

# MAYHEM: WARRING NATIONS

MAN TO MAN COMBAT  
DURING THE NAPOLEONIC WARS



**2**

Hour Wargames

## ***“What’s with the free games?”***

We’re giving away six free games to anyone that wants them. All are available for you to download in PDF form.

## ***“Okay, but why?”***

The six games that we’re giving away are all “old school” games from Two Hour Wargames. Each one is a stand-alone game that will give you a glimpse into how the Two Hour Wargames game mechanics work. Especially the unique Reaction System. Each game has been updated and replaced in the lineup by a newer version that can handle more figures and has more detail. But each of these games is good in their own right and will still give you plenty of enjoyment.

## ***“What’s the catch?”***

No catch. We just want to provide gamers with a free sample of what Two Hour Wargames is about and these six games cover a wide variety of periods.

## ***“What about figures? Do we have to use yours?”***

Heck no. In fact, with all rules from Two Hour Wargames you can use any figures that you want. Even those cool ones from that other set of rules that ended up in your closet. Just dig them out and put them to use.

## ***“Well what if I like them and want to check out more Two Hour Wargames?”***

Simple. Just download one or more games and give it a try. Join the THW Yahoo Group by following the link and ask questions. Once you feel comfortable check out the THW site and see if anything is interesting. To make it easy we’ve put together a list of comparable games. Just remember these free games are simplified versions of the current THW games. So what are you waiting for?

## ***“Just play the game!”***

- **Two Hour Wargames Yahoo Group** – Around 2000 of the friendliest and most knowledgeable gamers in the world. Got a question? Get an answer!  
<http://games.groups.yahoo.com/group/twohourwargames/>
- **Two Hour Wargames** – Here’s the site where you can see all the current games we offer and some more freebies as well! <http://www.twohourwargames.html/>
- If you liked...then you’ll love...
- *Chain Reaction?* Then check out **Chain Reaction 2.0, All Things Zombie, NUTS! or FNG**
- *Mayhem: Warrior Kings?* Then check out **Montjoie!**
- *Mayhem: Wasteland Warriors?* Then check out **5150**
- *Bugs?* Then check out **5150 or Chain Reaction 2.0**
- *Mayhem: Warring Nations or Muskets and Mohawks?* Then check out **Black Powder Battles.**
- *Six Gun Sound?* Then check out **Six Gun Sound Blaze of Glory**

## MAYHEM: Warring Nations

INTRODUCTION TO MAYHEM	2
EQUIPMENT REQUIRED	
SCALE AND FIGURES	
DEFINING CHARACTERS	
ATTRIBUTES	
REPUTATION	
SPECIAL CHARACTERISTICS	3
DAMAGE AND WEAPONS	
WEAPONS TABLE	
CHARACTER SHEETS	
ACTIVATION AND WILLPOWER	4
MOVEMENT RATES	
FAST MOVE	
INVOLUNTARY MOVEMENT	
SCORING A HIT	
HIT TABLE	5
MELEE	
IMPACT AND POWER	
IMPACT TABLE	
WOUND AND WILLPOWER	
WOUND TABLE	6
DEATH AND STAMINA	
REACTION CHECKS AND CHARTS	
REACTION CHECK MODIFIERS	
WHEN TO TAKE A REACTION CHECK	
AWARENESS CHECK	
RECEIVED FIRE CHECK	
ATTEMPT TO CHARGE CHECK	7
BEING CHARGED CHECK	
RECEIVED WOUND AND LEADER LOST CHECK	
RECOVER DAMAGE	
CAMPAIGN GAME	
CHOOSING A LIST	
LOCALES AND THEATERS OF WAR	
TERRAIN SELECTION & EFFECTS	
ENCOUNTERS AND PASSAGE OF TIME	8
ENCOUNTERS TABLE	
ENCOUNTERS	
AMBUSH	
OPEN BATTLE	9
PURSUIT	
RAID	
WINNING THE CAMPAIGN	
ARMY LISTS	10
CHARACTER ROSTER	12
DESIGNER NOTES	13
BASIC RULES QRS	14
OPTIONAL RULES	16
ADVANCED RULES	
ADVANCED RULES QRS	17

# MAYHEM: Warring Nations

## INTRODUCTION TO MAYHEM

MAYHEM is a group of wargaming rules for man to man combat. The rules specifically cover individual combat in all its many forms from bare knuckles to magic to "big guns". Currently there are three sets of MAYHEM covering the following time periods.

- MAYHEM: WARRIOR KINGS— Covering both ancient and medieval history.
- MAYHEM: WARRING NATIONS – Covering the Napoleonic era.
- MAYHEM: WARRIOR HEROES – Covering fantasy combat and magic. (Now replaced by Legends of Araby.)

Each set of MAYHEM includes the following.

- Complete rules for individual combat for that period.
- Simple campaign system to link all the battles together.
- Extensive lists of characters for each period.

These rules are made to be fast, fun, and very playable. MAYHEM does not require a large outlay of time or money and will provide countless hours of pleasure. Without further ad0, allow us to present –

## MAYHEM: WARRING NATIONS

### EQUIPMENT REQUIRED

To play MAYHEM you will need the following items-

- Two or more six-sided dice
- One ruler or measuring tape
- Figures in a consistent scale and based alike.
- A flat surface at least 3x3 feet with 4x6 feet being best.
- Material to represent hills, woods, and other terrain features.

### SCALE AND FIGURES

The easiest way to mount 25mm figures for MAYHEM is 1 figure on a 1" square base. Horses should be mounted on 1" wide by as deep as needed. Figures previously mounted for other rule systems will work as long as both sides are mounted consistently.

You should mount your figure carefully so that it is facing one flat side. This defines the figure's Front while the opposite side is the figures Rear.

### DEFINING CHARACTERS

MAYHEM is played with individual figures referred to as "characters". Before play can start we must define these characters. There are two types of characters. They are "player characters" and "grunts".

Player Character - This is the head-honcho. The main character around which the whole MAYHEM campaign revolves. Player characters represent you, the player.

"Grunts" – These are the non-player characters that make up your group or entourage. They will come and go as the campaign progresses. These are pre-generated for you in each set of MAYHEM.

There are 3 characteristics that define each character whether they are player or "grunt". They are:

1. Attributes
2. Reputation
3. Special Characteristics

### ATTRIBUTES

Every set of MAYHEM revolves around four basic attributes that define every character. They are

- WEAPON SKILLS – The ability to handle weapons and to place damage upon the target.
- POWER – The overall physical strength of the character.
- WILLPOWER – A combination of desire, training, and experience that combine to determine the characters will to fight.
- STAMINA – The amount of damage a character can sustain before he or she will run from the battle or when death occurs.

