

MODERN WARGAMES RULES

Based on and developed from an original set of wargames rules written by
Joseph Morschauser

1. UNITS

Unit Type	Movement Distance (in grid squares)	Close Combat Power (dice score to equal or exceed)	Firing	
			Weapon ranges in grid squares	Dice score to hit
Infantry				
Rifle	3	3	5	5,6
Submachine Gun	3	3	3	4, 5, 6
Machine Gun	3	5	5	4, 5, 6
Antitank Rocket	3	5	3	5,6
Mortar	3	5	5	5,6
Engineer	3	3	5	5,6
Artillery				
Antitank Gun	2	6	8	5,6
Field Gun	2	6	12	5,6
Field Howitzer	2	6	8	5,6
AFV				
Tank	On roads: 4 Off roads: 3	3	8	5,6
Armoured Car (Armed with a Machine Gun)	On roads: 6 Off roads: 2	5	5	4, 5, 6
Miscellaneous				
Pillbox (Armed with a Machine Gun)	-	-	5	4, 5, 6
Minefield	-	-	-	4, 5, 6

2. SEQUENCE OF TURNS:

- 2.1 All turns are alternate.
- 2.2 A D6 die is rolled and the side that throws the highest number activates its Units one after the other.
- 2.3 When all of its Units have been activated, the other side activates its Units one after the other.
- 2.4 When a Unit is activated it may:
 - 2.4.1 Move and then fire
or
 - 2.4.2 Fire and then move
 - 2.4.3 Close Combat may then take place
- 2.5 Once a Unit has been activated and has completed all the actions of which it is capable, it cannot be activated again until its side's next turn.

3. MOVEMENT RULES:

- 3.1. Each Unit may be moved only once during each turn.
- 3.2. All movement is made orthogonally, never diagonally.

Wargames Modern Rules

John Curry, Lionel Tarr



Wargames Modern Rules:

Lionel Tarr's Modern Wargaming Rules 1939-1945 John Curry, Lionel Tarr, 2017-01-18 Lionel Tarr 1920 2003 is widely recognized as the first modern wargamer modern being 1939 1945 He first came to prominence when his rules were published in 1962 in Donald Featherstone's classic book *War Games* This book contains much previously unpublished material about the Tarr wargame and his epic decade long WWII Eastern Front Russian Campaign This wargaming campaign was almost as well known at the time as Tony Bath's Hyborian campaign This book includes The previously unpublished Tarr wargaming rules he first drafted in 1947 and modified until 1973 Analysis of the rules Tarr's Armies Russian and German Army ORBATs Solo Wargaming Eastern Front Campaign Wargaming the Battle of Stalingrad Air warfare on the Eastern Front Various articles by Tarr A W Saunders Tarr's cousin modern warfare rules from 1957 Tarr's Napoleonic Rules The History of Wargaming Project aims to document the development of wargaming including publishing new material about these early wargames

Tabletop Wargames: A Designers' and Writers' Handbook Rick Priestley, John Lambshead, 2016-11-30 Unlike chess or backgammon tabletop wargames have no single accepted set of rules Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting But many who try soon find that writing a coherent set of rules is harder than they thought while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole Now at last help is at hand Veteran gamer and rules writer John Lambshead has teamed up with the legendary Rick Priestley creator of Games Workshop's phenomenally successful Warhammer system to create this essential guide for any would be wargame designer or tinkerer Rick and John give excellent advice on deciding what you want from a wargame and balancing realism be it in a historical or a fantasy sci fi context with playability They discuss the relative merits of various mechanisms cards dice tables then discuss how to select and combine these to handle the various essential game elements of turn sequences combat resolution morale etc to create a rewarding and playable game that suits your tastes and requirements

