

Pz8 - WW2 Wargame Rules

1. What You Need

1/300 or 1/285 or 1/600 models and miniatures; terrain elements; one D6 die and one deviation die (D6 with one arrow on each side) for each player; chits for Disorganized and Suppressed units; a ruler marked in inches or 25mm segments; a playing area (4' x 3' or 120 x 80cm will suffice for a game involving one or two Btg each side).

2. Units

One base of infantry, artillery or one model represents one platoon or battery. Troops can be Elite, Average or Green. Bases can be 1" or 30mm squares, or whatever other sizes you already have. 1" in the rules represents 100 mt; when playing infantry scenarios, use 1" = 50 mt (i.e. double all distances).

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn:

1. A moves
2. B fires
3. B moves
4. A fires
5. A and B rally

4. Movement

Distances on open ground are:

Foot = 2"

HMG and mortars = 1"

Cavalry = 3"

Trucks = 4"

Jeep, Motorcycles, Half-Tracks, Armoured Cars, Fast Armoured Vehicles such as BT- 7, M10 = 6"

Tankettes, Light Tanks and Carriers = 5"

Medium and Heavy Armoured Vehicles such Pz III-IVs, Valentine, Sherman, M13/40, Semovente 75, T 34s, Panther = 4"

Slow Armoured Vehicles such as Matilda, Churchill, Tiger I and II, JS-II = 3"

Halve movement distance on rough ground (woods, hills, buildings etc), double on roads.

Trucks, Half-Tracks, Carriers and such can transport one base of infantry, HMG or mortars. Artillery and Anti-tank guns can move only if limbered by a Truck, Half-Track or Carrier. Halve movement distance when mounting / dismounting, or unlimbering / limbering.

5. Fire

Fire can be direct (when a unit can see the target) or indirect (artillery only). Friendly or enemy units, and non-open ground, block line of sight. Non-vehicle units or tank destroyers in rough ground, woods or buildings, are visible only within 5", unless they already fired in that turn.

Tell the other player which unit fires and its target, check the firing range, then roll a D6. Target is hit with a result = 4, 5, 6

-1 if over half range

- 1 if target in rough ground, buildings or field fortifications

- 2 if in bunkers

- 1 if shooting unit is Green

+ 1 if shooting unit is Elite

Indirect fire is done by artillery batteries that are supposed to be out of the table. Range is unlimited. Hits the target with a 5,6 (all other modifiers apply) otherwise it deviates. Roll one deviation die for direction and one D6 = inches. When a 1 or 2 is rolled to hit, that battery can't anymore fire for that game.

Close combat applies when enemy units are in contact; target unit is automatically hit.

6. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defence Factor. Compare the results:

- if equal, no Damage
- if firer scores + 1, target is Disorganized
- if firer scores + 2, target is Suppressed
- if firer scores + 3 or more, target is Destroyed

Disorganized units can't move; they fire with a -1 to hit; if hit and Disorganized again, become Suppressed.

Suppressed units can't move or fire; if hit and Suppressed again, or engaged in close combat, are Destroyed.

Trasported troops and limbered guns suffer the same damage of their transport.

HQs that suffer Disorganized or Suppressed results, make a D6 saving roll (unless in close combat): 4-6 = downgrade 1 level of damage (i.e. ok if Disorganized, Disorganized if Suppressed); subtract to the D6 - 1 if Green, add + 1 if Elite.

7. Ranges

Infantry	2"
HMG	4"
Mortar	10"
20mm	2"
37-47mm or 2pdr	5"
Long 50mm	8"
Short/ Early 75mm, 76mm or 6pdr	10"
Later 75mm, 76mm, 85mm, 17pdr	12"
88mm, 90mm, 100mm or 122mm	15"
Medium Artillery (up to 105mm)	
or Rocket Launchers	30"
Heavy Artillery	40"

Range is measured 360° from the centre of the base, except Artillery, Anti Tank Gun and turretless Armour that have a firing arc of 45° forward. Artillery ranges are for direct fire only. Minimum range for Rockets is 5".

8. Attack Factors

Unit	vs. Soft	vs. Armour
Infantry	2	1
Infantry with PIAT,		
Bazooka or Pz.faust	2	3
HMG	3	0
Mortar	3	1
20mm	2	1
37- 47mm or 2pdr	2	2
Long 50mm	2	3
Short 75mm	4	2
Early 75mm or 6pdr	2	4
Later 75mm, 76mm,		
85mm, 17pdr	2	5
88mm, 90mm,		
100mm or 122mm	2	6
Medium Artillery	4	2
Heavy Artillery or		
Rockets	5	3

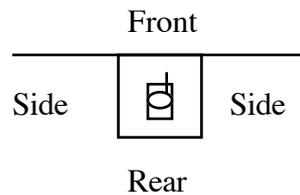
Note: subtract -1 to vs. Armour factor for French and Japanese early AT guns.

9. Defence Factors

Infantry, HMG, Mortars, Vehicles	0
Artillery and AT guns	1
Light Armoured Vehicles such as Armoured Cars, Half-Tracks, Tankettes	1
Light Tanks, Early British Cruiser Tanks, Italian and Japanese Medium Tanks, R35, H39, Pz 35-38t, and also Char B1	2
Early Medium Tanks such as Pz III, Stug III, Somua S35	3
Medium-Heavy Tanks such as Sherman, T34, Pz IV, Valentine.	4
Heavy Tanks such as Panther, Tiger,	

Cromwell, Matilda, Churchill, KV 1	5
Super-Heavy Tanks such as Tiger II, JSII	6

Armoured vehicles halve their Defence Factor (rounded up) if hit from sides or back, or by Indirect Fire.



10. Rally

During this phase, both players can try to recover Disorganized or Suppressed units that are within 12" of their HQ unit. Roll a D6 = 5,6 = unit ok if Disorganized, Disorganized if Suppressed. Add +1 to roll if Elite, -1 of Green.