Generate the character's attributes as follows.

- Roll 2D6 and add the score together for the Weapons Skill.
- Roll 2D6 and add the score together for the Power attribute.
- Roll 2D6 and add the score together for the Willpower attribute.
- Multiply Power by Willpower to determine the characters Stamina.

In addition check the "Reputation" section following to see the minimum and maximum attributes for each character. When rolling attributes, if the score is higher than the minimum for that type of character, then the player is allowed to keep the score. If the score is less than the minimum then increase the score to the minimum. The reverse holds true for Reputation 3 characters.

### REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are four possible Reputations-

- "Men of great renown" or Reputation 6 - These are battle hardened troops of exceptional quality and veterans of numerous campaigns. Their

## MAYHEM: Warring Nations

minimum attributes are WS 10/ PW 8/ WP 10/ and they do not have any maximums.

- “Veterans” or Reputation 5 - These are characters of long and successful service and can be counted on to perform as needed. Their minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.
- “Experienced soldiers or Reputation 4 - These are Reliable men of some experience, the bulk of most forces. Their minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.
- “Green” or reputation 3 - These are green or poor quality troops with little motivation or desire for combat. Often partisans, conscripts, or militia. Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

### SPECIAL CHARACTERISTICS

Now we must look at some special characteristics that will further define our characters.

**Mounted or Foot** - Whether or not a character is mounted may affect movement, missile fire, range, and melee combat abilities. Mounted characters may be dismounted in which case they function as foot troops. All other troops are considered “Foot” troops.

**Grenadiers** – Although by this time they didn’t throw grenades anymore these were usually the biggest and strongest men available. Therefore, +2 to any Grenadiers Power Rating.

**Light infantry** – Voliquers, rifles, jagers, etc. Although called my different names these men were trained to fire their weapons at individual targets. Therefore, +2 to any light troop’s WS.

### DAMAGE AND WEAPONS

There are two basic ways to inflict damage in MAYHEM. The first one is with a hand to hand weapon and the other is from a ranged weapon. Each weapon is defined and in some cases weapons have been lumped into broader categories. Melee weapons have a Power rating equal to the person wielding it while ranged weapons have their own Power Rating. These weapons are then allotted a Damage Value equal to 1 to 3 six sided dice (D6). They are –

- **Lance** – Used specifically by mounted characters. Lances have Damage Value of 3D6. These are listed in the army lists with a LL designate.
- **Bayonet** - All muskets and rifles are equipped with bayonets. However, bayonets attached to rifles prevent them from firing and when bayonets

are fixed on them the player must announce it. Bayonets have a Damage value of 2D6.

- **Swords** – Carried by cavalry troopers and officers of infantry and artillery. Used with one hand and with a Damage Value of 1D6.
- **Pistol** – These short-ranged weapons have a Power Rating of 7 and a Damage Value of 1D6.
- **Carbine** – Includes all musket type weapons carried by mounted troops. These have a Power Rating of 7 and a Damage Value of 1D6.
- **Musket** - This weapon has a Power Rating of 9 with a Damage Value of 2D6. Equipped with a bayonet that allows the weapon to be fired. Takes one Activation turn to reload.
- **Rifle** - This weapon has a Power Rating of 9 with a Damage Value of 2D6. When the bayonet is fixed it may not fire. Will take two Activation turns to reload.

WEAPONS TABLE					
Weapon	Eff	Range	Long	Damage	Power
<b>Pistol</b>	Up to	6	10	1D6	7
<b>Carbine</b>	Up to	8	14	1D6	7
<b>Musket</b>	Up to	12	20	2D6	9
<b>Rifle</b>	Up to	18	30	2D6	9
<b>Sword</b>	X		X	1D6	NA
<b>Bayonet</b>	X		X	2D6	NA
<b>Lance</b>	X		X	3D6	NA

### CHARACTER SHEETS

Each character has a sheet that is used to keep track of their progress in MAYHEM. Follow the sheet in the back of the book as we explain how it is filled out.

- **NAME** – This is the name of the character. Use it to differentiate between figures.
- **NATIONALITY** – This is the nation that the character belongs to.
- **UNIT & HISTORY** – Use this space for any misc. info about the character such as unit and battle experiences.
- **WS** – Weapons Skill. Place the Weapon Skill of the Character in this box. The WS will not go up or down.
- **POW** – Power. Place the Power rating of the character in this box. The Power rating will not go up or down.
- **WILL** – Place the characters Willpower in this box. Be sure to write it to the left side of the box because the Willpower may go down during the battle.
- **STAM** – Place the characters Stamina value in this box. Again, place it to the left, as the value may be going down as the battle progresses.

## MAYHEM: Warring Nations

- **WEAPON** – In this box place the name of the weapon the character is armed with and also its Damage Value.
- **MOVEMENT** – Place the character's movement rate in this box.

### ACTIVATION AND WILLPOWER

At the start of every turn players should "count down" from the highest to lowest Willpower. Whenever a character's Willpower is called he is considered to be "Active".

Those with the same Willpower must roll 1D6 to determine who is Active first with high score going first.

Characters with high Willpower may be designated BEFORE the battle as leaders. When it is their time to "Activate", any friendly characters within 3" of them may also "Activate" but only if they have not been "Activated" earlier in the turn. When "Activating" with a leader they forfeit their "Activation" later on in the turn.

When a non-mounted character is Active he may do one of the following actions.

- Move up to full distance and end facing any direction desired.
- Attempt to climb into a window or break down a door.
- Stay in place and face any direction desired.
- Stay in place and reload
- Charge into melee
- Attack an enemy either by melee weapon or ranged weapons.

In addition, mounted characters may do any of the above or any of the actions listed below

- Move up to ½ distance and fire
- Mount up or dismount
- Move up to ½ distance and reload

### MOVEMENT RATES

Movement rates are as follows.

- Infantry 8"
- Mounted troops 24"

### FAST MOVE

Characters may "fast move" anytime they desire but never two turns in a row. When a character "fast moves" he is allowed to move 1 one and a half times their normal distance.

### INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

1. **HALT** – Immediate stop in place.
2. **CHARGE** – Movement usually up to one and one-half normal to come into contact with enemy character.

