Milihistriot Quarterly
THE Journal for Military Miniature Enthusiasts
Presents

KRUNCH-A-COMMIE

Quick, Simple Rules for Armor and Infantry Combat in the 1950s and 1960s

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Krunch-A-Commie is a game of tank combat in the 1950s and 1960s. Using small scale soldiers and vehicles, you can re-create an entire battle on a coffee table. The rules accommodate tanks and equipment used by NATO, the Warsaw pact, U.N. Forces (1950 – 53), North Korea & Red China, Israel and the Arab states.

The average space for a game would be 4" by 8" or so. Using these rules, you can even play on a coffee table. All you need are miniature soldiers, terrain pieces, measuring sticks and six-sided dice.

If you have played our World War II game, **Hans Und Panzer**, you might notice that this game is very similar. Tank and infantry warfare did not change very much from World War II to the Cold War. The main difference is that you will need to work at longer ranges due to the increased striking power of the average tank.

Scale

To recreate the battles of old, you would need thousands of miniature figures and a massive playing area. Even small skirmishes might involve a thousand or more men. Likewise, the ranges of weapons range from 200 yards for a crossbow to a mile or more for a culverin. A skirmish could involve movement and firing over a mile of terrain. A larger battle would rage over anything from a square mile to several miles.

How much space would it take to recreate a mile of battle? If you used 25mm figures, it would be 65 foot by 65 foot. For HO, which is 20m scale, it would be a little over 64 foot. 15mm is close to 1/120, and that would be 44

foot. Imagine setting up and moving thousands of figures over 65 foot!

What we do is scale everything down. We scale down the movement, the range of weapons and the number of men in a unit. This allows us to recreate a battle in a much smaller space. "Scaling down" has been used for years. It does not sacrifice the realism of the game. Scaling allows you to enjoy a full battle in minimal space, with a manageable number of pieces.

Our description describes our scaled-down movement and shooting in inches. For smaller spaces, you can use centimeters in place of inches.

Movement

Movement: To simulate how different soldiers move, we use a simple trick. Imagine if a man and a horse were going to race. Instead of the race being a set distance, such as 500 yards, it would be a set time. It might be a few seconds. If a man and horse both ran five seconds, the man might go 10 to 15 yards. The horse might go 20 to 30 yards. We use a similar thing in our game. A man moves half the distance of a horse, simulating how fast he goes.

Men and vehicles in the field go slower than if they were on a road. The speeds below are measured in numbers. Most people use inches, but for smaller spaces you might use centimeters. If you have a very large space, you might double them. (If you double movement, you must also double firing range.)

The chart shows the speeds of men and vehicles. You will see two speeds listed: of and off road. Off road is one half of on road speed.

If a unit goes from road to open land, or vice versa, it must change its speed. For example, a half track moves 5 inches on a road, and then goes into woods. This leaves ten inches. However, since off road speed is ½, then the unit can only go 5 inches into the woods.

Some kinds of terrain make it even harder to move. There are penalties for movement in rough terrain: going uphill, going through a swamp, or fording a river at a ford (you cannot ford a river that has no ford.) Speed in these places is reduced to 2/3 You must determine 2/3 of the regular speed. In case the result is an awkward number, round down. (For instance if speed is 11, 2/3 is close to between 6 and 7. Round down to 6.)

If a unit goes from regular to rough terrain, he must adjust accordingly. For instance, a Sherman tank going on a road five inches comes to a ford. That would leave 7 inches. Since the rough terrain speed is about 2/3 of the regular road speed, and the ford is in the road, he would go 4 more inches. For determining speed when moving from regular to rough terrain, we use a "rough guess-timate" that rough terrain speed is 2/3 of normal movement

When men embark or disembark from vehicles, they use up ½ of their move. Men cannot embark or disembark if the vehicles has moved that turn. The vehicle must not move while loading or unloading personnel.

