Wargame Advanced Rules

Additions, Updates and Improvement's to

Battle: Practical Wargaming
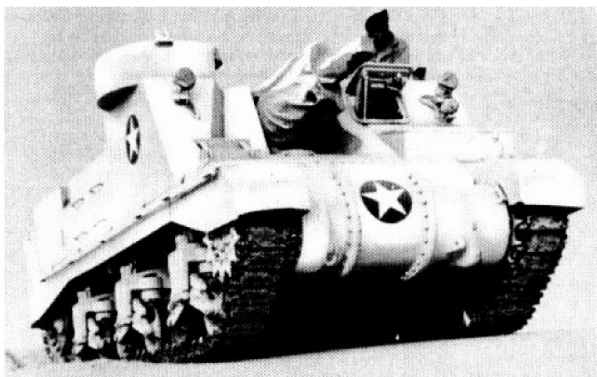
✪ Hans Und Panzer ✪

Hans Und Panzer Afrika Korps

Krunch a Commie

Additions, Updates and Improvement's to Hans Und Panzer, Hans und Panzer Afrika Korps, Krunch a Commie and Grant's "Battle" Wargame Rules.

I really like Charles' Grant's World War II rules: "Battle: Practical Wargaming." They are a good blend of realism and playability. The problem with them is that they are limited. Grant set the rules in the last year of World War II. As such, he included a small assortment of tanks, artillery and infantry options. Much was based on available models at the time.

I used Grant's rules as the basis for a trio of mini-wargames for model tanks and small scale soldiers. Following his lead, I was able to develop Speeds as well as Defense and Attack values for vehicles and weapons that he did not list. I made a few adjustments to "true up" the list with knowledge I had of armored vehicles.

Expanded charts: The original book gave charts for Defensive Value, Attack Value and Movement for a handful of vehicles. I expanded that and made a few corrections along the way. These are included in three sets of "mini-rules" I compiled back in `05. I based these on Grant's system.

Hans Und Panzer covers World War II circa 1943-1945 It covers many tanks and guns not included in the original Battle. Download a copy here: http://www.thortrains.net/milihistriot/muzzleblastanks.pdf

Hand Und Panzer Afrika Korps covers World War II circa 1939 - 1943 It includes several tanks and weapons used in the early part of the war. One typo: we listed the 45mm gun as German when it

should have been Soviet. Get it here:
http://www.thortrains.net/milihistriot/muzzleblastafrika.pdf

Krunch a Commie covers the Cold War from 1946 to about 1975. There may be some discrepancies. For instance, we list the Defensive Value of the Centurion at 18 based on an early model. The later model would be 19 or 20. I did not figure guided missiles like the TOW, Sagger or Shillelagh into the rules, nor was there any mention of reactive armor. I may have to work these out in the future along with larger HEAT weapons like the 106mm recoilless rifle. (I can tell you from experience that firing the 106 is a wonderful experience. Really cool!) Get it here:
http://www.thortrains.net/milihistriot/muzzleblastcoldwar.pdf

Because of information I had, I have corrected a few of the armor values and such. These booklets can be used with Grant's rules

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I use a different system for anti-tank gun hits. The front of a tank is at full Defensive Value. The sides are 2/3 this value, and the rear is ½. Though most tanks have ½ the armor on the sides, I take into account the skill of the drive ro minimize vulnerability. Otherwise, it would be Front: Full Defensive Value; Side: Half of Defensive Value; Rear, 1/3 Defensive value

When determining Defensive Value from sides or rear and you get an oddball number, round up.

Let's be blunt: you may not agree with all of my Defense and Attack values. No problem. This is a hobby, not a religion or a science. Adapt and improvise as you see fit.
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If you want to take into account the skill and leadership of different armies, consider this:

The US and Commonwealth armies are the baseline.

Soviet and Italian crews had less training both for troops and officers. However, Italian troops improved during the course of the North African campaign. Soviet troops were rushed through training. This is reflected in both morale and shooting.

Tanks and AT guns and morale:

Italians prior to July 1942 and Soviet crews fire at -1 on the first shot at a target.

Italians prior to July 1942 and Soviet troops get -1 on morale rolls.
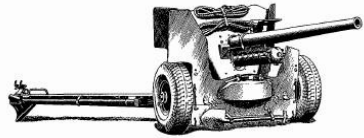
Italian troops improved as they gained combat experience. Also, some units in North Africa were retrained by Rommel.
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Optional horse cavalry rules (Cossacks, etc.) Cavalry moves 10" on road, 6" off road. Cavalry goes through woods at ½ cross-country speed.
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The morale rule I included in the mini games was a simple one. Frankly, I think Grant's system is just as good. In his method, 10 is the base number. Points are added or subtracted and a single die

is rolled. If the score adds up to more than 10, the unit is okay. If less, the unit stays in place .It must roll for morale the next turn. If it is nine or less, the unit retreats 1 full turn. It will continue to roll for morale at the beginning of each turn until it either routs off the board or scores 10 or more and operates according to orders. An officer can be sent the intercept the unit and help improve the morale score.