3. **RETIRE** - When forced to "Retire" a character moves its normal movement plus 1D6" and ends facing the enemy. Those that retire have their Willpower reduced by 1 point. If contacted by Pursuers the character is immediately "Scattered".
4. **SCATTER** – When forced to "Scatter" a character moves its normal movement + 1D6" directly away and finishes its move with its back exposed to the enemy. Characters forced to Scatter will have their Willpower reduced by 3 points. If contacted by Pursuers, the Pursuer is immediately allowed a "free hack in the back" (melee attack) on the Scattering character. In addition the Scattered will immediately rout.
5. **ROUT** – When forced to Rout the character will move twice normal move directly away from enemy and face away the first turn. Characters that Rout will have their Willpower reduced to "0". They may never rally. On the second turn he will move one and one-half times normal move. On the third turn he will move normal speed away. Both immediately when the character Routs and anytime contacted by the Pursuer or new attackers, the attackers are allowed a "free hack in the back" on the Routing character.
6. **GIVE GROUND** – When forced to Give Ground a character must first be in melee. To "Give Ground" he moves backward 2" and receives 1 reduction to his Willpower. Characters will Give Ground even if they are not Followed Up.
7. **FOLLOW UP** - Characters that cause enemies to "give ground" must "Follow Up" 2" and remain in contact. However if they are in melee with other characters they may not Follow Up.
8. **PURSUE** – All characters that cause an enemy to Retire, Scatter, or Rout may Pursue for at least one turn. The only exception would be if they are still in melee with another enemy. Pursuers will move their full move + 1/2D6". If they remain in contact after moving then they may be allowed to take a "free hack in the back" versus the fleeing enemy. After one full turn of Pursuit roll 2D6 and compare the total to the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed. This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to zero as he is pursuing at a reduction of half from the prior turn.

### SCORING A HIT

The only difference between Melee and Ranged Fire when it comes to scoring a hit or inflicting damage is the distance or range of the weapons. All melee weapons may only be used when in contact with the enemy. Ranged weapons however

## MAYHEM: Warring Nations

may be fired up to their maximum range as listed on the Weapons Table listed in the Damage and Weapons section.

To score a hit, first declare who the attacker is and who the target is. Immediately roll 2D6 and consult the Hit Table. **THERE IS NO NEED TO CHECK ANY MODIFIERS PRIOR TO ROLLING AS THE MODIFIERS ARE ALREADY BUILT INTO THE HIT TABLE.** Total the dice score and read the appropriate line on the table to see if a hit is scored.

To Hit Table	
Dice Score	Results
2	Critical wound!
3	Long range count Miss, all others Flesh wound!
4	Miss!
5	Firer moved fast 12+ Miss, all others Flesh wound!
6	WS 5 or less count Miss, all others Critical wound!
7	Miss!
8	Target in cover Miss, all others Critical wound!
9	Target moved fast 12+ or long range Miss, all others Flesh wound!
10	Miss!
11	WS 9 or higher counts Critical wound, all others Flesh wound!
12	Long range Miss, all others Critical wound!

Hit Table results are as follows.

- Critical wound! The attacker has landed a very damaging blow to the target. Damage is calculated as follows. Take the attackers Weapon Skill and add the score from the Damage Value of the Weapon used. This sum is immediately removed from the target's Stamina. In addition the attacker is allowed to roll 2D6 on the Impact Table which is explained elsewhere.
- Flesh wound! The attacker has landed a damaging blow to the target. Damage is calculated as follows. Take the attackers weapon Skill and add the score from the Damage Value of the weapon used. This sum is immediately removed from the target's Stamina.
- Miss! The attacker has missed the target.
- Other results apply to certain weapons or situations. For example a roll of 8 would score a Critical wound to the target unless it were in cover in which case it would count as a miss.

**After a non-Active character has been attacked in melee and scored a Carry On result**

**from the required reaction test, he may immediately attack the Active character.**

### MELEE

Characters may be attacked by more than one enemy at a time. Up to three enemies may attack the same target in melee with up to two enemies attacking to their front and one enemy to their rear.

During each round of melee the first attack will always go to the "Activated" character except in the following circumstance –

- Charging or counter-charging mounted characters will strike first against non-mounted targets or non – countercharging mounted targets.

### IMPACT AND POWER

Those delivering a Critical wound are allowed to roll 2D6 and consult the Impact Table. A Critical wound is a potentially mortal wound. The attacker totals the score of the dice roll and modifies it by Weapon if applicable. He then checks this score on the column appropriate for his Power rating. If the result is a number then this sum is immediately subtracted from the targets Stamina and all damage is finished. If the result is a "W" then 10 points is immediately subtracted from the targets Stamina and the target has been knocked to the ground and must spend his next turn regaining his feet. In addition the target must roll 2D6 on the Wound Table to see if he has sustained a mortal wound.

**IMPACT TABLE  
POWER RATING**

Die Roll	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

### WOUND AND WILLPOWER

After a target has received a Critical wound and a result of "W" on the Impact Table he must roll 2D6 and total his score. He then checks this score on the column appropriate for his Willpower rating. If the result is a -1 then he immediately reduces his

## MAYHEM: Warring Nations

Willpower by 1 point and damage is finished. If the result is a "K" then the character is dead. Dead, dead.

**WOUND TABLE**  
**WILLPOWER RATING**

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

### DEATH AND STAMINA

When a character's Stamina reaches "0" he or she will immediately Rout. This combination of damage and stress has resulted in the character losing its will to continue. When this occurs the characters Willpower is also reduced to "0". However, even if the character has a Stamina of zero he may still receive damage. This damage is kept track of by negative numbering. When the total Stamina damage reaches double the characters original Stamina that character is dead. Dead, dead.

### REACTION CHECKS AND CHARTS

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks as desired. The consequences of "Reaction Check" die rolls can often change defeat into victory, or vice-versa!

Taking a "Reaction Check" involves taking the character's current Willpower and applying the appropriate modifiers:

CONDITION	MODIFIER
Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Charged in "Flank" or "Rear"	-2

Next roll 2D6 and compare the total to the modified Willpower of the checking character. If the score is equal or less than the modified Willpower the character is said to have "passed" his roll. If it is higher then roll 2D6 again. If the score is equal or

less than the modified Willpower the character is said to have "passed". If the character "passes" on its 1<sup>st</sup> roll refer to the appropriate reaction Check under the "Passed 1<sup>st</sup> roll" section. Immediately carry out the result. Do the same if the character has "Passed the 2<sup>nd</sup> roll" or "Failed both rolls".

### WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons.

#### "AWARENESS" CHECK

Anytime a target moves into LOS from a concealed position a non-active character must take an "Awareness" Check. Modify the check by the following:

-2 if target is behind in cover. +2 If target moves fast, 12+.

+1 If checker is not moving and facing target.

Pass 1<sup>st</sup> roll      Aware of target and may fire immediately or carry on as desired.

Pass 2<sup>nd</sup> roll      Checker and target must roll 1D6 and add to their Willpower. High total fires first, ties fire simultaneously.

Pass no rolls      Checker unaware of target.

### RECEIVED FIRE CHECK

Whenever a character is fired at he must make a Received Fire Check whether or not he was hit.

#### "RECEIVED FIRE" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- CHARGERS continue.
- MOUNTED charge
- OTHERS return fire.

Pass 2<sup>nd</sup> roll

- CHARGERS continue -1 Willpower.
- MOUNTED not charging Retire, -1 Willpower.
- INFANTRY Halt and may not fire.

Fail both rolls

- ALL Retire, -1 Willpower.

## MAYHEM: Warring Nations

### ATTEMPT TO CHARGE CHECK

Whenever a character wishes to charge an enemy character to begin a melee he must take an "Attempt to Charge Check".

#### "ATTEMPT TO CHARGE" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- CHARGE.

Pass 2<sup>nd</sup> roll

- CHARGERS continue, -1 Willpower.

Fail both rolls

- HALT.

### BEING CHARGED CHECK

Characters being charged must take a "Being Charged Check".

#### "BEING CHARGED" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- FOOT stand and fire.
- MOUNTED counter-charge.

Pass 2<sup>nd</sup> roll

- FOOT charged by Cavalry will Scatter, -3 Willpower.
- ALREADY IN MELEE will -1 to Willpower.
- THOSE CHARGED TO FLANK OR REAR will Scatter, -3 Willpower.
- OTHER FOOT Halt and may not fire.
- MOUNTED RETIRE, -1 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to "0".

### RECEIVED WOUND CHECK & LEADER LOST CHECK

Whenever a character receives a Stamina loss due to combat he must make an immediate "Received Wound Check" or Whenever a character loses its leader to death or rout and the leader is within 12" and visible it must make an immediate "Leader Lost Check".

#### "RECEIVED WOUND & LEADER LOST TEST"

##### MELEE UNIT:

Pass 1<sup>st</sup> roll

- ALL carry on.

Pass 2<sup>nd</sup> roll

- FOOT give ground, -1 Willpower.
- MOUNTED Retire, -1 Willpower.

Fail both rolls

- ALL Scatter, -3 Willpower.

### RECOVER DAMAGE

All negative Stamina loss is recovered at the rate of four Stamina points per point of current Willpower per month until zero is reached. Upon reaching zero the remainder of the Stamina is recovered the following day.

**This is the end of the rules.**

**What follows is the campaign section.**

### CAMPAIGN GAME

The following rules will allow players to tie together all of the encounters that they have while playing MAYHEM: WARRING NATIONS.

### CHOOSING A LIST

Players may choose their player character and "grunts" from any army list they desire. Determining enemies is easy. Either you are French and their Allies or not!

### LOCALES AND THEATERS OF WAR

MAYHEM: WARRING NATIONS takes place in three locales. The choice of Army list will determine the real geographical location but the three locales are universal. They are enemy territory, on the border between both sides, and friendly territory.

**Enemy Territory** – These encounters take place in the enemy's own back yard.

**On the Border** – This is the area between the frontlines. No man's land as it's called.

**Friendly Territory** – The piece of land you call home or at least friendly to you.

### TERRAIN SELECTION AND EFFECTS

Each player rolls 1D6 with the total being divided by two, rounding up. This is the number of terrain points allowed for deploying terrain features for the battle. One player decides to place the terrain and the other decides from which direction he will arrive. Terrain is as follows –

#### Terrain at one (1) point

- **Light Woods / Rough Terrain / Soft Ground** - All characters suffer a 1D6 movement reduction in inches if they enter or cross this type terrain. Characters may see and fire through no more than 2" of wooded terrain. The feature may cover no more than 12" X 36" or 24" X 24".
- **Gully** - Characters outside a gully may see and fire no more than 2" into a gully. The feature may cover no more than 12" X 36" or 24" X 24".
- **Dwelling** – This may be a hut, house, tavern, city walls, etc. All characters must stop at the door or window prior to entry or exit. This feature may cover no more than 6" x 12".
- **Road** - Roads must enter from one edge of the board and either exit at an opposite edge or stop

## MAYHEM: Warring Nations

at a settled area. Roads are from one inch wide (a trail) to up to four inches wide (large roadway) and may be placed over any terrain except water. Movement on roads negates any terrain movement normally required. Example: A road running through the woods.

### Terrain at two (2) points

- **Gentle Hill** - A spot should be marked at the center of the hill denoting it's summit or crest. Characters nearer the dot are considered to be "uphill". If the crest is between two characters they are on "opposite" sides of the hill. Hill crests block line-of-sight and units cannot fire through them. (Characters may, however, always fire at 1".) The feature may cover no more than 12" X 36" or 24" X 24".
- **Heavy Woods** - Visibility as Light Woods. All may enter or pass through but at 2D6" penalty. The feature may cover no more than 12" X 36" or 24" X 24".
- **Steep Hills** - Only unarmored and lightly armored may enter or pass through at 1/2 speed - 1D6". The feature may cover no more than 12" X 36" or 24" X 24".

### Terrain at four (4) points

**Lake / Sea** - Impassable. Sea must be placed along edge of battlefield. The feature may cover no more than 12" X 36" or 24" X 24".

### Terrain at six (6) points

- **River** - This terrain feature must be 3" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at the beginning of another river, or at a "free" lake or seashore.

After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge three inches wide must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length. Forging is performed as follows:

- The character must stop at the river's edge and forfeits any remaining movement.
- Next turn, the character moves to the opposite edge and stops inside the river.
- On subsequent turns, the character moves out of the river at the normal rate minus 1D6".
- Characters in rivers are considered "downhill" of those on the river's bank and none may ever fire while in a river.

Terrain may be of "mixed" types, such as "wooded hills" etc. All terrain features "sizes" are

based on 25mm figures and the use of other scales will require adjustments.