11. Minefields and Wire

Minefields are represented by 1" square counters. For each "real" minefield counter, one or two "fake" minefield counters are deployed. When a unit enters a minefield, must stop for one turn. Reveal the minefield, if "real" it attacks immediately with Attack Factor = 3, after that it is removed. Engineers and Mine Clearing Tanks are immune to Minefields attacks, but must still stop one turn when they enter them. Wire sections are 1" wide and can't be crossed by wheeled vehicles such as Trucks, Jeeps or Armoured Cars. Infantry units that enter them must stop and are immediately attacked with Attack Factor = 1. Engineers and all Tracked Vehicles must stop too, but they remove the Wire section.

12. Aircrafts

Players can make a limited number of air attacks during the game. In the Firing phase, place the Aircraft model near the target and roll a D6 = 4,5,6 = hit. All other modifiers apply. In addition, subtract -1 for each AA gun within 6" from the target. Attack Factors are: Fighter Bomber = 2, Dive Bomber or Tank Buster = 3, Bomber = 4. Armoured Vehicles halve (round up) their Defence Factor.

13. Acknowledgement

These ultra-simple rules are based on "MECHANIZED WARFARE RULES" by Andrew Thomas, published by Irregular Miniatures.

Last edited – March 6, 2010

Pz 8 – 1950/1975 Wargame Rules

1. What You Need

1/300 or 1/285 or 1/600 models and miniatures; terrain elements; one D6 die and one deviation die (a D6 with one arrow on each side) for each player; chits for Disorganized and Suppressed units; a ruler marked in inches or 25mm segments; a playing area (4' x 3' or 120 x 80cm will suffice for a game involving one or two Btg each side).

2. Units

One base of infantry, artillery or one model represents one platoon or battery. Troops can be Elite, Average or Green. Bases can be 1" or 30mm squares., or whatever other sizes you already have. 1" in the rules represents 100 mt; when playing infantry scenarios, use 1" = 50 mt (i.e. double all distances).

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn:

1. A moves
2. B fires
3. B moves
4. A fires
5. A e B rally

4. Movement

Distances on open ground are:

Foot = 2"

HMG, Mortars, RCL, ATGW, SAM = 1"

Trucks = 4"

Jeep, Land Rover, Motorcycles, Half-Tracks, Armoured Cars, Fast Armoured Vehicles such as AMX 13, BTRs, BMP 1, M113 = 6"

Fast MBT such as AMX30, Leopard 1, T62 = 5"

MBT or Amphibious Tanks or WW2 Medium Tanks such as M47, M48, M60, T 54-55, PT-76, Sherman, T34/85, Pz IV = 4"

Slow MBT or WW2 Heavy Tanks such as Centurion, Chieftain, JS-II or III = 3"

Helicopters = 18"

Halve movement distance* on rough ground (woods, hills, buildings etc), double* on roads (*except Helicopters).

Trucks, Half-Tracks, Armoured Personnel Carriers and Transport Helicopters can carry one base of infantry, HMG, mortars, RCL, ATGW or SAM.

Artillery and Anti-tank guns can move only if limbered by a Truck or Half-Track or other suitable vehicle.

Halve movement distance when mounting / dismounting, or unlimbering / limbering.

5. Fire

Fire can be direct (when a unit can see the target) or indirect (artillery only). Friendly or enemy units, and non-open ground, block line of sight to all ground units. Helicopters can always see and be seen. Non-vehicle units or tank hunters in rough ground, woods or buildings, are visible only within 5", unless they already fired in that turn.

Tell the other player which unit fires and its target, check the firing range, then roll a D6.

Target is hit with a result = 4, 5, 6

- 1 if over half range

- 1 if target in rough ground, buildings or field fortifications

- 2 if in bunkers

- 1 if shooting unit is Green

+ 1 if shooting unit is Elite

+ 1 if shooting with ATGW or SAM.

Indirect fire is done by artillery batteries that are supposed to be out of the table. Range is unlimited. Hits the target with a 5,6 (all other modifiers apply) otherwise it deviates. Roll a deviation die for direction and one D6 = " When a 1 or 2 is rolled to hit, that battery can't anymore fire for that game.

Close combat applies when enemy units are in contact; target unit is automatically hit.

ATGW or SAM teams, and helicopters with Rockets or ATGW, can fire with these weapons only once during the game.

6. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defence Factor. Compare the results:

- if equal, no Damage
- if firer scores + 1, target is Disorganized
- if firer scores + 2, target is Suppressed
- if firer scores + 3 or more, target is Destroyed

Disorganized units can't move; they fire with a -1 to hit; if hit and Disorganized again, become Suppressed.

Suppressed units can't move or fire; if hit and Suppressed again, or engaged in close combat, are Destroyed.

HQ that suffer Disorganized and Suppressed results, make a D6 saving roll (unless in close

combat): 4-6 = downgrade 1 level of damage (i.e. ok if Disorganized, Disorganized if suppressed); subtract - 1 if Green, add + 1 of Elite.

Helicopters are automatically removed from the game when a Disorganized or Suppressed result from Infantry, HMG, AA guns, or with a simple hit by SAM.

Transported troops and limbered guns suffer the same damage of their transport.

7. Ranges

Infantry	2"
HMG	4"
Mortar	10"
RCL (= recoilless gun) 106mm	10"
ATGW (= anti-tank guided weapon)	30"
SAM (= surface to air missile)	40"
WW2 45-47mm	5"
WW2 75mm or 6pdr	10"
WW2 76mm, 85mm or 17 pdr	12"
WW2 88mm, 90mm, 122mm	15"
Modern up to 57mm	12"
Modern 75mm – 90mm - 100mm	15"
Modern 105mm or over	18"
Medium Artillery (up to 105mm and Rockets)	30"
Heavy Artillery	40"

Range is measured 360° from the centre of the base, except Artillery, Anti Tank Gun and turretless Armour that have a firing arc of 45° forward. Artillery ranges are for direct fire only. Minimum range for Rockets, ATGW and SAM is 5".

