above, a roll of 3, 4, 5, and 5 indicates that the sortie has reached its target. Every unit within 5" of the target location is now in supply for the next turn. Only certain aircraft can provide air supply. Drones, tank killers, and other specialized ground attack units generally cannot provide air supply. See Lists for more details.

Air Deployment - Units may be Deployed by air drop if the Player has the appropriate aircraft to perform such actions. In order to Air Drop troops into position, the Player must Issue a DEPLOY Order and then in next Round during the DEPLOY phase, the Player will select the Landing Zone (LZ) and expending the necessary Air Sortie. For each unit to be deployed an air sortie will need to be expended. The Air Deployment will be determined by rolling a D6: a roll of 3, 4, 5 or 6 means the aircraft reached the target and the troops are deployed. Air-defense weapons will have the same effect as in combat. In addition, enemy troops near the landing zone will have a negative modifier as well: within 1" of the LZ -3, within 2" of the LZ -2, and within 3" of the LZ -1.

Air Evacuation - If the Player wishes to Air Evacuate a unit, he must issue the AIR EVAC order, and then in the next Round during the DEPLOY phase, the Player will expend the necessary Air Sortie. For each unit to be evacuated an air sortie will need to be expended. The Air Evacuation will be determined by rolling a D6: a roll of 3, 4, 5 or 6 means the aircraft reached the target and the troops are evacuated to an off-table position. Air-defense weapons will have the same effect as in combat. In addition, enemy troops near the target unit will have a negative modifier as well: within 1" of the unit -3, within 2" of the unit -2, and within 3" of the unit -1.



## SCENARIOS - ORDERS OF BATTLE

### Somalia, October 3-4, 1993

USA	12	Elite Infantry Units	E5V5
	4	3 HMMWV, HMG	D4I5
	100	Blackhawk Sorties	
		-The C-in-C will remain off-table, and there will be no need to have a unit represent him. The units on table will be treated as "in command" if a scouting air sortie successfully passes within 12" during the turn.	
	5	2 APCs, HMG	D3I13 (only available after 12 <sup>th</sup> Round as a group)
HABAR GIDIR	80	Tribal Militias, AK47	Half E5V1, Half E5V2
	20	Tribal Militias, RPG-7	Half D5V1, Half D5V2
	20	Civilians/Mobs	Half E5V1, Half F5V1
	2	4 Converted Autos, HMG	D4I2
		-For every 5 RPG-7 units on the table, Somali players gets the equivalent of 1 (-1) air defensive weapon.	
		-There will be no need for a C-in-C or any provision for command. All units on the field will be considered "in command" for the duration of the game.	

Terrain: run down urban area. Buildings provide Defensive Class of 3.

US Forces airdropped into heart of enemy territory, with vehicles coming in to provide escape.

Somali forces should be divided into 5 equal parts. Somalis start coming into area within minutes of attack. 20% of Somali forces come onto table immediately. Remaining force is divided into 4 equal parts. Each succeeding Round, Somali Player rolls to see if he brings in another force; a roll of 4 or more results in one part coming on the table.

Goal: USA - Evacuate Force on the Ground. SOMALIS - Wipe out force.

### General Order of Battle for US Special Operations Task Force

30	Airborne Infantry Units	E5V4
25	Elite Infantry Units	E5V5
18	Elite Infantry Units, LMG	D5V5
3	3 HMMWV, ATGM	C4I5
4	3 HMMWV, HMG	D4I5
8	3 HMMWV, LMG	E4I5
4	Off-table Hvy Mortars	
200	Blackhawk Sorties	
25	Apache Sorties	
50	Drone Sorties @ 3 points each	