

# BROKEN UNITY

## Rules Book

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# Background Story

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## Broken Unity

Five years ago, the nation of Obruum was involved in a conflict with a neighboring country, the Solstar Faction. The conflict was known to the people as the Sand War, a clash of titans: Solstar and Obruum. And though it was a battle between these two top powers of the continent, the war also greatly impacted the nations sharing a boarder with Sostar Faction and Obruum. In the end, Obruum came out the victor, however, the years of battle had an immense financial toll on the once great country and it immediately plunged into a depression.

With the acquisition of Solstar's territories, Obruum's resources were stretched. For a couple of years, Obruum's economy was in shambles, making it difficult for citizens to build back their once peaceful countryside. Eventually, with the influx of economic growth from Solstar's old territory, Obruum began to pull out of its depression. In the West, however, a new nation was ready to question Obruum's power.

The Altair Empire had been growing fairly quickly over the previous decade. The Empire had watched patiently from the sideline to see which country, Obruum or Solstar, would come out victorious. The Empire knew the war would ultimately weaken both countries, including the winner. Once Obruum had removed Solstar from the picture, Altair began preparing for war.

Their first strike occurred on the anniversary of Obruum's victory over Solstar. In the late hours, Altair forces attempted to take the city of Teria and turn the former Solstar citizens against Obruum. Unfortunately, the citizens, although not particularly happy about their situation with Obruum, were even less excited about their prospects as citizens of Altair. Before the morning hours passed, Teria's militias, later reinforced by Obruum troops, took back the city. By day's end, Obruum had declared war and a new battle for power had begun.

# Rules

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## A. Basics

### 1. Rule Priority

Rules in this rule book are superseded by the rule amendments in the General Forum of the Aetos Forums. This means that the amendments in the forums take priority over these rules, and are to be the most recent and correct form of the rules.

### 2. Requirements

To start off, there are a few things that are required before you can play this game. You will need to have a copy of Battlefield 2 and the Special Forces expansion installed on your machine, as well as the latest patches. As of this writing, 1.41 is the most recent version of this game. You can find the patch(es) on most file hosting websites, and EA's own website.

The next thing you'll need is Teamspeak. This is a voice chatting program that we use to allow our teams to communicate. If you do an internet search for it, you should be able to find it. Just download the client program.

### 3. What is this game? (Basics)

Broken Unity is a cross between a Turn based strategy and Battlefield. The game takes place on a totally different world than our own. There are currently 14 locations to fight over, two of them being capitols. There are two teams, both start with half of the locations. Like other turn based games, each team builds units. In our game, each team builds vehicles which can be used in their battles. Each team has a commander who will voice the opinions of the team, build the units, and perform the turns.

The game takes place over a long period of time. Every week there are two battles. (Check Section A3 for Times)

### 4. Game Information Table

Server IP	03.frontstnet.net or specter.frontstnet.net
TS IP	ts.frontstnet.net
Battle Times	check the tournament pages

## **5. Signing Up**

### **a. Before the tournament has started**

To sign up before the game has started you only need to go to the tournaments page on frontstnet.net and sign up. You will be asked to choose your team preference and then you will be informed of the date the game will begin.

If you wish to apply for the commander position of your team preference, you only need to reply to the email that will be sent out about it.

Once sign ups have closed, players will be placed on teams. Those who signed up for the tournament first will get first preference of their team. Those who towards the end may be moved to the team with lesser players.

After the teams have been assigned, a poll will go out to vote for commanders.

### **b. After the tournament has started**

If tournament has already begun there is still a chance to join the fun. If you venture over to the tournaments page on frontstnet.net, you will find a tournament called “Broken Unity – Join Late.” If you sign up for that tournament you will be added to the “active duty” waiting list. The waiting list is only there to allow for each team to have equal amounts of players. Once another play has come along to equal out the other team, you will be added to the fight.

## B. Turns

There are four turns in Broken Unity. Most of them only matter to the commanders, but in this section each turn will be outlined.