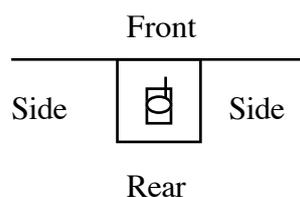
8. Attack Factors

Unit	vs. Soft	vs. Armour
Infantry	2	3
HMG	3	0
Mortar	3	1
RCL 106mm	2	4
ATGW	-	5
WW2 45-47mm	2	2
WW2 75mm or 6pdr	2	3
WW2 76mm, 85mm or 17 pdr	2	4
WW2 88mm, 90mm, 100mm or 122mm	2	5
Modern up to 57mm	2	3
Modern 75mm-76mm	2	4
Modern 90 mm-100mm	3	5
Modern 105mm or over	3	6
Medium Artillery	4	2
Heavy Artillery or Rockets	5	3

9. Defence Factors

Infantry, HMG, Mortars, Vehicles	0
Artillery and AT guns	1
Light Armoured Vehicles such as Armoured Cars, Half-Tracks, BTRs, BMP 1, M113	1
Light Tanks such as AMX 13 or PT-76	2
WW2 Tanks such as Sherman, T34 or PzIV	3
WW2 Heavy Tanks such as JS-II or III	4
MBT such as M47, M48, M60, T54, T55, T62, Leopard I, AMX 30, Centurion	5
Heavy MBT such as Chieftain	6
Helicopters	3

Armoured vehicles halve their Defence Factor (rounded up) if hit from sides or back, or if attacked by Indirect Fire or Helicopters.



10. Rally

During this phase, both players can try to recover Disorganized or Suppressed units that are within 12" of one HQ unit. Roll a D6 = 5,6 = unit ok if Disorganized, Disorganized if Suppressed. Add + 1 to roll if Elite, - 1 of Green.

11. Minefields and Wire

See WW2 rules.

12. Aircrafts and Helicopters

Players can make a limited number of air attacks during the game. In the Firing phase, place the Aircraft model near the target and roll a D6 = 4,5,6 = hit. All other modifiers apply. In addition, subtract -1 for each AA gun within 6", or for each SAM team within 40" from the target.

Attack Factors are: Ground Attack WW2 = 2, Ground Attack Modern = 3, Bombers = 4. Armoured Vehicles halve (round up) their Defence Factor.

Helicopters are instead treated like "soft" ground units, except that they don't count terrain penalties and can be targeted only by Infantry, HMG, AA guns and SAM.

13. Acknowledgment

These ultra-simple rules are based on "MECHANIZED WARFARE RULES" by Andrew Thomas, published by Irregular Miniatures. *Last edited – March 6, 2010*

Pz 8 – Sci-Fi Wargame Rules

1. What You Need

1/300 or 1/285 or 1/600 models and miniatures; terrain elements; one D6 die and one deviation die (a D6 with one arrow on each side) for each player; chits for Disorganized and Suppressed units; a ruler marked in inches or 25mm segments; a playing area (4' x 3' or 120 x 80cm will suffice for a game involving 10-30 units each side).

2. Units

One base of infantry, artillery or one model represents one platoon or battery. Troops can be Elite, Average or Green. Bases can be 1" or 20-30mm squares. or whatever other sizes you already have. Vehicles can be left unbased. 1" represents 100 mt; when playing infantry scenarios, use 1" = 50 mt (i.e. double all distances).

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn:

1. A moves
2. B fires
3. B moves
4. A fires
5. A e B rally

4. Movement

Distances on open ground are:

Foot = 2"

Motorbikes, 4x4, APC, AFV = 6"

Light MBT or Hovertank = 5"

Medium MBT or Hovertank, Walkers = 4"

Heavy MBT or Hovertank = 3"

Jet Bikes = 12"

GEV = 18"

Halve movement distance* on rough ground (hills, woods, buildings etc) double* on roads (* except Hovertanks, Jet Bikes and GEV).

Armoured Personnel Carriers, Armoured Fighting Vehicles and transport GEV can transport one base of infantry. Artillery should be limbered by some appropriate vehicle.

Halve movement distance when mounting / dismounting, or unlimbering / limbering.

5. Fire

Fire can be direct (when a unit can see the target) or indirect (Satellite Artillery only). Friendly or enemy units, and non-open ground, block line to ground units. Walkers and GEV can always see and be seen. Non-vehicle units in rough ground or buildings, are visible only within 5", unless they already fired in that turn.

Tell the other player which unit fires and its target, check the firing range, then roll a D6. Target is hit with a result = 4, 5, 6

- 1 if over half range
- + 1 if hi-tech fire control
- 1 if target in rough ground, buildings or field fortifications
- 2 if in bunkers
- 1 if shooting unit is Green
- + 1 if shooting unit is Elite

Indirect fire is done by Satellite Artillery that is supposed to be out of the table. Range is unlimited. Hits the target with a 4,5,6 (all other modifiers apply) otherwise it deviates. Roll a deviation die for direction and one D6 = inches. When a 1 or 2 is rolled to hit, that Satellite can't anymore fire for that game. Attack factor is like "Rockets / Artillery".

Close combat applies when enemy units are in contact; target unit is automatically hit.

6. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defence Factor. Compare the results:

- if equal, no Damage
- if firer scores + 1, target is Disorganized
- if firer scores + 2, target is Suppressed
- if firer scores + 3 or more, target is Destroyed

Disorganized units can't move; they fire with a -1 to hit; if hit and Disorganized again, become Suppressed.

Suppressed units can't move or fire; if hit and Suppressed again, or engaged in close combat, are Destroyed.

GEV are removed from the game with a Disorganized or Suppressed result.

Transported units suffer the same damage of their transport.

7. Ranges

Infantry	8"
Light gun	12"
Medium gun	16"
Heavy gun	18"
Rockets / Artillery	40"

Range is measured 360° from the centre of the base, except turretless vehicles that have a firing arc of 45° forward. Minimum range for Rockets is 5".

8. Attack Factors

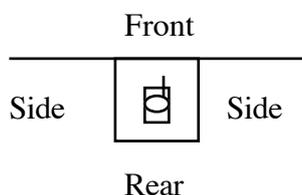
Unit	vs. Soft	vs. Armour
Infantry	3	4
Light gun	3	3
Medium gun	4	5
Heavy Gun	4	6
Rockets /Artillery	5	3

9. Defence Factors

Infantry, Soft Vehicles	0
Infantry w/Armour	1
APC, AFV and other Light Armoured Vehicle	1
Light MBT or Hovertank or Walkers	2
Medium MBT or Hovertank or Walkers	3
Heavy MBT or Hovertank or Walkers	4
SKIP (Some Kind of Incredible Protection)	5
GEV	3

Infantry with or without armour, soft vehicles and GEV are considered "soft" targets.