### ENCOUNTERS AND PASSAGE OF TIME

MAYHEM: WARRING NATIONS is played in monthly turns starting in March of the appropriate year of your choice which I count from Napoleon's coronation to exile, 1805 – 1815. At the start of each month each player rolls 2D6. If a player rolls a 7 then there is an encounter. Any other roll results in no encounter. In addition there are no encounters from November to February unless players insist on doing so. If they do then they must derive their own weather restrictions, etc. as I believe not a lot is gained by winter fighting. But by no means let me discourage you from exploring this.

After an encounter is determined to happen, roll 2D6 to determine which locale the encounter will take place in. A score of 2 – 5 means it will take place in friendly territory, 6 – 8 on the border, and a 9 – 12 in enemy territory.

Then roll 2D6 for each possibility on the table below. Apply any locale modifiers to the appropriate roll which are under the appropriate locale. High score is the encounter with ties being re-rolled.

ENCOUNTERS			
	Friendly	Border	Enemy
Ambush	+1	0	0
Open Battle	0	+2	+2
Pursuit	0	-1	-2
Raid	-1	0	+2

Each encounter has two sides. The player rolling the encounter can choose which side of the encounter to be when on the Border. However, in Friendly territory the player will be the Ambushers, the Pursuers, and the Defenders in Raid encounters. In Enemy territory the player will be the Ambushed, the Pursued, and the Attackers in raid encounters.

### ENCOUNTERS

Encounters are the scenarios for MAYHEM. They form the basis of the campaign. All encounters follow a similar pattern. It is:

- 1 – What the Encounter is.
- 2 – Who is involved in the Encounter.
- 3 – Where the Encounter will occur and what the terrain is like.
- 4 – How victory is determined.

### AMBUSH

In this encounter a party of characters is moving from one edge of the board (entry point) to the other opposite edge (exit point) while the other side lay in ambush.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

## MAYHEM: Warring Nations

The ambush will take place in the countryside. Roll terrain as outlined elsewhere in the rules. One piece of terrain must be a road or trail. The ambushers place terrain and the moving party decides which direction to move from.

The ambushers are allowed to attack first from any suitable cover. They need not be placed on the board at the start but instead should be noted on paper. Ambushers may not spring their ambush closer than 8" from any character of the moving party.

The ambushers will receive full encounter points if the entire enemy party is killed or captured, half points if any escape, and zero points if at least ½ of the moving party leaves by the exit point. The ambushed receive encounter points in a similar fashion.

If any of the moving party escape off of the board via the exit point then the next encounter is automatically a Pursuit with the ambushers being chased.

### OPEN BATTLE

In this encounter two forces meet in open battle. One party enters from one table edge with the other from the opposite edge.

The non- player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in the countryside. Roll terrain as outlined elsewhere in the rules.

The battle is carried out as per the rules with no special circumstances.

A side will receive full encounter points if the entire enemy party is driven away, killed, or captured. Half points will be given if the party loses more characters than the other side even if the enemy is defeated. Zero points if the side loses.

### PURSUIT

This encounter covers all situations where one group is tracking and attempting to catch another. Pursuers can be recruited from any list, however, if the pursued are all mounted, the Pursuers must also be so. Pursuit encounters are sometimes automatic due to the result of a previous scenario. Sides are divided into Runners and Chasers.

The player may choose to be either side unless specified by prior encounter. The non-player side receives 2D6 characters. The player side may recruit as many characters from his list as desired.

Terrain is generated as usual. The Pursuit encounter is handled as followed:

1 – The Chasers start at a distance of 50" behind the Runners.

2 – The Runner enters the board from any direction he desires. His objective is to exit the opposite edge of the board.

3 – Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest current Willpower of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50" distance between Runner and Chaser.

4 – Roll 1D6 for the Chaser. Add this score to the lowest current Willpower of the Chasers. Subtract this from the distance separating the Runner and Chaser. If the Chaser score exceeded the Runner score then reduce the number added to the Runner's next score by one. Continue doing this each time the Chaser score exceeds the Runner score. Eventually the Runner will go from +2, to +1, to 0, to -1, to -2 etc.

5 – Place the Chasers on the board whenever the distance between parties allows. If the Runner exits the board on the opposite side that he entered, then note the distance between the parties and have the Runners re-enter the board at the edge to his right. He repeats the above process over and over until the encounter ends.

6 – The encounter will end when a) the distance between Runner and chaser equals 100 inches or more, or b) the distance has been reduced to 16" or c) the Runners decide to make a stand somewhere on the board.

The Runners will receive full encounter points if he escapes. The Chasers receive full encounter points if they capture or kill all the Runners.

### RAID

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

The defender cannot gain anything less than full encounter points. Either side will receive full encounter points if the entire enemy party is driven away, killed, or captured. The raiders will gain half points if they enter at least half of all the dwellings and those figures exit the board as they are assumed to have looted the interior. Any other result for the raiders will yield zero points.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

### WINNING THE CAMPAIGN

The MAYHEM system is designed to tie



## MAYHEM: Warring Nations

Hussars - L	2 - 6	7 - 12	x	x
Dragoons - H	x	2 - 7	8 - 12	x

### ITALY

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light*	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chasseurs - L	x	2 - 7	8 - 12	x
Dragoons - H	x	2 - 7	8 - 12	x

### NAPLES

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light*	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chasseurs - L	x	2 - 7	8 - 12	x

### SAXONY

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chevauleger - L	x	2 - 7	8 - 12	x
Hussars - L	2 - 6	7 - 12	x	x

### WESTPHALIA

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light*	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chevauleger - L	x	2 - 7	8 - 12	x

### WURTEMBERG

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light*/Jagers*	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chevauleger - L	x	2 - 7	8 - 12	x

### ENEMIES OF FRANCE

#### AUSTRIA

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Jagers *	x	2 - 7	8 - 12	x
Grenz *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Chevauleger - L	x	2 - 7	8 - 12	x
Uhlans LL	x	2 - 7	8 - 12	x

### ENGLAND AND KGL

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Rifles*	2 - 6	7 - 12	x	x
Light *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Cavalry				
Lt. Dragoons - L	x	2 - 7	8 - 12	x
Hussars - L	2 - 6	7 - 12	x	x
Dragoons - H	x	2 - 7	8 - 12	x

### PORTUGAL

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Cacadores *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Militia	x	2 - 4	5 - 9	10 - 12
Cavalry				
Lt. Dragoons - L	x	2 - 7	8 - 12	x

### PRUSSIA

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Jagers *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Landwehr	x	2 - 4	5 - 9	10 - 12
Cavalry				
Landwehr - L	x	2 - 7	8 - 12	x
Uhlans - LL	x	2 - 7	8 - 12	x
Dragoons - H	x	2 - 7	8 - 12	x
Hussars - L	2 - 6	7 - 12	x	x