The following is a time table of the turns (all times are EST, and occur the day of the battle):

Build	Opens the day of the attack.
Announce Attack	Must be completed 1hr. before the attack.
Battle	Times are listed on the tournament's page
Move & Research	Must be completed after an attack (usually 10-20min).
Infiltration Planning	Opens after the Sunday battles. Closes Monday night.
Infiltration	Between Tuesday at 9AM and Thursday at Midnight.

### 1. Build

The Build turn is used by the commander to build vehicles for their team. Depending on how many credits each team earned in their last turn (each location has a value, check the battle map for more information) and what research the team has completed, the commander can build vehicles that have been researched and do not go over the amount of credits the team has. Once the commander has selected all of the vehicles that he/she would like to build and finished the turn, the units will be placed on the team's capital

### 2. Announce Attack

The announce attack move allows each team to know which location to prepare units on for the battle. The commander selects the location to attack and from which location he is attacking from.

### 3. Battle

(See section C).

### 4. Move & Research

#### a. Move

The move turn allows the team to move their units anywhere on the battle map, with a couple of exceptions. The first one is that each vehicle has a certain amount of spaces it can travel each turn. The second exception is that the units cannot be moved through or into enemy held territories. This move allows the teams to relocate vehicles and reinforce territories. They can only be moved the number of spaces allowed for each unit type.

Currently it is:

Ground	2
Helis	2
Jets	3

## **b. Research**

Research allows each team to purchase new and better units. Different locations provide different research for each team. When a team has met the requirements of some research, they may use research points (purchased during the build turn) to attempt to research the item. The chance of receiving research is higher at higher levels, the probability is listed on the research tree (on the Broken Unity page). The vehicles that the researched item unlocks will become available immediately, but the next level of research can not be purchased until the next turn.

## **5. Infiltration**

The Infiltration turns take place during the weekdays between the weekend battles. It is similar to the weekend battles, in that the winner of the battles takes control of the territory. There are many differences, however:

Two battles take place at the same time and last almost 3 days. Attackers are limited to 20 vehicles, which are also limited by whether they have the research to use those vehicles in Infiltration. The point system also differs, but is explained in section b.

### **a. Infiltration Planning**

This is the planning phase. Here, each team selects where they will be attacking and what vehicles they will be using.

Teams are limited to attacking territories that do not have capitols in them. They also may not attack locations that are infantry only. Other than those stipulations, a team may select any other location, even a location not adjacent to a territory they control. Be for warned, however, if you attack a location that not adjacent to one of your own and win you will have won a surrounded territory (Read section C part 3 for information regarding the risks to a surrounded territory).

## **b. Infiltration**

Infiltration is very similar to the regular battles, but instead of taking a half-hour, infiltration takes 63 hours. Starting Tuesday at 9AM, two servers are started, one for each teams defense.

The tickets are not like the usual game and are like a scale and each ticket indicator on the top right of the screen represents a team's defense. At the beginning, each server starts at 400 tickets. Every 10 minutes the server will see how many flags are controlled and give or take away points from the scale depending on who has the majority. The defender's goal is to add more points to the scale, and the attacker's is to remove points. If the points are below 200, at midnight, on Thursday then the attacker wins.

If the lower or upper bounds of the scale are ever hit, then the team who was moving the scale deducts a couple of points from the other's points per flag.

## **C. Battle**

Battles are the main component in Aetos tournaments. A word of caution to all players who are seasoned BF veterans, or veterans of any FPS game; this game does not play like a normal FPS. Each round of battle will have a thirty (30) minute time limit.

The defender always has the advantage, so if the tickets between both teams are tied or within five (5) of each other, then the defender wins. For example, if the defender has 750 tickets and the attacker has 755, then the defender would still win. If the tickets are not within five (5) of each other, whoever has the most tickets wins that battle.

### **1. Starting a Battle**

Players will typically meet in the Front St. Teamspeak lobby before a battle is set to begin. As team members sign onto Teamspeak they are welcome to move into their team's respective private channel to talk strategy. These channels like the battle server are password protected. Players will receive server passwords prior to each battle via e-mail.