Armoured vehicles halve their Defence Factor (round up) if hit from sides or back, or if attacked by Indirect Fire or GEV.



10. Rally

During this phase, both players can try to recover Disorganized or Suppressed units. Roll a D6 = 5,6 = unit ok if Disorganized, Disorganized if Suppressed. Add + 1 to roll if Elite, - 1 of Green.

11. Ground attack

Players can make a limited number of air-to-ground attacks during the game. In the Firing phase, place the model of the ground attack unit near the target, and roll a D6 = 4,5,6 = hit. All other modifiers apply.

Attack Factors are: Light Ground Attack = 2, Medium Ground Attack = 3, Heavy Ground Attack = 4. Armoured Vehicles halve (round up) their Defence Factor.

GEV are instead treated like "soft" ground units, except that they don't count terrain penalties and can be targeted only by Light guns and Infantry.

12. Sample Units

Unit	Move	Range vs Soft	vs Armd	Def
Infantry	2"	8"	3	4 0
Marines	2"	8"	3	4 1
Jet-Bike	12"	8"	3	4 0
4x4	6"	12"	3	3 0
APC	6"	-	-	- 1
AFV	6"	12"	3	3 1
MRL	5"	40"	5	3 2
SPG	4"	40"	5	3 3
Light MBT	5"	12"	3	3 2
Medium MBT	4"	16"	4	5 3
Heavy MBT	3"	18"	5	6 4
Light Walker	4"	12"	3	3 2
Medium Walker	4"	16"	4	5 3
Heavy Walker	4"	18"	5	6 4
GEV	12"	12"	3	3 3
X-Heavy MBT	3"	18"	5	6 5
X-Heavy Walker	4"	18"	5	6 5

13. Names Generator

Roll 1 D6 for: Name of Organizations, Name of Planet, Cause of War and Name of War.

ORGANIZATIONS 1 = Cosmic Anarchy 2 = Plutocratic Sphere 3 = Aliens United 4 = Supreme Republic 5 = Communist Theocracy 6 = Global Rebels

PLANET 1 = Primae Noctis 2 = Ha-wannaganah 3 = 01000101001110 4 = Bob 5 = Paradox 6 = Nova Rizla

CAUSE OF WAR 1 = You Stink 2 = War of Religion 3 = Civil War 4 = Conquest of the Planet 5 = Indipendence 6 = They Don't Remember

NAME OF WAR 1 = The 2nd Never Ending War 2 = The One Day Conflict 3 = The Big Skirmish 4 = The Seven Thousand Years War 5 = The War for Nothing 6 = The Great Intestine War

14. Acknowledgment

These ultra-simple rules are based on "MECHANIZED WARFARE RULES" by Andrew Thomas, published by Irregular Miniatures.

Last edited: March 6, 2010

Pz8 - WW2 Divisional Level Wargame Rules

1. What You Need

1/300 or 1/285 or 1/600 or 2mm models and miniatures; terrain elements; one D6 die for each player; many small D6s for Fatigue Points (FPs); a ruler marked in inches or 25mm segments; a playing area (4' x 3' or 120 x 80cm will suffice for a game involving 1-3 Divisions for each side).

2. Units

One base represents one (Btg) or Divisional (HQ). Troops can be Elite, Average or Green. Bases can be 1" or 30mm squares, or whatever other sizes you already have. 1" in the rules represents 1 Km.

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn:

1. A moves his units
2. A fires with his Artillery
3. A & B combat (in the order decided by A)
4. A rallies
- 5-8. Repeat the sequence in reverse order (i.e. B moves, etc.)

Each day is 12 turns long, throw one D6 after turn 9, if result is 5-6 = day ends. If you want to continue the battle the next day, roll one D6 to rally all the fatigued units (see 7. Rally)

4. Movement

Distances on open ground are:

Leg infantry	3"
Cavalry	4"
Motor infantry	6"
Artillery	6"
Slow Tanks	4"
Tanks	6"
Fast Tanks	9"
Recon	9"

Halve movement distance on rough ground (woods, hills, buildings etc), double on roads.

5. Fire

Only Artillery can fire at distance, and only to targets spotted by at least one unengaged unit of its own Division.

Spotting distance is 9" for Reconnaissance, Artillery and HQ units, 6" for every other unit.

These distances are increased by 3" if the spotting unit is over hills; decreased by 3" if the target unit is inside woods or buildings or fortifications.

Friendly units or ground features do not block line of sight for spotting and firing.

Firing distance is 18". Roll one D6 = 5,6 = target is hit (6 if inside fortifications) and takes 1 FP. Use a small D6, face up, to keep track of the FPs as the game goes on.

6. Combat

If a unit moves in contact with an enemy unit, must stop and engage in Combat. The two units roll each one D6, and add their Combat Factor, + 1 if inside fortifications.

If result is the same = no effect

If one result is higher, but less than the double = the loser withdraws the difference in inches, and takes one FP. The winner can advance 1". Fortifications are removed from play. If the withdrawing unit contacts other enemy units, it is destroyed.

If one result is the double or more = the loser is Destroyed. Fortifications are removed from play

In addition to these effects = every unit involved in Combat take one FP.

A unit is automatically Destroyed when it takes a nr. of FPs = its Combat Factor (unmodified).

A winning unit can be Destroyed as a result of Combat. This means that even if victorious, it spent all his human resources, ammunition, fuel etc. and can not fight anymore.

Basic Combat factors

Infantry*	2
Recon	2
Artillery	3
Light tanks	3
Medium Tanks	4
Heavy Tanks	5

* also Engineers and Cavalry

These are just basic guidelines. Adjust them to reflect the firepower of different historical units; for example, Early War tankette Btg can have a Combat Factor = 2, Late War heavy tank Btg can have a Combat Factor = 6, etc.