### RUSSIA

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Jagers *	x	2 - 7	8 - 12	x
Line/Musketeers	x	2 - 7	8 - 12	x
Cavalry				
Cossacks - LL	x	2 - 4	5 - 9	10 - 12
Uhlans - LL	x	2 - 7	8 - 12	x
Dragoons - H	x	2 - 7	8 - 12	x
Hussars - L	2 - 6	7 - 12	x	x

### SPAIN

TYPE	Rep 6	Rep 5	Rep 4	Rep 3
Infantry				
Light *	x	2 - 7	8 - 12	x
Line	x	2 - 7	8 - 12	x
Militia	x	2 - 4	5 - 9	10 - 12
Guerillas	x	2	3 - 7	8 - 12
Cavalry				
Chasseurs - L	x	2 - 7	8 - 12	x

**MAYHEM: Warring Nations**

Dragoons - H	x	2 - 7	8 - 12	x
Hussars - L	2 - 6	7 - 12	x	x

## MAYHEM: Warring Nations

### CHARACTER ROSTER

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

### CHARACTER ROSTER

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

NAME	WS	WEAPON
NATIONALITY	POW	
UNIT & HISTORY	WILL	MOVEMENT
	STAM	

## MAYHEM: Warring Nations

### DESIGNER NOTES

If you're a gamer like me sometimes you get tired of playing the major periods like Ancients, Napoleonic, or World War II and want a change of pace. A simple game of something different that doesn't take a large investment in time or money but is still fun to play. (You remember fun, right?) I wanted good, cheap, entertainment in a hobby that at times can be very costly. That's why I wrote the Old West shoot-out game, Six Gun Sound. And from Six Gun Sound came the inspiration for the Mayhem rules system.

I wanted a set of fast play tactical battles linked together in a quick and easy campaign system. That and a man to man skirmish game. I designed the Mayhem system for one-figure one-man scale skirmishes. You won't see large-scale actions on the tabletop and few vehicles if any. Instead each player controls 3 to 6 figures, a small band of warriors. Mayhem is as much a role-playing game (gasp!) as it is a tactical wargame. I wanted to capture the flavor of a small, quick, deadly encounters that only man to man battle can provide.

In all of the Mayhem sets combat is short and deadly. There are no "supermen" as anyone has the potential to eliminate anyone with one blow or shot. That's what makes Mayhem so challenging and fun.

Also the game mechanics of Mayhem allow you to personalize each and every character. I can put together a Sharpe's Rifles team or Magnificent Seven. I can give my characters enough "flavor" to make them unique and in some ways that allows me to "care" for them for lack of a better word. They are MY guys!

I noticed with other rules that most of them have all the terrain generated for you, that the order of battle is fixed, and scenarios are laid out. After each scenario has been played the rules usually will get put away and never used again. You know the stuff that collects in the back of your closet? By giving you the tools to generate your own scenarios with clearly defined encounters, Mayhem can be played for years to come. Better yet it allows you to leave the campaign for awhile and come back to it at a later date.

If you have used the Reaction System with the 2D6 Reaction Checks used by 2-Hour Wargames then I'm sure you will see some similarities. I decided to switch to a slightly different system for Mayhem because of the different game mechanics. But the system still allows for realistic responses to situations as they come up. The complaint most often heard about the Reaction Test used in Six Gun Sound and this one that I use in Mayhem is that players do not understand why they follow a reaction instead of doing what they want. ("But I don't want to fire back at that guy.") That is because the tests are set up for the typical human reaction to what is going on. The split second, no time to think reaction that everyone

has every day of his or her life. Ever notice how quick you pull your finger away from a hot pan. Later you take a planned action and use a towel to pick it up. The same holds true in the Reaction Tests. After a player has exited a reaction test and becomes ACTIVE he can do what he wants...until someone forces him to react.

Another unique mechanic is the Hit Table used in Mayhem. The typical game requires the players to start with a basic number then modify it up or down by a list of factors until a success number is reached. The player then must roll higher or lower to succeed, score a hit, etc. Breaking from tradition the Mayhem Hit Table is totally different. All you have to do is roll the dice and read the result that applies. Fast and easy.

Mayhem is unique in its mechanics but still holds true to realistic results. You bought these rules to have fun and I believe you won't be disappointed. Now, pull out some figures and get started!

A special note about the Napoleonic time period is called for. When I sat down to write this version of MAYHEM I spent some time trying to determine who should be included in each army list. I concentrated on who would logically be deployed in a skirmish manner or small missions. That is why you won't see stats for cuirassiers or French Old Guard.

Another consideration I had to make was should I differentiate between time periods and theaters of war. An argument could be made to include both of these but in the long run I decided against it. I imagine that most people interested in these rules are familiar with Napoleonic and to try to explain the whole Napoleonic period is beyond the scope of these rules and beyond my desire.

Besides, the play is the thing and I'm satisfied with the result.

Two Hour Wargames has a wide variety of titles based on the Reaction Check system used in Mayhem: Warring Nations. They range from the ancient time period to the far future.

For more info check us out at on the web at [www.twohourwargames.com](http://www.twohourwargames.com)

## MAYHEM: Warring Nations

### BASIC RULES QRS

#### MOVEMENT RATES

Movement rates are as follows.

- Infantry 8"
- Mounted troops 24"

#### FAST MOVE

Characters may "fast move" anytime they desire but never two turns in a row. When a character "fast moves" he is allowed to move 1 one and a half times their normal distance.

#### INVOLUNTARY MOVEMENT

- 9. HALT** – Immediate stop in place.
- 10. CHARGE** – One and half times normal and into contact.
- 11. RETIRE** – Normal movement + 1D6" away, end facing, and -1 from Willpower. If contacted by Pursuers then "Scatter".
- 12. SCATTER** – Normal movement + 1D6" directly away, end with back exposed to the enemy, and -3 from Willpower. Contacting Pursuers allowed a "free attack" to back then Scattered will Rout.
- 13. ROUT** – Move twice normal move away and face away the first turn. Willpower reduced to "0". They may never rally. On the second turn he will move one and one-half times normal move. On the third turn he will move normal speed away.
- 14. GIVE GROUND** – To "Give Ground" he moves backward 2" and receives -1 to his Willpower.
- 15. FOLLOW UP** - "Follow Up" 2" and remain in contact.
- 16. PURSUE** – Move full move + 1/2D6". After one full turn of Pursuit roll 2D6 and compare the total to the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed. This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to zero as he is pursuing at a reduction of half from the prior turn.