Speeds

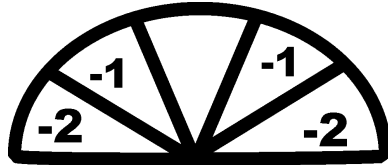| Vehicle	On Road	Off Road
M 103	10	6
M26 / M46	10	6
Patton M47	10	6
M48	15	8
M41 / M42	20	10
M60A1	15	8
M113	20	10
Sherman (late)	14	7
Sherman (early)	12	6
JSIII / T10	13	7
SU 100	15	8
T54 / 55	15	8
PT76	14	8
T34/ 85	16	8
BTR 50	14	7
T-62	17	9
ISU 122 / 152	12	6
AMX-13	18	9
AMX 30	20	10
Centurion	14	7
Chieftain	15	8
Leopard	20	10
Jagdpanzer	20	10
Ontos	15	8
Heavy Armored Car	24	6
Light Armored Car	24	6
Half Track	15	9
Truck, Jeep, etc.	24	6
Infantryman	3	3

Tank and Antitank
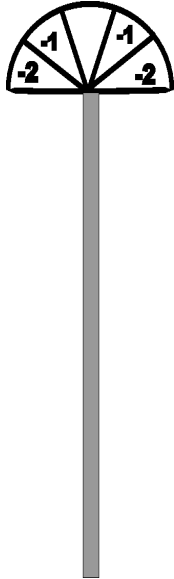
In our game, armored vehicles play a large role. Battles with tanks, self-propelled guns, half tracks and armored cars are to be expected. Therefore, anti-tank weapons hold an important place in our game.

There are two steps to firing an antitank weapon. First, we roll to hit the target. Second, we determine if the impact was enough to destroy the vehicle.

We need a tool called a "tank stick" It is 45 inches long ,and has a protractor at the end. The protractor swivels at the end of the stick. To make the protractor, we cut a semi-circle and mark it off in 30 degree increments. The sections on the ends are marked '-2". Those nearer the middle are "-1" The center section is unmarked.

The tank stick is used to help determine the effectiveness of a shot.

Shooting tanks: The first step in shooting tanks is to get the range. We have arranged this into four increments: 0 to 10 inches, 10 to 20 inches, 20 to 30 inches, and the longest range is 30 to 45 inches. Using the chart for range, you roll two dice. If your roll matches or is lower then the number for your range, you miss. If higher, you hit.

Several things can adjust your ability to hit. Add or subtract to your dice roll according to this chart. These are:

Target is in soft cover – 1
Target is behind low wall -2
Target is "hull down" (only turret or superstructure visible) -2
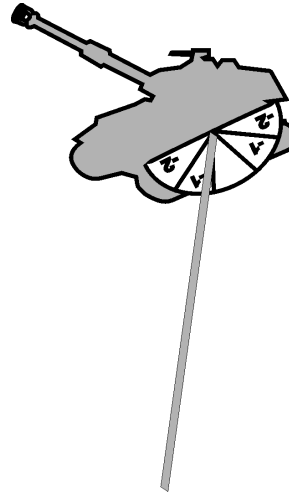
If you hit target, your next move is to see if you damage it. We use the tank stick to see where you managed to hit the tank. The angle of the stick shows the angle of impact. Too steep an angle makes it harder to penetrate armor. Use the stick as shown The section of the protractor where the stick lies indicates how much to add or subtract to your dice score. An oblique shot gets `-, and a glancing strike gets –2. These are subtracted from the dice score.

Now roll your dice and add or subtract as the tank stick indicates.

Look at the chart of strike values. See the gun you fired and the range you fired at. There will be a number for you. Now add or subtract as per the tank stick to get your final number. If your dice roll is lower than that number, you destroy the vehicle and kill half the crew. If it matches the number, you disable the vehicle. (It can only fire, not move). If it is higher than the number, your shell glances off the armor.

Antitank Gun tables

Disabled vehicles remain immobile for the rest of the game.

Destroyed vehicles are turned on their side. Disabled vehicles remain as they were. Put a small piece of cotton on a disabled vehicle to mark it. Cotton represents smoke coming from the disabled vehicle.