Some Infantry units can be considered particularly weak or strong, when fighting vs. tank units. For example, Early War infantry can subtract -1 to Combat Factor, Late War infantry can add +1.

7. Rally

Roll one D6 for each unit within 12" from its Divisional HQ (9" for Green units) if result = 5,6 remove 1 FP. Add +1 to the die roll for Elite units, -1 for Green units.

8. Airpower

Players can agree a number of air-to-grounds for the battle. A quick method is rolling one D6 = nr of attacks, modified by -1. +1 etc, depending on Nation and Theatre,

Bombing missions are resolved during the Artillery phase. Design a target and roll one D6 = 4,5,6 = the target is hit (subtract -1 if inside Fortifications, -1 if target is HQ) and takes 1 FP.

9. Minefields

Minefield sections are one base wide. Units crossing a Minefield section must stop and roll one D6; if result is 5,6 they take 1 FP. Remove the Minefield if the crossing unit is not Destroyed.

Engineers must stop, but clear the Minefield section without taking FP.

10. Fortifications

Fortification sections should be two bases wide, and hold one base of Infantry or Artillery. Each enemy unit in contact with one Fortification section, is considered engaged in Combat with the defending unit.

11. Objectives

The gaming table should include some Logistical or Tactical objectives (Deposits, Towns, Bridges, Crossroads etc.). When one Objective is occupied by one enemy unit, subtract -1 to Rally die rolls of all its friendly units.

12. Sample Divisional Organization (N.Africa 1940-43 and Russia 1941)

Italian Infantry Division 1940 (Poor)

HQ, 6 x Infantry, 3 x Artillery

Italian Armoured Brigade 1940 (Poor)

HQ, 2 x Light Tanks, 2 x Medium Tanks, 1 x Motor Infantry, 2 x Artillery

Indian Infantry Division 1940 (Average)

HQ, 1 x Recon, 9 x Infantry, 4 x Artillery, 1 x Engineer

German Pz Division 1941 (Elite)

HQ, 1 x Recon, 2 x Medium Tank, 3 x Motor Infantry, 3 x Art, 1 x Engineer

German Leichte Division 1941 (Elite)

HQ, 1 x Recon, 2 x Motor Infantry, 2 x Artillery, 1 x Engineer

British Armoured Division 1941 (Average)

HQ, 2 x Recon, 6 x Medium Tank, 2 x Motor Inf, 4 x Artillery, 1 x Engineer

Italian Armoured Division 1942 (Average)

HQ, 1 x Recon, 1 x Light Tank, 3 x Medium Tank, 2 x Motor Infantry, 4 x Art, 1 x Engineer

US Armoured Division 1943 (Poor)

HQ, 1 x Recon, 2 x Light Tank, 4 x Medium Tank, 3 x Motor Infantry, 3 x Artillery, 1 x Engineer

German Infantry Division 1941 (Average)

HQ, 1 Recon, 9 Infantry, 3 Artillery, 1 Engineer

URSS Rifle Division 1941 (Poor)

HQ, 9 x Infantry, 3 x Artillery, 1 x Engineer

URSS Armoured Division 1941 (Poor)

HQ, 1 Recon, 3 Light Tank, 3 Medium Tank, 3 x Motor Infantry, 2 x Artillery, 1 x Engineer

13. Acknowledgement

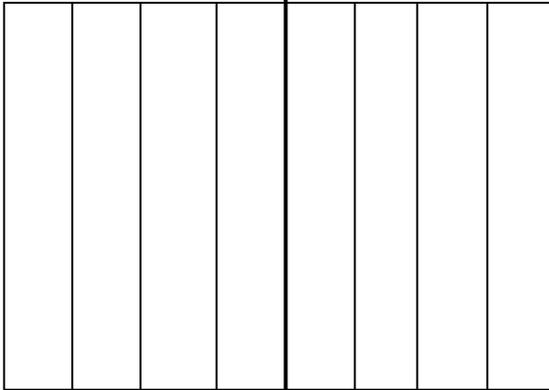
These ultra-simple rules are inspired by "KISS Rommel" by Norman Mackenzie, available from www.freewargamesrules.co.uk. The original rules have been modified in different ways (for example introducing Fatigue Points) and made consistent with the battalion/brigade level, Pz8 WW2 microarmour rules.

Last edited: March 6, 2010

Pz8 – 1939/41 Naval Wargame Rules

1. What You Need

1/2400, 1/3000, 1/4800, 1/6000 models or counters. A playing area divided into 8 zones, representing large sea areas. Each fleet can move only into the 4 zones of their side, i.e. ships can't cross the central line. Suggested size for 1/3000's is 100x70cm, divided into 8 zones 12,5 cm deep.



You will also need one D6 die for each player; chits for T (turret) and H (hull) hits; black wool for Crippled ships; white cotton for smoke screens.

2. Sequence of play

Determine before each turn who is Side A and B, rolling one D6.

1. A moves
2. B fires
3. B moves
4. A fires
5. A e B repair damage.

3. Movement

Ships can move one zone forward or backward. They can be freely placed within a zone, but they must clearly face the central line if moving forward; face their side of the table if moving backward; otherwise, stay parallel to the central line ("broadside"). Ships moving backward can place a smoke screen near them for that turn.

4. Fire

Tell the other player which ship fires and its target. Ships don't block line of sight. Ships protected by a smoke screen can't fire. Roll one D6 and look at the "to straddle" table.

To straddle	Range (zones)			
	1	2	3	4
18"-14" guns	4,5,6	5,6	5,6	6
12"-8" guns	4,5,6	5,6	6	-

- 1 if firing ship not broadside
- 1 for every T damage to the firing ship
- 1 if two or more ships firing at same target
- 1 if target protected by a smoke screen, or at night or bad weather, unless firing ship w/Radar
- + 1 if target ship Crippled

5. Damage

If target is straddled, firer rolls D6 + Attack factor, target rolls D6 + Defence factor. If firer scores more, the difference is the nr. of damage inflicted (max 3 damages).

Roll a D6 for each hit to determine the damage:

- 1 = No significant damage
- 2 = H
- 3 = T
- 4 = H
- 5 = T
- 6 = Critical damage.

