

# Light of Nidus / TZAR

## Wargames

**“Political power grows out of the barrel  
of a gun”**

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# Faction Capabilities And Doctrines

## >>The North American Union

*This is the hardest alliance to describe. Canada is just really boring, Mexico still has a socialist, and the United States.... Has a "Left-Right Coalition". It's even crazier than what Europe is doing. Social Democrats, "Welfare Nationalists", "Moderates" (Sell-Outs who saw the writing on the wall), and "Right Wing Populists". All the Intelligence Branches were replaced, after the previous leaders were accused of "messing with the democratic process". Oh and the War on Drugs is over... Cartels are pissed.*

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### **CYOF/QST/ Selling Points**

**Volunteers:** The NAU doesn't use any levies or conscription.

**Drones/Aircraft:** The NAU has the largest and best air-forces, drone fleets in the world. You really do not want a laser-designator to be pointed at you.

**Cybernetics:** The NAU has such a "leg-up" on cybernetics, that you can get a brand-new cyber-limb that is "roid-rage" strong and almost entirely passing as natural. Even feels good when a stripper touches it. All you have to do is reenlist or cough up 50,000 American Dollars (And have a limb blown off, not fun).<sup>1</sup>

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### **TV Tropes Categories**

#### **Faction Calculus:**

**Powerhouse / Balanced**

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<sup>1</sup> Check Faction Capabilities/Leaderboard for better explanation

## **A Commander Is You:**

**Generalist/Elitist**

## **BUCSR Faction Abilities:**

**Cross Wargame Abilities**

## **Leaderboard Capabilities**

**Cybernetics: Tied For 1st**

# Cross Wargame Ability List

## **Beans and Bullets**

Supply Bases/Depots have one rank/level higher for supplies and the range of supply lines is one rank wider/longer.

## **Embezzlement**

Roll a D6. On a 1-2, the weapon's quality of supplies and equipment is declared one status lower. On a 3-6, nothing happens.

## **International Liberalism**

This faction has access to partisan units, which are recruited from neutral or hostile nations. These units appear as versions of the lowest tier infantry the Faction has, but with morale set to "regular" and the option to take the first morale improvement rule for the system. They can only make up 25% of total point costs or equivalent.

## **I Roll My Own**

This faction can at will, produce its own ammunition and fuel. Provided it has access to funding, manpower, and materials.

## **Legally Exempt and Answering To No One**

When this unit is fighting a battle where the enemy is more than 50% members of the same ethnic group or the other two largest ethnic groups; roll a D6. If the unit is fighting "it's cousins", nothing happens. If the unit is fighting a different ethnic group, which is one of the three largest in the country/region, check to see if the dice rolls a 4,5, or 6. If any of these outcomes are rolled, the unit's morale is raised one status (For example with Bolt Action: Shirkers to nothing, nothing to Stubborn, Stubborn to Fanatics).

## **Levee En Masse**

This faction can raise, train, and deploy special units at up to "Second World Army" level. These units must be deployed in groups of three and deployed on the map in the 1/3rd that is furthest from the enemy.

Optional: 33% reduced cost for these units, at the price of 50% increase in points to the enemy, if they are killed.

## **Marian Successor**

Infantry "dig in" or build fortifications twice as fast, many vehicles can access attachments that let them dig "trenches" for themselves.

## **Opium is the Opium of the Wounded**

This faction has strong access to Opium and morphine/codeine processing facilities. It might even be one of the top pharmaceutical companies for such products. Units can never be "hopped up" but have the ability to reduce whatever pain penalties are present in the wargaming system.

## **Pure Corruption**

Roll a D6. On a 1-2, the weapon's quality of supplies and equipment is degraded one status. On a 3-4, nothing happens. On a 5-6, the unit's counted as having abundant supplies, or 1/5ths of its members get RPKs, GLs, or RPGs.

## **Sectarian Violence**

When this unit is fighting a battle where the enemy is more than 50% members of the same ethnic group or the other two largest ethnic groups; roll a D6. On a 5 or 6, something happens. If the unit is fighting "it's cousins", the unit's morale is dropped one status (For example using Bolt Action: replacing fanatic with stubborn, stubborn for nothing, or gaining shirkers). If the unit is fighting a different ethnic group, which is one of the three largest in the country/region, the unit's morale is raised one status.

## **Strategic Flexibility**

Infantry connected to an ARASI and led by NCOs, Officers, COs two ranks of quality higher; form into units that are one rank of quality higher.

**Exp:** Conscripts (Q3, Inexperienced) led by Veterans (Q5, Experienced)

and a Commander with an ARASI, form into units that perform as if they are Contract troops (Q4, Average).

## **Tempo is Everything**

This faction has the option to offer any of its units "Light Rifle Plates" or equivalent for the system. These provide medium protection at light weight. At the same time, depending on resources or use of stealth, all units are "Motorized" or better.

# - Faction Leaderboard-

## **Cellulose Ethanol**

Cellulose Ethanol is a complex and low efficiency replacement for gasoline or diesel. This product is produced from very specific types of "switchgrass", but can be produced under dire conditions from regular biomass such as grass and wood.

1st place: The ability to produce this fuel at will anywhere, if materials, manpower, and time is available.

2nd place: The ability to produce this fuel at facilities or to buy it at a discounted rate.

## **Medication Access**

1st place: The ability to produce any medication, no matter how complex or cutting edge (Excluding bio-engineering)

2nd place: Strong ties to a powerful pharmaceutical company and access to most medications available in first world hospitals. The ability to set up military hospitals quickly and have easy access to all first-aid materials.

## **Cybernetic Access**

1st place: The ability to train extremely dangerous cybernetically repaired or enhanced units. The ability to produce domestic supplies of cybernetics to salvage, heal, and save wounded soldiers or civilians at will. The ability to have access to cybernetics at wholesale cost.

2nd place: Connections or contracts with a 1st place provider of cybernetics. The ability to have access to commercial cybernetics technology at a cost between retail and wholesale.

3rd place: Access to people who are familiar with and understand how to install cybernetic implants or limbs. Strong access to the medications that prevent rejection and connections to places that "civilian" or "retro-grade" cybernetic parts are produced or repaired.