Armor Defense values

Vehicle	Armor
M 103	21
M26 / M46	18
Patton M47	19
M48	20
M41 / M42	12
M60A1	20
M113	11
Sherman	14
JSIII / T10	21
SU 100	15
T54 / 55	18
PT76	12
T34/ 85	15
BTR 50	10
BTR 60	11
ISU 122 / 152	22
AMX-13	12
AMX 30	18
Centurion	18
Chieftain	20
Leopard	19
Jagdpanzer	16
SO Artillery	12
Heavy Armored Car	12
Light Armored Car	11
Half Track	10
Truck, Jeep, etc.	6
Infantryman	3

Strike values

Weapon	Nation	Range 0-10	10 to 20	20 to 30	30 to 45
152mm	Rus	22	16	10	
122mm	Rus	20	16	12	8
120mm	US	20	16	12	9
100mm	Rus	18	12	9	7
105mm	US / UK	20	16	13	10
90mm	US	17	14	10	8
20 pdr	UK	17	13	9	7
85mm	Rus	11	9	8	6
76mm	Russian	8	7	5	4
76mm	US	7	6	5	4
75mm	US, FR	6	5	4	2
6 pdr	UK	5	4	3	x
57mm	Rus	6	5	4	x
37mm	US	4	3	2	x
37mm	Ger	4	2	1	x
20mm	Ger	3	1	x	x

When rolling against strike value, make these adjustments:

Subtract 2 from Target's defense value if you strike the rear of his vehicle
Add 1 if you hit frontal armor

Range and Hitting Target

Range	Score needed to hit
0 – 10	6 or over
10 – 20	7 or over
20 – 30	8 or over
30 to 45	9 or over

Factors for Range and Target chart:

+1 for M48, Leopard, T62 and Centurion
+2 for M60

Crewmen

It is assumed that vehicles have a set number of crewmen. These are people assigned to work in the vehicle. Crewmen are different from passengers. For our game, crewmen only matter when leaving a disabled vehicle. The move so that the disabled vehicle is between them and the enemy. When dismounted, crewmen act like infantry. However, they can only defend. They do not attack or advance toward the enemy.

Type of vehicle	Number of crewmen
Heavy tank	5
Medium tank	4
Light tank	3
Armored car	3
Half track	2
Assault gun, Self-propelled gun	4
Jeep or truck	1

Passengers

The men who ride a vehicle are passengers. They are not crew. Infantry riding in a half track or artillerymen riding in the towing truck are considered passengers.

If a vehicle is disabled, passengers escape unharmed. They leave the vehicle, taking cover behind it.

If a vehicle is destroyed, half of the passengers are killed The other half take cover behind it.

Passengers use 1/3 of their move to embark or disembark. On the move that they do so, the vehicle may not move.

Towed Guns

A towed gun, whether artillery pieces or antitank guns, takes time to prepare. The vehicle must stop, and crewmen disembark and hook / unhook the gun.

Antitank guns may be fired on the next move.

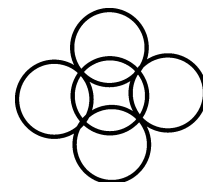Artillery takes an additional move, since it must be "zeroed in" by "Fire Direction Control."

Artillery and Mortars

Unlike antitank guns, artillery and mortars are "indirect fire" weapons. They fire in a parabola rather than a straight line. Artillery must be directed by a Forward Observer. Light infantry mortars fire at targets they can see. Heavy mortars use a Forward observer to direct their fire.

It takes 1 turn to set up an infantry mortar.

It takes two full turns to set up artillery. Guns may begin working on the third turn.

To use mortars, you need a Blast circle. It is composed of five circles, each of 2" diameter., as shown. Place the center of the Blast circle over target and roll a die. 1 misfire, 2 falls short, 3 falls over, 4 is right, 5 is left and 6 is dead center.

Roll a saving die for each man in the blast area. 5 and 6 saves him. Any other number means he is eliminated.

Adjust the dice roll by adding or subtracting as suggested below

Behind wall away from the center of the blast- +2
Inside House +2
Within 1" of center of the blast –1
Artillery can fire if the target is within sight of a forward observer. It takes one move for the forward observer to all in fire. The guns fire the next move.

Artillery fires in batteries, so the blast area is a rectangle 3" by 4". The Artillery Square is composed of five rectangles. To fire, place the center Square circle over target and roll a die. 1 misfire, 2 falls short, 3 falls over, 4 is right, 5 is left and 6 is dead center.
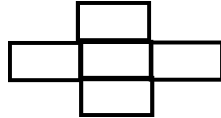
Roll saving dice and adjust the same as for Mortars.