In case of Critical damage, roll again:

- 1 = Crippled
- 2 = D3 T
- 3 = D3 H
- 4 = D3 T
- 5 = D3 H
- 6 = Sunk.

D3 T and D3 H mean, that you roll a D6 and halve the result (rounded up) = nr. of T or H damages.

When H damages are = to ½ Defence factor (rounded up), the ship can't move from one zone to the other, until it repairs. It can still manouvre into broadside position.

When H damages are = to Defence factor, ship is Crippled. Can't move, fire or be repaired. If it takes another one or more H damages, it sinks.

When T damages are equal to = Attack factor, subsequent T damages are counted as H.

6. Repair

At the end of each turn, damaged ships roll one D6. With a result of 5,6 they repair one T or H damage (not both).

7. Ship factors

Defence factor is calculated adding +1 for each 10.000 t (rounded up or down). Add a further +1 if max. armour > 350mm.

To calculate the Attack factor, take the main battery caliber of the ship.

18" = 5

16"-15" = 4

14"-13" = 3

12"- 11" = 2

8" = 1

+ 1 to Attack if main battery with more than 8 guns

- 1 to Attack if main battery with less than 8 guns

8. Air raids

Aircraft carriers are supposed to be out of table (you can display the models if you want). They can have one air raid for every 10 airplanes. Air raids are launched during the fire phase (max 2 each turn). For each raid, place a counter or a small model near the target. Roll a D6: 1-3 = nr of damages, 4-6 = no effect. Torpedoes inflict H damages, Bombs inflict T damages. Land based planes follow same rules, but enter the table only with a D6 = 5,6.

9. Sample ships and scenarios

Denmark Strait – 1941

	Def	Att	Range
<u>Hood*</u> (8x15")	5	4	4
<u>Prince of Wales</u> (10x14")	5	4	4

* When rolling for Critical Hit, adds + 1

	Def	Att	Range
<u>Bismarck</u> (8x15")	4	4	4
<u>Prinz Eugen</u> (8x8")	1	1	3

Cape Spartivento – 1940

	Def	Att	Range
<u>Ramillies</u> (8x15")	3	4	4
<u>Renown</u> (6x15")	3	3	4
<u>Berwick</u> (8x8")	1	1	3
<u>Ark Royal</u>	6 x Torpedo Raids		

	Def	Att	Range
<u>Vittorio Veneto</u> (9 x 15")	5	5	4
<u>Giulio Cesare</u> (10 x 15")	3	5	4

<u>Bolzano, Fiume, Pola</u>	1	1	3
<u>Gorizia, Trento, Trieste</u> (8 x 8")			

Cape Matapan – 1941

	Def	Att	Range
<u>Barham</u> (8x15")	3	4	4
<u>Valiant</u> (8 x 15")	3	4	4
<u>Warspite</u> (8 x 15")	3	4	4
<u>Formidable</u>	2 x Torpedo Raids		

	Def	Att	Range
<u>Vittorio Veneto</u> (9 x15")	5	5	4
<u>Zara, Fiume, Pola</u> <u>Trieste, Trento, Bolzano</u>	1	1	3
(8x8")			

Roll 2D6 = nr. of Daylight turns. Subsequent turns = Night. British ships have Radar.

10. Solo rules

- Take your fleet, the other is the Not Playing Opponent (NPO)
- At the start of each turn roll 1D6 for you and 1 D6 for the NPO, the higher is player A, as for normal rules.
- When the NPO moves, roll 1 D6:

1-2 = withdraw, place smoke screens (during 1st turn = advance)

3-4 = stay, manoeuvre broadside

5-6 = advance, (if already adjacent to central line = stay broadside)

- 1 to D6 for each NPO's Crippled or Sunk ship

+ 1 to D6 for each of your Crippled or Sunk ship

- 1 to D6 if NPO under Air attack during previous turn

Game ends when the NPO withdraws out table, or you have enough!

11. Acknowledgment

These ultra-simple wargaming rules are designed for encounters between Battleships and Heavy Cruisers, in the early years of WW2. Use them for a quick game, or a campaign, on a small table. The concept of "range bands" derives from "Salvo!" by Minden Games.

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Pz8 – 1935/65 Aerial Wargame Rules

1. What You Need

1/600 aircraft models mounted on 1" hexagonal flying bases; a playing surface marked in 1" hexes; chits for Activated and Damaged aircrafts; one normal D6 and several small D6 for each player.

2. Sequence of play

At the start of each turn, players roll one D6, the higher has Initiative and can activate one of his aircrafts (two if his aircrafts are the double of his opponents, three if they are the triple, and so on). Then the other player activates one of his aircrafts (or two, or three...), until all aircrafts are activated (end of turn).

3. Movement Points (MPs)

One activated aircraft can expend his MPs to perform the following actions:

Move forward one hex:	1 MP
Move forward one hex, dive one altitude level:	1 MP
Move forward one hex, climb one altitude level:	2 MPs
Slip one hex left or right, dive one altitude level:	2 MPs
Move forward one hex, change direction 60°:	2 MPs
Move forward one hex, climb one altitude level, change direction 180°:	4 MPs*

* cost is 3 MPs if Biplane.

Each aircraft must expend at least 1/3 (rounded up) of his MPs during its activation.

Aircrafts can't be activated more than one time during each turn.

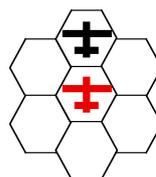
Aircrafts can't end their movement on one hex already occupied by another aircraft.

Place one small D6 near the flying base to record the current altitude level.

4. Tailing

If one aircraft is "tailed" by another enemy aircraft on its rear hex, flying in the same

direction, it must be activated before other, non "tailed" aircraft(s). If two or more aircraft are "tailed", the player can choose which activate first.



In the example, the red aircraft is "tailing" the black.

5. Firing

Firing is done after the movement, and before another aircraft is activated. Target must be within the firing arc and at the same altitude level, if targeted by frontal (fixed) weapons; at the same or one higher altitude level, if targeted by rear (flexible) weapons; see firing arc diagrams.

Aircrafts do not block line of sight.