WEAPONS TABLE					
Weapon	Eff	Range	Long	Damage	Power
Pistol	Up to	6	10	1D6	7
Carbine	Up to	8	14	1D6	7
Musket	Up to	12	20	2D6	9
Rifle	Up to	18	30	2D6	9
Sword	X		X	1D6	NA
Bayonet	X		X	2D6	NA
Lance	X		X	3D6	NA

Hit Table results are as follows.

- **Critical wound!** WS + Weapon Damage and roll on Impact Table.
- **Flesh wound!** WS + Weapon Damage
- **Miss!** The attacker has missed the target.
- **Other results** apply to certain weapons or situations. For example a roll of 8 would score a Critical wound to the target unless it were in cover in which case it would count as a miss.

To Hit Table	
Dice Score	Results
2	Critical wound!
3	Long range count Miss, all others Flesh wound!
4	Miss!
5	Firer moved fast 12+ Miss, all others Flesh wound!
6	WS 5 or less count Miss, all others Critical wound!
7	Miss!
8	Target in cover Miss, all others Critical wound!
9	Target moved fast 12+ or long range Miss, all others Flesh wound!
10	Miss!
11	WS 9 or higher counts Critical wound, all others Flesh wound!
12	Long range Miss, all others Critical wound!

#### IMPACT TABLE POWER RATING

Die Roll	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

## MAYHEM: Warring Nations

### BASIC RULES QRS

**WOUND TABLE  
WILLPOWER RATING**

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

#### REACTION TESTS AND MODIFIERS

CONDITION	MODIFIER
Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Charged in "Flank" or "Rear"	-2

#### "AWARENESS" CHECK

Anytime a target moves into LOS from a concealed position a non-active character must take an "Awareness" Check. Modify the check by the following:

-2 if target is behind in cover. +2 If target moves fast, 12+.

+1 If checker is not moving and facing target.

Pass 1<sup>st</sup> roll      Aware of target and may fire immediately or carry on as desired.

Pass 2<sup>nd</sup> roll      Checker and target must roll 1D6 and add to their Willpower. High total fires first, ties fire simultaneously.

Pass no rolls      Checker unaware of target.

#### "RECEIVED FIRE" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- CHARGERS continue.
- MOUNTED charge
- OTHERS return fire.

Pass 2<sup>nd</sup> roll

- CHARGERS continue -1 Willpower.
- MOUNTED not charging Retire, -1 Willpower.
- INFANTRY Halt and may not fire.

Fail both rolls

- ALL Retire, -1 Willpower.

#### "ATTEMPT TO CHARGE" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- CHARGE.

Pass 2<sup>nd</sup> roll

- CHARGERS continue, -1 Willpower.

Fail both rolls

- HALT.

#### "BEING CHARGED" TEST

##### TESTER

Pass 1<sup>st</sup> roll

- FOOT stand and fire.
- MOUNTED counter-charge.

Pass 2<sup>nd</sup> roll

- FOOT charged by Cavalry will Scatter, -3 Willpower.
- ALREADY IN MELEE will -1 to Willpower.
- THOSE CHARGED TO FLANK OR REAR will Scatter, -3 Willpower.
- OTHER FOOT Halt and may not fire.
- MOUNTED RETIRE, -1 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to "0".

#### "RECEIVED WOUND & LEADER LOST TEST"

##### MELEE UNIT:

Pass 1<sup>st</sup> roll

- ALL carry on.

Pass 2<sup>nd</sup> roll

- FOOT give ground, -1 Willpower.
- MOUNTED Retire, -1 Willpower.

Fail both rolls

## MAYHEM: Warring Nations

- ALL Scatter, -3 Willpower.

### OPTIONAL RULES

Any or all of the optional rules may be ADDED to the original rules as written.

#### DEATH AND STAMINA

An alternative to the rule as written is when the character reaches a score of '0' he or she is disabled, unconscious, and no longer in the battle. This is my personal preference and works much better when using large numbers of figures.

#### ARTILLERY RULES AND SPECIAL WEAPONS

These are rules submitted by Mitch Berdinka of Washington State. They are well thought out and recommended. References to Sharpe and Harper are copyrighted characters and no threat to that is implied.

For a skirmish game, most fire will be using canister, although use of ball should be accounted for if the need arises. Sergeant Harper's seven barreled deck gun must also be included. The simplest method is to count artillery as a multiple of several muskets, since essentially that's what canister fire was. This simplifies the mechanics and allows use of the existing tables with only minor modifications. For Harper's gun it is easy to deduce that it should roll 7 times for fire effect. Of course it will also take 7 activation turns to reload. One may also reload less than seven barrels with a corresponding decrease in activation turns to reload and number of fire dice. All that remains is to define a maximum target area and all figures in that area are possible targets after figuring the number of hits. Procedure is as follows:

#### Harper's Seven Barreled Gun Procedure

1. Firer designates target, either an object, window, figure.
2. Any figure within 1" of a line from firer to target and extending 3" beyond target may be hit.
3. Roll 7 differently colored pairs of fire dice and add up totals of same colors.
4. Consult the "To Hit Table" and determine how many hits were achieved.
5. For each hit achieved, random roll to determine which figure in target area gets hit.
6. Note, the same figure may be hit more than once up to a maximum of three hits before any additional must be allocated to a different figure..

#### Canister Firing Procedure

Use same procedure as above except for following modifications:

1. There is a cone of fire that goes from gun barrel to 4" wide at Gun Effective. From there it extends 4" wide out to maximum canister range. Any figure within this area may be a hit.

2. Number of pairs of dice thrown is dependent on gun size, 3-4 pdr 10 pairs, 6-9 pdr 12, and 12 pdr 15 pair. That's a lot of dice and may require multiple rolls if insufficient colored pairs are not available.

#### Ball Firing Procedure

1. Aim gun and any figure within 1/2" of line extending from gun to target point may be hit.
2. Roll a pair of dice for each figure within target area defined above. Essentially the ball has a chance of hitting any figure within its path out to maximum range. For fairness, firer may not use any ruler or other pointing device to line up his shot beforehand. It must be done by Mark I eyeball only.
3. Damage for ball hit will be exceptionally high to account for fact that if you are hit more than likely you will be dead or extremely hurt.