Infantry, 1977 [Zones of Control](#) Pat Harrigan, Matthew G. Kirschenbaum, 2016-04-15 A look at wargaming's past present and future from digital games to tabletop games and its use in entertainment education and military planning With examples from Call of Duty Modern Warfare Harpoon Warhammer 40 000 and more Games with military themes date back to antiquity and yet they are curiously neglected in much of the academic and trade literature on games and game history This volume fills that gap providing a diverse set of perspectives on wargaming's past present and future In *Zones of Control* contributors consider wargames played for entertainment education and military planning in terms of design critical analysis and historical contexts They consider both digital and especially tabletop games most of which cover specific historical conflicts or are grounded in recognizable real world geopolitics Game designers and players will find the historical and critical contexts often missing

from design and hobby literature military analysts will find connections to game design and the humanities and academics will find documentation and critique of a sophisticated body of cultural work in which the complexity of military conflict is represented in ludic systems and procedures Each section begins with a long anchoring chapter by an established authority which is followed by a variety of shorter pieces both analytic and anecdotal Topics include the history of playing at war operations research and systems design wargaming and military history wargaming s ethics and politics gaming irregular and non kinetic warfare and wargames as artistic practice *Mailing List (Infantry School (U.S.))* ,1977 Storytelling in the Modern Board Game Marco Arnaudo,2018-08-28 Over the years board games have evolved to include relatable characters vivid settings and compelling intricate plotlines In turn players have become more emotionally involved taking on in essence the role of coauthors in an interactive narrative Through the lens of game studies and narratology traditional storytelling concepts applied to the gaming world this book explores the synergy of board games designers and players in story oriented designs The author provides development guidance for game designers and recommends games to explore for hobby players Donald Featherstone's Naval War Games Wargaming with Model Ships John Curry,Donald Featherstone,2009-03-05 This book gives potential admirals advice on how to fight their table top naval battles No space is too small nor area too large to accomodate a naval wargame with two contestants or twenty This book contains rules that allow every sea battle in history to be refought with some of the classic rules of naval wargaming It includes rules by Fletcher Pratt Fred Jane Tony Bath Jack Scruby etc This edition includes a new set of rules about Coastal Warfare 1939 45 by David Manley of the Naval Wargames Society Tomorrow's War (Science Fiction Wargaming Rules) Ambush Alley Ambush Alley Games,2011-10-20 A miniatures wargame of gritty futuristic combat Tomorrow s War projects the tactics and technology of today s military conflicts hundred s of years into the future While robot drones anti gravity vehicles and advanced battle suit technology have changed the face of warfare the essentials of combined arms tactics have remained constant Using the popular Force on Force rules as a basis Ambush Alley Games has created the most realistic and tactically challenging science fiction wargame on the market The rulebook includes a detailed optional future history and a campaign system so that individual battles can be linked into an ongoing storyline *Wars of Insurgency: Skirmish Warfare in the Modern World* Mike Demana Demana,2017-09-04 Wars of Insurgency is a simple fast play set of rules for modern warfare It gives the flavor of low intensity or guerrilla warfare without getting bogged down in complexity of trying to simulate every weapon Players control 3 5 squads of 3 12 miniatures with each figure representing one man The rules include a complete campaign rules set allowing players to take on the role of factions fighting for control of their historical or fictional country Political schemes permanent institutions and a system for eventual victory of one faction give more ways to spice up your miniatures games with a storyline Three scenarios and guidelines for using historical events to create new ones are included A complete point system allows Elite Regular and Militia troops to be matched up for fair games **The Madasahatta Campaign** Bob

Cordery,2018-05-02 Eric Knowles was one of the pioneers of British wargaming and his recent death marks the passing of one more member of that small group that made British wargaming what it is today This book is dedicated to his memory and particularly the Madasahatta Campaign the long running First World War Colonial wargame campaign that he ran

Whispering the Techniques of Language: An Emotional Quest through **Wargames Modern Rules**

In a digitally-driven world wherever displays reign supreme and instant communication drowns out the subtleties of language, the profound strategies and emotional subtleties concealed within words frequently get unheard. However, situated within the pages of **Wargames Modern Rules** a charming literary value sporting with fresh thoughts, lies a fantastic journey waiting to be undertaken. Written by a talented wordsmith, that marvelous opus encourages viewers on an introspective journey, gently unraveling the veiled truths and profound affect resonating within the cloth of each word. Within the psychological depths of the moving review, we shall embark upon a genuine exploration of the book's primary themes, dissect their captivating publishing fashion, and fail to the powerful resonance it evokes deep within the recesses of readers' hearts.

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