Select a target and roll a D6:

Distance	1 hex	2 hex	3 hex	4 hex
D6 to hit	4-6	5-6	5-6	6

- 1 if the firing aircraft changed direction 180° during that activation
- 1 if the target is one level higher (rear / flexible weapons only)
- 1 for Green pilot / gunman
- + 1 for Veteran pilot / gunman

If the target is hit, the Attacker rolls a D6 + Attack Factor, the Target rolls a D6 + Defence Factor.

If the results are equal, no damage occurs.

If the Attacker scores + 1 or + 2, the Target is Damaged: immediately halves his MPs (round up); permanently subtracts -1 to hit; permanently subtracts - 1 to its maximum altitude (must dive as its next first action, if required). If already Damaged, it's Destroyed.

If the Attacker scores + 3 or more, the Target is Destroyed.

In addition, if the Target is not Destroyed, can immediately fire back to the Attacker, but subtracts -1 to hit.

5. Factors

MPs = 1 for each 100 Km/h of speed

Attack Factor = 1 for single MG, 2 for multiple MGs, 3 for MGs + cannons, 4 for multiple cannons.

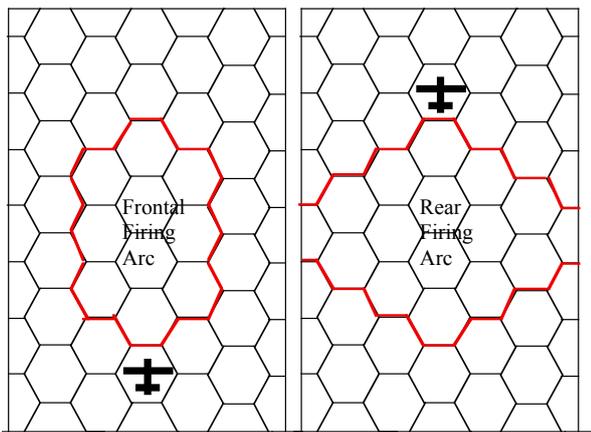
Defence Factor = 1-3 depending on the strength of structure, speed, manoeuvrability etc.

Altitude = 1 level for each 3.000 mt.

6. Sample Statistics

CR42	MP 4 Att 2 Def 1 Alt 3
Gladiator	MP 4 Att 2 Def 1 Alt 3
Hurricane	MP 5 Att 3 Def 2 Alt 3
Spitfire	MP 6 Att 3 Def 2 Alt 4
Me 109	MP 6 Att 3 Def 2 Alt 3
Bf 110	MP 5 Att 3 (f) 1 (r) Def 3 Alt 3
A6M Zero	MP 5 Att 3 Def 2 Alt 3
F4U Corsair	MP 6 Att 3 Def 2 Alt 3
Me262	MP 8 Att 4 Def 3 Alt 4
Meteor	MP 9 Att 4 Def 3 Alt 4
Mig 15	MP 10 Att 4 Def 3 Alt 5
F-86 Sabre	MP 11 Att 3 Def 3 Alt 5

7. Firing Arcs (Frontal and Rear)



8. Campaign rules

Players take one Squadron of pilots, that can be “Green” “Average” or “Veteran”. Each pilot has a fighter plane. The campaign is a series of short battles (6 turns on a 22x28 hexes board) with the objective of shooting down the enemy fighters.

When a fighter is destroyed, roll one D6 for the pilot: with a 5-6 he survives and returns to the next battle, with other results he is injured / killed / captured and must be substituted by a new pilot (Green).

Pilot that kill enemy planes during a game, gain one level of experience in the next encounter (i.e. they become “Average” if “Green”, “Veteran” if “Average”);). Damaged planes can exit the table, but can’t return back for that game.

Deploy one Squadron first, all planes in adjacent hexes, touching one side of the board, around the centre of that side. Then roll another D6 to see where the other Squadron comes from (1-2 = left, 3-4 = front, 5-6 = right, around the centre too). Roll one D6 for the Altitude of each Squadron. If the result exceeds the max. Altitude allowed, use the max. Altitude (i.e. if one plane has a max. Altitude of 3, and the D6 = 4, it will start at Altitude 3).

Victory conditions: kill the higher number of fighter planes, after 3 games. In case of a tie, count the number of “Veteran” pilots.

9. Solo rules

Each plane of the solo player and of the NPO (“non playing opponent”) is indicated by a playing card (example: A,K,Q,J of Hearts for the player, A,K,Q,J of spades for the NPO).

At the start of each turn, draw one card = plane activated, then another one and so on, until all planes are activated. When a plane is killed, remove its card. Shuffle the cards at the start of next turn. Ignore “Tailing” rule.

10. Designer Notes

These ultra-simple rules are intended for a very quick dogfight game or a campaign between fighter squadrons. There are not (still) rules for bombers. I use them with my 8 years old boy and with my wargaming friends when I have only half an hour for a game.

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Pz8 – WW2 Coastal Wargame Rules

1. What you need.

1/1250 models; one D6 for each player; one deck of playing cards; chits for Activated, Damaged, Wrecked vessels, and for KO guns; torpedo counters; a ruler marked in inches or 25mm segments; a playing area (4'x3' or 120x80cm will suffice for a game involving 4-8 vessels). If using 1/600 or 1/700 models, double all distances in the rules.

2. Night visibility.

Before game starts, roll a D3 x 10" = average visibility for that game.

When spotting larger vessels such as Corvettes, Minesweepers, Escorts or large transports = + 5"
W.s. smaller vessels such Vosper, MAS, Elco or Higgins PT = - 5"

W.s a vessel moving at 5" or 6" of speed = + 5"

Patrols and Convoys should follow a determined course (use a white thread to plot it), until at least one vessel spots the enemy. After that, movements of all vessels are free for all the duration of the game.

3. Turn sequence

a) Determinethe speed of each vessel for that turn (from 0" to 6", use a D6 face up, remove D6 if speed = 0"); MTB, S-boot, PT and MAS can increase or decrease their speed 1 or 2 levels each turn, other vessels 1 level each turn.

b) Draw one card (red = Allied, black = Axis) and activate one vessel at player's choice. When all vessels are activated, move Torpedoes, then turn ends.