For vehicles caught in an artillery square, roll one die. Damage is as follows:

Target	To destroy	To disable	No effect
Tank	X	5, 6	1, 2, 3, 4
Armored car or half track	6	4, 5	1, 2, 3
Jeep, truck or other soft vehicle	5, 6	3	1, 2

Infantry Rules

Infantry weapons range from rifles and pistols to bazookas, heavy machine guns and light mortars. In our scaled-down world, the basic infantry unit has eight to twelve men. There will be riflemen and a light machine gunner and an officer or NCO. Some of these units might have a

bazooka team. Others will have a mortar. Still others could be from the Headquarters unit's "Combat Support" company. These sections will have antitank guns, heavy machine guns and other special weapons.

Infantry Weapons

Weapon	Max Range
Pistol	1
Submachine gun	4
Rifle	9
Assault Rifle	8
Hvy machine gun	18
Light machine gun	12
3.5 Bazooka 90mm recoilless rifle	6
RPG	5
Infantry mortar	50
Grenade	2
M72	5
M79 Grenade Launcher	8

The basic infantry weapon in the rifle. During World War II, most armies used bolt-action rifles. The exception was the United States, whose M1 was semi-automatic. Many armies in the 1950s were still using World War II forearms. In our game, rifle range is 9 inches. We divide this into three, for short, medium and long range. To fire a rifle, roll a die. Check your result against this chart. These are the numbers you need to hit target.

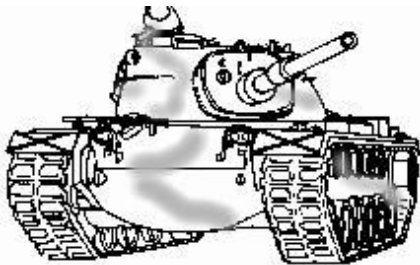| Range	Target in the open	Target in soft cover	Target in Hard cover
0 –3	4, 5, 6	5, 6	6
3 – 6	5, 6	6	
6 – 9	6		

The assault rifle, such as the M14, M16, British SLR and Soviet AK47 is a lighter weapon than the traditional rifle. Its range is closer, but since the assault rifle fires in bursts, it is more likely to hit. Add 1 to the dice roll when using an assault rifle.

There are two types of machine gun. The light machine-gun is bipod-mounted, and has a one or two-man crew. Examples are the US BAR, British Bren and Russian Degtyarev (known for its saucer-like magazine).

Heavy machine-guns are tripod mounted or fitted to vehicle mounts. These are more stable and have a crew of two to three men. Examples include the British Vickers, US .50 caliber and water-colled.30 caliber.

For our purposes, the difference between light and heavy machine guns is range. You need to make two cones of fire. The one for light machine guns is 12 inches long, tapering to 1 inch wide at the far end. Divide it into three sections of 4 inches each. The heavy machine gun is an 18 inch cone that tapers to 1 inch at the far end. Divide it into three 6 inch sections.

To fire, lay out the cone in the direction you want to fire. Anyone inside the cone can become a casualty. Roll a die for each man inside the cone. You need to get the numbers listed in the chart to remove him.

Machine Gun Fire

Range for Light Machine Gun	Range for Heavy Macvhine Gun	Target in the open	Taregt in soft cover	Target in hard cover
0 - 4	0 - 6	3, 4, 5, 6	4, 5, 6	5, 6
4 - 8	6 – 12	4, 5, 6	5, 6	6
8 - 12	12 - 18	5, 6	6	

Machine guns can destroy soft vehicles. Roll a die and consult chart below:

Range	In Open	Soft Cover	Hard Cover
Short	4, 5 6	5, 6	6
Medium	5, 6	6	X
Long	6		

Submachine guns

Unlike the movies, real submachine guns have a very short range. In our game, that is 4 inches. Between 0 and 2 inches is short range, 2 to 4 inches is long. We make a submachine gun cone that is 4 inches long ,tapering to 1 inch wide at the far end. We mark it into two sections representing long and short range. To fire, place the tip of the cone at the firing soldier, and the large end toward the enemy. Roll for each enemy within the cone. The numbers you need ot get in order to remove an enemy are in this chart:

Range	Target in the open	Target in soft cover	Target behind hard cover
0 – 2	3, 4, 5, 6	4, 5, 6	5, 6
2 = 4	4, 5, 6	5, 6	6

Infantry Anti-tank weapons

The best-known antitank weapon is the bazooka. In essence, it is a long tube used to launch an antitank rocket. During the Korean war, a 3.5" version was introduced. It was later supplanted by the 90mm recoilless rifle, a man-carried antitank launcher. In our game, Bazookas have a range of 6 inches. At this range, it takes a 6 or better for a bazooka to hit its target. We divide the in two. At 0 – 3 inches, the bazooka's strike value is 8. At 3 – 6 inches, it is 7. Thus, if you hit the tank, you must roll two dice and add the strike value to see if the vehicle is disabled or destroyed.

The Americans also had a disposable, one-shot bazooka known as the M72 LAW (Light Antitank Weapon). It has a shorter range of 5 (1-3 short, 4-5 long) and a strike value of 7 at close range, 6 at long range.
The Soviet weapon is the RPG (rocket propelled grenade), which launches an antitank rocket. It has the same range and strike power as the M-72

Grenades

Grenades have limited use in our games. They have a range of 2 inches, with a 4, 5, 6 needed to hit. The grenade's blast area us 1 inch. If thrown into a house or bunker, a grenade affects the entire room, whether it is 1 inch or larger. Everyone in the room must roll to save himself. 1, 2, 3 or 4 kills. 5, 6 saves.

Firing Grenades from the M79 is similar to using a mortar. Using 1 inch rings, make a device similar to the mortar circle. Fire the same way as using the mortar. Note that the M70 cannot hit targets closer than 3 inches.

Morale

The difference between victory and defeat was often a matter of the state of morale. For this reason, we need to look at morale to determine if a unit stays and fights, or retreats.

When to check morale:

Loss of 25% of men: unit halts one turn and checks morale
Loss of 50% of men: unit halts one turn and rolls for morale
Getting hit from behind by equal or larger force: unit rolls for morale.
Getting beat in a melee or by projectile weapons: roll for morale.
Loss of command unit: all units within two moves of command unit must check morale

Morale is checked by rolling one die for the unit, and making the following adjustments.

Factors which adjust a dice roll:

Losing 25% of one's unit: -1
Losing 50% of one's unit: – 2
Losing of officer –1
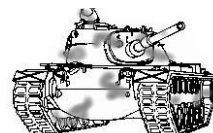Unit separated from other units more then 1 move away from allies units) -1
Elite Unit (Paratroopers, Rangers, Waffen SS, etc) +1
Unit has defeated an enemy unit within the three previous moves: +2
Unit was defeated by enemy unit within three previous moves: -2
Unit is unharmed: +1
New officer joins unit: +1

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Morale results:

Roll dice add and subtract factors listed above.

5, 6 Unit follows orders and fights
4 Unit holds for one move
3 Unit retreats one move
2 Unit retreats for two moves.
1 Unit routs: retreats until it leaves battle or until checked

Checking a routed unit

To stop a routed unit, an officer must confront it. He rolls a dice. 5 and 6 mean the unit is rallied, and returns to battle. 3, 4 means the unit halts and must check morale on the next turn. 1, 2 means the unit continues to rout. The officer can remain with the unit and try to rally it again the next move

Any unit that Loses its officer automatically halts 2 moves.

Terrain

We know how certain kinds of terrain affect movement. Hills slow troops. Rivers block them. Woods over some cover from artillery.

Rivers can only be crossed at fords and bridges.
Hills slow troops.
Houses can provide cover. Up to four men can be in a small house, and six in a large house.
        Artillery can do direct fire against houses. Roll a die. 1, 2 and 3 means nothing happened. 4. 5 and 6 mean damage was done. 4 hits by artillery can destroy a small house. 7 hits can destroy large house. When a

house is destroyed, all occupants are removed from the game. For antitank guns, subtract 1 from the die roll. For mortars, subtract 1 to the die roll.
        Direct artillery fire can attack walls and fences. On a 5 or 6, the shell punches out a 1 inch wide gap. 1, 2, and 3 do nothing. 4 reduces a 1 –inch wide section to half its previous height.

