

Right Bloody Dustup

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INTRODUCTION

This is a supplement for the game “Dustup”¹. It is based on the alternative fiction book “A Right Bloody Mess” by Matthew Clarkson². This setting is a fictional civil war in Australia set during the inter-war period.

Acknowledgement

This set of game rules is based on the Stargrunt II rules created and published in 1996 by Jon Tuffley and Ground Zero Games (GZG)³, presented here with additional rules and materials by Todd Mason. All material taken from the Stargrunt II rules is reproduced here with permission but remains the copyright of Jon Tuffley and GZG. Stargrunt and Stargrunt II are trademarks of GZG.

THE SETTING

ARBM is set during the interwar period. It involves both regular army and state based militias supplemented by civilians and various “mobs”. As such, any figures from the late First World War to the early Second World War can be used. Units adopted a variety of uniforms and the gamer is encouraged to be creative.

Dustup is focused on infantry combat. However, the use of armoured cars, light tanks and even the occasional aircraft can add interest to a

scenario. Civilian vehicles, including trains, were frequently used as transport and cavalry or light horse and camelry are common.

Troops

All troops are human. They have a basic move characteristic of D6, a strike value of 1, and an impact value of D6. Ordinarily they are unarmoured (D4), but some specialised troops may be equipped with heavy armour, in which case their armour increases to D6 or D8, but their movement decreases to D4. Cavalry have a move value of D10.

Weapons

Most infantry will be armed with single shot or magazine fed rifles. Officers may carry pistols. Some specialised assault troops may have early types of sub machine guns.

Light machine guns include Lewis guns and the MG15. Medium machine guns are simply light machine guns (ie a small arm calibre) mounted on a tripod. Heavy machine guns represent those of calibres larger than 7mm.

Weapon	FP	Impact	Type
Single shot pistol	1	D6	Pistol
Multi-shot pistol	2	D6	Pistol
Single shot rifle	1	D6	Small arms
Magazine rifle	2	D6	Small arms
Semi-auto rifle	3	D6	Small arms
Sub-machine gun	D6	D6	Pistol
Light mg	D6	D6	Support
Medium mg	D8	D6	Heavy
Heavy mg	D8	D8	Heavy
Very light AT ⁴	D8	D8	Heavy

¹ Available for download at <http://www.kriegspiel.com.au/dustup/dustup.pdf>

² Clarkson, M. 2016. A Right Bloody Mess The Australian War. ISBN 978-0-6482090-0-3. ARBM1933.blogspot.com.au

³ The original rules are still available as a free download from <https://shop.groundzerogames.co.uk/>

⁴ A weapon in the 20mm calibre range such as the German 20mm or French 25mm.

Light AT ⁵	D6	D10	Heavy
Medium AT ⁶	D6	D12	Heavy
Light HE	D8	D6	Heavy
Medium HE	D10	D8	Heavy

Vehicles

Vehicles are a mix of civilian and military vehicles. Almost any interwar equipment could be justified. Players are encouraged to scratch build interesting civilian conversions.

Tankettes include those small 2 man tanks, such as the Carden-Loyd, generally armed with one or more machine guns. Light tanks include slightly more substantial vehicles such as the German Pz-I or Pz-II or the Vickers light tanks. Medium tanks include the Vickers medium tanks, the German Pz III and Pz IV and the Russian BT7. Heavy tanks are mainly the multi-turreted varieties produced by most nations such as the British A1E1, the Russian T28 or even the German Neubaufahrzeug.

Where two movement values are given the first applies to on-road.

Vehicle	Type	Movement	Armour
Civilian truck/ car	Road wheel	D12/ D6	D6
Off-road wheeled	Wheeled	D12/D10	D6
Armoured car	Wheeled	D12/D10	D10
Tankette	Tracked	D10	D10
Medium Tank	Tracked	D10	D12
Heavy Tank	Tracked	D6	D12



Carden-Loyd Tankette



Vickers A1E1

RULE AMENDMENTS

During this era, troops were not equipped with radios. The communicate rule needs to be amended to only permit communicate actions to occur if the two units (or commanders) are within 6 inches and have line of sight. A unit leader or commander may communicate with a vehicle if he is within 1 inch of the vehicle.

⁵ The most common anti-tank weapon of the time. A weapon in the 37mm calibre range, such as the German 37mm or British 2pdr.

⁶ A weapon in the 50mm calibre range, such as the German 50mm or British 6pdr.