#### **a. Teamspeak**

The Front St. Teamspeak server is open to the public, as such we ask that all players keep their language clean and refrain from any conversations that could invoke harsh feeling between players. (Politics, Abortion, etc...) Players who do not abide by this policy will be punished. A first (1<sup>st</sup>) offense will win the player a warning, second (2<sup>nd</sup>) gets the player banned from one battle, third (3<sup>rd</sup>) results in termination of the players active status in the current tournament. If a player should ever reach a fifth (5<sup>th</sup>) offense they will be banned from future TSW tournaments and the Teamspeak server. A sixth (6<sup>th</sup>) incident will result in a total ban from any Front St. activities.

#### **b. BF2**

When a player opens Battlefield 2 they will perform the following steps to logon to the battle server.

1. Open the Broken Unity Mod (via the start menu/desktop shortcut).
2. Click the MULTIPLAYER button
3. Select the INTERNET tab
4. Click the STOP UPDATE button
5. On the opposite side click the CONNECT TO IP button.
6. Enter 03.frontstnet.net in the IP box.
7. Enter the password into the PASSWORD box.
8. Click the JOIN button

Once a player has joined the server they will select the team they are on, Obruum or Altair.

## 2. In Game

During the battle players will be able to play with any kit they would like. Strategy may also be changed on the fly in battle. It is suggested that players let the CO or XO dictate the flow of battle and do not act against the CO's or XO's order. Each commander is different and players will need to figure out their different styles of commanding. At the end of the day the XO is still the boss of every regular player and the CO is the XO's boss. For instance, if the XO gives a command and the CO gives the opposite command the players should disregard the XO's command.

During a battle a team's vehicles will not respawn if destroyed, with the exception of the civilian car. The civilian cars are free vehicles that a team may use. The car is lightly armored and easily destroyed by a .50 Caliber Heavy Machine Gun. The car is also a totally unarmed vehicle. In this game base camping is not frowned upon. Stealing and destroying vehicles is also allowed.

### In-game Vehicle Spawning

In the previous tournaments, vehicles were spawned at the start of the match and then later it was changed to a spawn cannon that allowed anytime deployment.

Our new system is similar to this, however, instead of actual cannons, we use buttons from within the commander menu. Unlike the cannons, though, only the commander can spawn vehicles and there is only one position for each of the types of vehicles. So be careful when you need to spawn two jets, for example. You'll need to move the first one before you spawn the next, or else they both will be destroyed.

Ground vehicles have a special way of spawning that is much different than planes and helis. In an effort to make ground vehicles more convenient and equal, we have added a system which allows the commander to spawn ground vehicles on a specific Drop Zone for each team. The Drop Zone can be requested by either the commander or any squad leader to their position.

## 3. End Game

At the end of the round the maps and vehicles will undergo changes in location or in control.

Maps will become controlled by the attacker should they win, or remain in the hands of the defenders should they win.

Vehicles will retreat or be captured based on their last owner at the end of the round. A log is kept to ensure that there is no cheating in this regard. Any vehicle stolen from the enemy that belongs to a research item that the stealing team does not already have, awards them with that research item (only that research item, any item before it in the tree is not researched).

If a territory was surrounded prior to the battle (ie. All adjacent locations belonged a different team.), and the victor was the attacker, then the attacker gains control of all of the defender's vehicles at that location that were not destroyed.

Once a round ends, players are free to log out of Battlefield and log off of Teamspeak should they desire.

#### **4. Even Team Rule**

In order to prevent uneven or outnumbered teams, if a team has less than 6 players, special conditions apply.

- If a team has 4 or less players, the other team can only play the same amount of players.
- If the previous condition does not apply, and a team has less than 6 players, the other team can only play one more player than the initially mentioned team.

#### **5. White Flagging**

Conditions:

In order to "White Flag" or "Surrender," a team's representing officer (XO or CO generally) must state "White Flag" or "Surrender" during the battle using the "Send All" text chat.

Result of Surrender:

An admin will need to pause the server, just like the at the end of a standard round. All similar data will be collected. There are, however, some slight changes to the standard endgame:

All vehicles spawned by the surrendering team, that have not been destroyed, become the property of the team accepting the surrender. This includes vehicles currently occupied by the surrendering team.