To speed things up, you can move all the vessels of a Patrol/Convoy, instead of single models, along their predetermined course, until they spot the enemy.

4. Movement

When activated, one vessel can move, than fire; or fire, then move. Vessels can pivot up to 45° for every 1" of straight movement if MTB, S-boot, PT and MAS, 2" if others. The whole movement distance must be expended.

5. Speed (max.)

Faster vessels (36-40 knots) such as Vosper MTB, S-Boot, Elco or Higgins PT = 6".

Fast vessels (30-35 knots) such as Fairmile MGB, MAS or T Class Escort = 5"

Agile vessels (20-28 knots) such as Fairmile MGB = 4"

Slow vessels (16-18 knots) such as Flower or Gabbiano Corvette, Minesweepers or Raumboote = 3"

Very Slow vessels (8-12 knots) such as Transports, F-Lighter, MFP, Trawler = 2"

6. Firing

Firing vessel must first spot the target. Other vessels do block line of sight.

There are 3 class of weapons: 30mm or smaller, 37mm or larger, and Torpedoes.

30mm or smaller calibre, are all grouped into a single Attack Factor, roll one D6 all together and fire 360°; halve the Attack Factor (rounded up) if firing +/- 45° Forward or Aft; add + 1 if firing within 2".

Single 37mm or larger guns have a firing arc of +/- 45 Forward, Aft (rear), Port (left) or Starboard (right), depending on their position.

Torpedoes have a firing +/- 45° Forward. See rule 10.

Roll a D6 for each weapon firing; target is hit with a result = 4-6 if within half range, 5-6 if over half range.

- 1 if target speed is 6"
+ 1 if target speed is 2" or less
- 1 if firing vessel speed is 6"

7. Damage

When a hit is scored, compare D6+Attack factor of that weapon, less D6 + Defence Factor of the target.

0 or less = no significant damage
+ 1 = target is Damaged
+ 2 = target is Wrecked
+ 3 = target is Sunk

Damaged vessels subtract - 2" to their maximum speed and - 1 to the Attack Factor of their 30mm or smaller calibre. In addition to this, roll one D6 for each gun 37mm or larger: 5,6 = KO.

Wrecked vessels subtract a further - 2" to their maximum speed (slower vessels are immobilized) and a further - 2 to the Attack Factor of 30mm or

smaller calibre. In addition to this, roll one D6 for each gun 37mm or larger: 4,5,6 = KO.

Damaged 2nd time = Wrecked.

Wrecked 2nd time = Sunk.

8. Attack Factors and Firing Ranges

30mm or smaller: +1 for each weapon aboard, range is 4"

37-40 mm or larger: see the table,

<u>Weapon</u>	<u>Attack</u>	<u>Range</u>
2 pdr	2	4"
37-40mm	2	8"
57mm - 6pdr	3	10"
3"	4	12"
88mm	5	12"
4"	6	15"

9. Defence Factors

<u>Vessel type</u>	<u>Defence</u>
Small MTB such as Vosper, MAS, Elco or Higgins PT	2
Larger MTB or MGB such as Fairmile, S-Boote, Raumboote	3
F-lighter, Trawlers	4
Corvette, Minesweeper, T-boot, MFP, Landing Craft	5

Transports can have a Defence factor 3, 4 or 5, depending on their size.

10. Torpedoes

When firing a Torpedo, place a counter (I use toothpick points) 3" away from the model, inside the Forward firing arc. This is the minimum range. After all vessels have been activated for that turn, move the Torpedo along a straight line. Max. range is equal to the caliber of the Torpedo (21" or 18"). If the counter crosses a target, roll "to hit" as for other weapons (4,5,6 if within half distance, 5,6 if over). Torpedoes are ineffective vs. Small and Larger MTBs. They automatically sink all other vessels when they hit.

12. Sample Vessels

Fairmile D MTB: Def 3, Speed 5"

6pdr (FPS), 6pdr (APS), 2 x 20mm, 2 x 18"

Fairmile C MGB: Def 3, Speed 4"

2pdr (FPS), 2 pdr (APS), 2 x 20mm

Vosper Mk II MTB: Def 2, Speed 6"

2 x 20mm, 2 x 21"

Flower Corvette: Def 5, Speed 3"

4" (FPS), 2pdr (APS), 2 x 20mm

S-100: Def 3, Speed 6"

40mm (APS), 2 x 20mm, 2 x 21"

Raumboote: Def 3, Speed 3"

37mm (APS), 3 x 20mm

MFP (Marine Artillerie-Fahr): Def 5, Speed 2"

88mm (FPS), 88mm (FPS) or (APS), 8 x 20mm

MAS: Def 2, Speed 5"

1 x 20mm, 2x18"

Gabbiano Corvette: Def 5, Speed 3"

4" (FPS), 6 x 20mm, 2 x 21"

Elco 80' PT Boat: Def 2, Speed 6"

37mm (FPS), 40mm (APS), 1 x 20mm, 4 x 21"

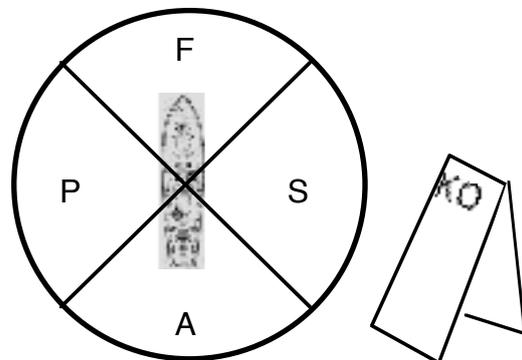
Higgins 78' PT Boat: Def 2, Speed 6"

1 x 20mm,, 4 x 21"

13. Acknowledgements

The starting point for these simple wargaming rules is "Schnell Rules for Schnellboote" by David Manley, that is also a precious source for weapons and data for many different vessels. The concept of one cumulative Attack factor for lesser guns, derives from "Hunters on the Shoreline", by David Gregory and Haüte Kuck. Both excellent rule sets are freely downloadable from Internet.

14. Turning and Firing Arcs



To indicate KO guns, use a small folded strip of paper placed over the model in the appropriate place (for example Bow, Stern or Turret)

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