Capturing Guns and Equipment

It is possible to capture guns and equipment. So long as no enemy soldier is within two inches of the item, you can seize it. You need to have two men touch the item. The next move, your men can move it away. You can capture guns, mortars, and other gear. However, only artillerymen can operate a gun, and only mortarmen can operate mortars. If you capture a gun, you cannot use it unless it is manned by your artillerymen.
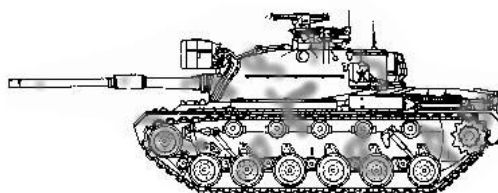
Sequence of Play

All movement and fire is simultaneous
Both players move, working from left to right
Artillery and antitank guns fire
Other weapons fire
Morale is checked

Visibility

You can only shoot as far as you can see. Things like fog, sun and haze affect visibility. Roll two dice before the game to determine visibility.

Dice Throw	Distance (inches)
12	45
9, 10, 11	25
5, 6, 7, 8	30
3, 4	20
2	15

Supplies

Along with dice, you will need several items to play Bucket o' Muzzleblast. These include:

Miniature soldiers and their equipment
Miniature trees
Miniature lakes
Miniature bridges
Miniature walls and fences
Miniature houses

Several companies manufacture small soldiers that fit our game. You can easily find infantry, artillery, tanks, armored cars, support vehicles, etc. These range from inexpensive25mm plastic figures to various metal castings ranging from 15mm to 30mm.

Houses can be found at hobby shops that sell trains. Faller and other brands offer realistic European houses.. Here is how to pick the best houses:

Use N or TT Scale for 15mm figures
Use HO for 20 and 25mm figures

Use S Scale for big 25mm to 30mm figures

For this era, it is wise to get homes, farm buildings, stables, a church, town hall and shops.

You can buy miniature walls and fences in several scales.

Most hobby shops carry miniature trees. They also have lichen, which can be used to simulate bushes.

Miniature bridges can be gotten in hobby shops.

Another source of bridges, castles and structures is aquarium decorations.

Rivers, lakes and roads can be cut from the appropriately- colored paper.

Miniature hills and mountains can be found at shops that sell trains.

This set of wargame rules has been prepared for you by **Milihistriot Quarterly**, **the Journal for Military Miniature Enthusiasts**. If you enjoy military miniatures, toy soldiers and miniature wargaming, you will enjoy visiting our website at **www.milihistriot.com**

(These rules are based on a 1970 WWII game by Charles Grant)

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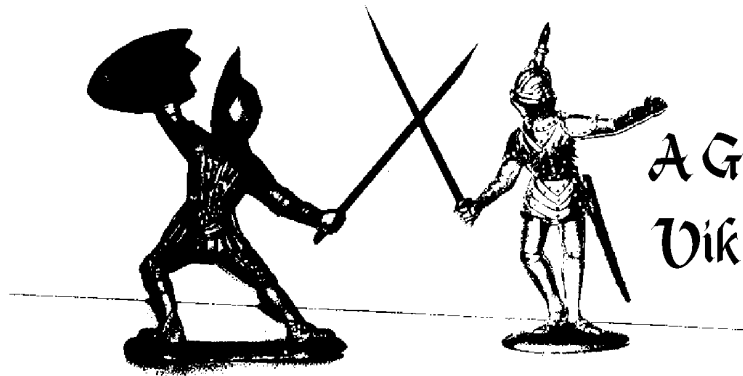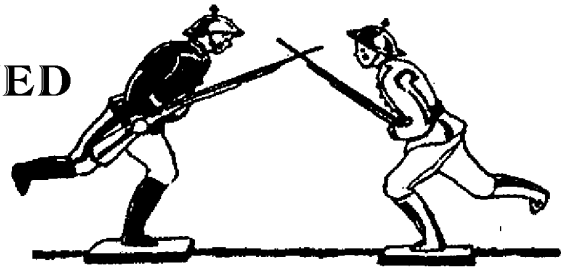
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