Weapon	Dice Pairs	Eff Range	Long Range	Damage	Power
7 Barreled Gun	7	12	20	2D6	9
Blunderbuss	5	6	12	2D6	8
Ball Shot	*	30	60	10D6	12
Canister					
Arty 3-4 pdr	10	10	30	3D6	10
Arty 6-9 pdr	12	12	35	3D6	11
Arty 12 pdr	15	15	40	3D6	12

### ADVANCED RULES

These advanced rules are intended to replace the original rules if players decide for a larger scale game. These are NOT to be added to the original rules as written.

#### REPUTATION

The Reputation for each character is now the only attribute used. Rep does not go down.

#### REACTION PROCEDURE

Reaction tests are taken by rolling 2D6 at the same time and comparing them individually to the Rep of the checker with a score of equal or less passing the die.

#### DUCK BACK

Characters scoring this result will move immediately to cover so as not to be seen or if melee will break off and move to cover or full move away.

#### GROUPS

Figures may function together as a group. This may happen at the start of the battle or anytime the opportunity arises during the battle. To count as a group all figures must be within 2" of another figure in the group. Roll Reaction versus the highest Rep in the group (the leader). When reactions are taken

## MAYHEM: Warring Nations

apply it to the whole group once. Example – One guy in the group gets fired at, then the whole group takes a check based on the leaders Rep. The smallest group would be two figures with the largest being ten.

### ACTIVATION AND MOVEMENT

Movement is not simultaneous. Instead characters may move when their card is drawn. Each side takes a color either red or black. Shuffle the cards and draw two cards. If both cards are the same color then that side will move first. The opposite side may then move. This concludes one turn. If the two cards are of differing color then the highest card determines which side moves first. Ties cause new cards to be drawn. Play continues until either one side is left or ten face cards have been drawn. In encounters this is considered to be the passage of one day. Movement is by side starting with the highest Rep and rolling off ties

NEW WEAPONS TABLE			
Weapon	Eff	Range	Long Impact Rating
Pistol	Up to	6	10 1
Carbine	Up to	8	14 1
Musket	Up to	12	20 2
Rifle	Up to	18	30 2
Sword	X	X	1
Bayonet	X	X	2
Lance	X	X	3

## ADVANCED RULES QRS

### REACTION CHECK MODIFIERS

CONDITION	MODIFIER
Secure flanks and rear	+1
In cover	+1
Attacking someone from behind	+1
Attacked or "awareness check" to flank	-1
Attacked flank or rear	-2

### "AWARENESS" CHECK

Tester modifies Willpower by "awareness check to flank" modifier only.

Pass 2d6

- Fire.

Pass 1d6

- Firer and target roll 1D6 and add to their Rep. High score reacts first. May fire or finish movement if active.

Pass 0d6

- Checker unaware of target.

### "RECEIVED FIRE" CHECK

Pass 2d6

- **Chargers** continue.
- **Mounted** charge.
- **Others** return fire.

Pass 1d6

- **Chargers** will stop in place and fire instead if possible, otherwise Halt.
- **Mounted** not charging Retire.
- **Others** will Duck Back.

Pass 0D6

- **All** Retire.

### "ATTEMPT TO CHARGE" TEST

TESTER

Pass 2d6 \_\_\_\_\_

- Charge.

Pass 1d6

- Halt.

Pass 0d6

- Retire.

### "BEING CHARGED" TEST

TESTER

Pass 2d6 \_\_\_\_\_

- **FOOT** stand and fire.
- **MOUNTED** counter-charge.

Pass 1d6 \_\_\_\_\_

- **FOOT** charged by Cavalry will Rout.
- **THOSE CHARGED TO FLANK OR REAR** will Rout.
- **OTHER FOOT** Halt and may not fire.
- **MOUNTED** Retire.

Fail both rolls

- **ALL** Rout.

### "LEADER LOST TEST"

TESTER

Pass 2d6

- ALL carry on.

Pass 1d6

- **FOOT** give ground.
- **MOUNTED** Retire.

Pass 0d6 \_\_\_\_\_

- ALL Rout.

## MAYHEM: Warring Nations

### ADVANCED RULES QRS

**TO HIT TABLE**

2	Bad Wound!
3	Long range count Miss, all others Scratch!
4	Miss!
5	Firer moved fast 12+ Miss, all others Scratch!
6	WS 3 or less count Miss, all others Bad Wound!
7	Miss!
8	Target in cover Miss, all others Bad Wound!
9	Target moved fast 12+ or long range Miss, all others Scratch!
10	Miss!
11	WS 5 or higher counts Bad Wound, all others Scratch!
12	Long range Miss, all others Bad Wound!

- Use for BOTH firing and melee.
- After a Hit is scored roll 2D6 versus the targets Rep. This procedure is similar to taking a Reaction test.

**NEW WEAPONS TABLE**

Weapon	Eff	Range	Long	Impact Rating
Pistol	Up to	6	10	1
Carbine	Up to	8	14	1
Musket	Up to	12	20	2
Rifle	Up to	18	30	2
Sword		X	X	1
Bayonet		X	X	2
Lance		X	X	3

**SCRATCH TABLE**

*2D6 vs. Rep. of target.*

**Pass 2D6**

**Taking Scratch test due to Bad Wound result**

- Those in **Melee** will move back 1".
- Those **fired on** will Duck Back.

**Taking Scratch test not due to Bad Wound result.**

- All ignore scratch and continue action including returning fire.

**Pass 1D6**

- Those in **Melee** will move back 1".
- Those **fired on** will Duck Back.

**Pass 0D6**

- All Runaway.

**BAD WOUND TABLE**

*2D6 vs. Rep. of target less Impact*

**Pass 2D6**

- All will roll on Scratch Table.

**Pass 1D6**

- All receive disabling wound and are out of fight.

**Pass 0D6**

- All dead

"READY? STEADY NOW BOYS...

STEADY... FIRE!"

From the vast cold steppes of Russia to the balmy valleys of Spain the Napoleonic wars raged. Victory and defeat rested on the bravery of ordinary men in extraordinary times. Whether you lead the famed 95th Rifles or a band of French Voltiguers will you have what it takes to survive?

By generating the scenarios for you, MAYHEM: WARRING NATIONS lets you link all your combats into one long continuous story. Easy to learn game mechanics and a unique "reaction system" combine to make every game different.

Set and ambush, pursue the enemy, or storm the breach, it's all here for you. Playable with any already based figures MWN can be played solo or alone.

The bugle sounds and duty calls. Your men look to you for leadership. Do you have what it takes?

**REACTION  
DRIVEN**

**2HW 1013  
\$10.00**