## **D. Commanders and XOs**

Commanders and XOs are the players who run everything on and off the battlefield for each team. The Commanders or COs are the leaders of each team. They outrank everyone else and have control over everything for their team. XOs, on the other hand, are the second in command. They do not have control over everything in the command center or on the battlefield like the Commander, but they outrank everyone else. In certain cases, however, the CO can temporarily promote the XO to have the same power as the CO himself, in case of absence or another problem. Each team has one CO and one XO.

### **1. The Command Center**

The command center is the very heart of the Aetos tournaments. All turns (with exception to the battle turn) have to take place through the command center. Only the CO and XO of a team may access the command center. Thus, the CO and XO are the voice the team.

#### **a. Accessing the Command Center**

In order to access the command center, you must first log into the Front St. Net website (currently: [frontstnet.net](http://frontstnet.net)) with your user account. You can then reach the command center directly from the Broken Unity website. On the left side, in the list of links you will notice a link to the “Command Center.” Only CO's have access to all pages. XO's have access to a majority of pages, but cannot complete any turns. When “promoted” the XO will gain access like a CO.

### **2. Executing Turns**

Each turn can be performed within the command center (with exception to the battle turn). This section is just to explain how the command center website works. Please refer to section B for information on the rules for each turn and what time each turn should be completed by. Please be careful with your use of the command center. If something invalid has been entered, any corrections must be emailed to [aetos@frontstnet.net](mailto:aetos@frontstnet.net) before the time limit is up. Otherwise, the turn will be considered forfeit or Null.

#### **a. Build**

In order to build vehicles with the build page, you must first have the research required for that type of vehicle. Research is done at the end of the turns. Refer to part d of this section for more information about research. All available vehicles are listed in the “Buildable Vehicles” section. Just click on a vehicle, and as long as you can afford it, it will be added to your build list. The build list is a temporary list of the vehicles you are planning to purchase. The cost of vehicles on the build list will be subtracted from your funds. This is not permanent, however. While the unit is still on the temp list, it can be removed using the “remove” link. For XOs this is as far as this page will take them. For COs, if it is the teams build turn, the turn can be finished by clicking the “Finish Build” link. Units can be added to the build list even if it is not the team's build turn. This allows for planning ahead of time.

Items listed on the build page, like scanners and research points are deducted immediately and cannot be undone. Scanners must first be researched, but allow teams to remove parts of the fog of war. Research points are chances; similar to a roll, each point gives you a chance to roll a die and maybe succeed at new research. Research allows you to get new vehicles.

**Warning: Do not hit the “Finish Build” button unless you have no more units to build, research points to purchase, or scanners to activate.**

#### **b. Announce**

This page is only for the CO. If it is the team's attack, this page allows the CO to determine which location they will attack. The location can only be a space away from a team-held location. The CO must then select the location they are attacking from. This determines what vehicles will be available to his/her team. The CO then must submit the announce and prepare for battle.

#### **c. Move**

The move turn is one of the more tedious of the turns. To issue a move order with this page, you must select the location for “from” and the vehicle type for “type” in the drop down menus and then select where the units will be moved to in the “To” box. Select how many of each vehicle you want to move, using the sliders, and then click move to add to the temp move list. The temp move list is very similar to the temp build list, except you cannot add to it ahead of time, but you can still remove any changes before actually executing the turn.

**Like the build turn, do not hit the finish move, unless you are done moving your vehicles for that turn.**

#### **d. Research**

Research involves a lot of chance. Using the research points purchased during the build turn, a CO can take a chance at different research. There are some restrictions to researching that you may want to be aware of, however. Only the CO can purchase research. Some research requires that other items be researched before you can research them. You can find out the requirements for any research item by clicking on its name on the research page. Different items have different probabilities that you will get the research. You can check the probabilities on the research page, or on the tech tree (on the Broken Unity website).