I have yet to work out a rule extending visibility to 60 inches. Such a rule would be very useful for fighting in the Desert (North Afrika, Egypt and Syria) as well as Cold War combat after 1960. In the latter case, improved optics and range finders make a difference. Again, there is also the issue of guided weapons that appeared in the 1970s. TOW and Shillelagh missiles come to mind. The trick is to keep it simple land practical. We do not want to confuse anyone. We have to be considerate.

Likewise. I do not feel confident that I can come up with values for the modern super-tanks such as the M1 Abrams, Challenger, T-90 and Leopard 2. The same goes for guided artillery and rocketry. This is why my games stop around 1975. Military technology has surpassed game play.
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Grant's Additional Rules

In the additional Rules (chapters 27 to 32, originally printed in Meccano magazine) are rules for terrain. Grant used graduated hills, somewhat like those of little wars, but contoured. Each contour was a rise of 50 feet. Going uphill reduced speed by ½, whether cross country or on road. Thus, going up a contour, a

half move was plotted from the start point on the lower contour to the end point on the next one.

A point about 1 inch over the center of the top contour represents the hilltop. Troops on one side of the hill cannot see troops on the other side of the imaginary top unless one or the other crests the hill.

In Grant's rules, movement through woods was 2/3 cross-country speed for Infantry. They were impassable to vehicles. There was no penalty for vehicles or men moving on roads through woods.

Rivers could only be crossed at fords and bridges. Smaller streams could be crossed at these rates: 2 moves for infantry and 4 moves for vehicles. The latter includes man-pushed artillery.
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Optional scenery / terrain rules:

Swamps are impassable except for amphibious vehicles. For LVTs, DUKWs, Schwimmwagens, etc, crossing swamps is at ½ cross country speed.

Lakes are impassable to all but amphibious vehicles. These can move at ½ cross-country speed.

Rivers: Amphibious vehicles cross rivers in one move. However, an optional thing is to roll for current. Determine direction of current before the game starts. Roll die for each vehicle. Each pip is 1 inch for small vehicles like schimmwagens and Weasels. It is ½ inches for larger things like DUKWs and LVTs. This is how far down-stream a vehicle will emerge from the river.

Optional bridge rules: The infrastructure in Europe and Asia was a hit-and- miss thing. This was especially true in Eastern Europe, China, Korea, Southeast Asia, Indonesia, New Guinea, and the Pacific islands. Not all bridges were created equally. Some could handle tanks, some could only handle lighter vehicles, and some could only handle horse carts and men. You can agree to rate bridges before the game:

Class 1: all vehicles
Class 2: medium tanks and lighter
Class 3: light tanks, half tracks and lighter
Class4: wheeled vehicles, armored cars and lighter
Class 5: men, horses, horse carts

A Class 1 would be obvious because of its size and strength. Some bridges should be obvious by their width. Some may not be as obvious. An optional rule is that the strength of Class 2, 3 and 4 might have to be revealed either by crossing them or by sending a scout to check them out first.

Once a vehicle enters a bridge, the bridge's class is revealed. A scout takes 1/2 move to reveal the class of a bridge.

On crossing, a vehicle two or more classes higher than the bridge will damage it. Roll a die. 1, no damage. 2, 3, 4 moderate damage. The bridge's class is lowered 1 level (For instance, a Class 3 becomes a Class 4 for the rest of the game). 5, 6 the bridge becomes impassable except by infantry. In the case of a 5 or 6, roll another die to see the fate of the vehicle: 5 or 6 means it falls in the collapse and is unusable for the rest of the game. 3,4 means it does not cross and must be immobile for 1 move. 1, 2 it crosses but must remain immobile for 1 move.

A vehicle 1 class higher than the bridge does damage thus: roll 1 die. On a 6, the bridge collapses. Roll as above for a collapsed bridge to see if the vehicle gets through. 4, 5, the vehicle cannot cross and the bridge is reduced 1 class. 2 or 3 the vehicle crosses but the bridge cannot take any other vehicle higher than its class without collapsing. On 1, the vehicle gets across without damage to the bridge or itself.

Class 5 bridges are always impassable by vehicles. There is no need to roll a die to determine their class. Class 5 bridges always look impassable to vehicles.

Artillery attacks on bridges: batteries of guns of 75mm or higher can fire to damage bridges. First, they must hit the bridge as per the regular artillery rules. If hit, a die is rolled. If the die roll is higher than the class of the bridge, another die is cast:

1, 2, 3: Bridge reduced 1 class.
4, 5: Bridge reduced 2 classes
6: bridge totally out.

If a bridge is hit several times and is reduced past 1, it is out.