Purchasing research is easy. The available research to you is listed at the top of the page. When it is the research turn you can click the “Research” button next to the research and depending on how low your roll is, will be added to your researched items. The next level of the research will be added to the available research, but you must wait one week before researching the next level of any item.

#### **e. Income**

Once all of the turns have been completed, all of the location values are calculated and the team receives the income for use in the next week.

### **3. Promoting the XO for a week.**

COs will notice that there is a button on their command center called “Promote XO for a week.” This button simply opens the same controls that the CO has for the XO, for a week. The CO still has the ability to remove this power at any time. By hitting the “Remove XO promotion” button, all powers are restored to normal. This is a handy feature in case the CO is absent for a week or battle. After the move turn of the last team has completed, the XO will lose the promotion automatically.

## E. In-game Commands

This section describes each of the available commands for both the weekday "Infiltration" battles and the "Standard" Friday/Sunday Battles.

These commands can be entered by opening any form of chat (pressing "j" or "k" while ingame) and then by entering @ then the command. Commands in blue denote a "Commander only" command.

### 1. Global Commands

@	Displays a list of available commands.
@xp	Displays the player's current experience, and the amount needed for the next level. (Cannot be used when dead.)
@pref # #	Used to set the player's preference of a certain kit. This is useful if the player prefers a lower level kit to their current one. The first number is the kit number (1-7 from top to bottom on the spawn menu). The second number is the preferred level. Example: @pref 3 2 (This will set the preference for the Assault kit to level 2.)
@hi	A friendly hello to the game server.
@getsquads	Displays a list of current squads and their id numbers.

### 2. Standard Battles

@battlestate	Displays the current state of the game (ie. "PreGame" or "Playing")
@getready	Displays the ready status of both teams.
@list	Displays a list of the teams available vehicles. Example output: (1)FAV: 2 (There are 2 FAV's available, which have a vehicle id of 1)
@timeleft	Displays the time left in the match.
@ready	Sets your teams status as "ready."
@setspawner #	Sets who ground vehicles will spawn on. Possible values for the number are 0-9, where 0 is the commander and 1-9 are squad leaders 1-9. This can also be achieved by the set spawner buttons at the bottom of the commander menu. Example: @setspawner 2 (This will set the spawner to squad leader 2).

### 3. Infiltration Battles

@points	Displays the current scores for both teams.
@time	Displays the time elapsed since the current round started.

## **F. Victory Conditions/Ending the Tournament**

The section describes the 3 different conditions that are in place to end a tournament.

### **1. Capturing an enemy team's capitol**

If a team attacks and defeats an enemy team at their capitol, they are declared the victor and the tournament is ended.

### **2. 4 In-Game weeks of no change in control at any territory.**

If no territory changes control after 4 in-game weeks (each team attacks 4 times and defends 4 times), the territories are counted and the team with the most territories controlled is declared the victor. If there is a tie, the tournament is ended in a draw.

### **3. At the end of 25 In-Game weeks.**

If there is no victor declared after the last battle in the 25<sup>th</sup> in-game week, the territories each team control are counted. The team with the most territories controlled is declared the victor. If there is a tie, the tournament is ended in a draw.

# Known Issues

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1. There is a known issue involving the UAV trailer and Satellite Scan Commander Items in Standard Battle pregames. If they are destroyed right before the game starts, then the commander will not have use of these items in the beginning of the match.
2. The game will currently crash after playing one map. Please make sure to restart the client after each battle.
3. Bots will steal your vehicles in Infiltration mode. You will need to keep a good eye on any vacant vehicles and store any that you do not wish for bots to use. An effort has been made to make bot desire for placeable vehicles much lower than that of the trucks, but it is not always possible for them to choose another vehicle.
4. Storing vehicles in Infiltration mode is not currently possible. If you plan to use a vehicle, don't expect to keep it.

# Repercussions for Exploiting Known Issues

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By exploiting these known issues, you are hurting the game and all of the players who are playing in it. You are ruining everyone's experience and purposefully cheating for personal gain or douchebaggery.

Depending on the blatantness of your actions, and the Front St. Admins digression, you may receive a warning, a ban from tournament events for a week, or a ban from the tournament all together.