

WARGAMES RULES FOR 2mm SCALE MICRO TANKS AND FIGURES
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INTRODUCTION

These rules are intended to provide a quick and simple method of fighting large scale battles using 2mm scale micro tanks and infantry.

The basis of the system is that armour is grouped on bases, each base containing several vehicles making up a troop, section or any other low level organisation element. Infantry bases are of 8-12 men or 1-3 heavy weapons. Vehicle bases are of 2-5 vehicles.

The effectiveness of each "base" depends upon the type and quality of the vehicles and the number of vehicles in the unit. The 'quality' of an armoured unit takes into account the thickness and slope of armour, whether the vehicle is turreted, etc. Infantry are assumed to be of equal quality, regardless of their nationality.

The use of card bases for each unit allows their "vital statistics" to be recorded underneath, i.e. Attack and Defence factors, weapon range and movement rate. Bases for all units should be 1" square.

The tables included in these rules allow the use of all major vehicles of World War 2. Any vehicles that have not been included can be used by assessing their effectiveness against the vehicles shown and allotting an attack and defence factor and movement rate.

All references to die rolls use a D6; all distances are in metres; the groundscale is 50 metres = 1".

SEQUENCE OF PLAY

You may set up your figures in any mutually agreeable way, for example limiting deployment for each player to a specific area of the playing table, or using some form of hidden deployment where one or both players write their initial dispositions on a map first and then deploy simultaneously in accordance with their map.

The "first" player is decided by a die roll at the start of the game. The turn sequence is as follows:

Each turn: The first player moves any or all of his units;
The second player fires with any eligible units;
The second player moves any or all of his units;
The first player fires with any eligible units.

Any units destroyed in the turn can be removed or marked with cotton wool.

FIRING

Firing is by line of sight only, except in the case of artillery or mortars which can fire indirectly at a penalty. Firing is not assumed to be simultaneous.

A unit within range of enemy units should nominate the unit it wishes to hit; it will hit on a D6 throw of 5 or 6, or 4, 5 or 6 if within half range. If the firer moved in its last movement phase, deduct 1 from the die roll.

If a hit occurs the attacking and defending units both throw one D6; the attacker adds his Attack Factor to his score and the defender adds his Defence Factor.

If the scores are equal the defender is temporarily immobilised and cannot move or fire for one turn, simulating a "knock back" effect but assuming that little or no damage has occurred. If the attacker scores ~1 or 2 more than the defender, the defender is permanently immobilised, but can still fire **after** 1 turn.

If the attacker scores 3 or more than the defender, the defender is destroyed.

Hits by artillery or mortars causes damage on any unit within 1" radius circle (1.5" if heavy artillery) from a point nominated by the firer. Indirect fire hits its intended target area on a throw of 5 or 6, whether under or over half range, modified by +1 if a dedicated artillery spotter or any unit HQ is within 500m of the target and is not firing- or being fired at.

If artillery misses its target it deviates by D6 x 50m beyond its target on a D6 throw of 1, 2 or 3, or short of its target on a throw of 4,5 or 6.

Armoured vehicles which have secondary machine guns fire as an infantry MG section.

All artillery units and infantry sections fire using the same factors.

Firing is restricted to the following ranges:

Light guns (up to 20mm calibre)	200m
Up to 50mm calibre (including 2pdr.)	500m
Up to 75mm calibre (including 6pdr.)	800m
Up to 88mm (including late German 75mm and British 17pdr.)	1200m
90mm -128mm	1500m
Artillery (up to 105mm)	1500m
Heavy Artillery	2500m
Infantry Mortars	250m
Heavy Mortars	800m
Infantry (Small Arms)	100m
Infantry and vehicle MG's	200m
Infantry A/T weapons	100m

Turreted vehicles can fire anywhere within 360 degrees. SPG's are assumed to have a firing arc of 22.5 degrees, which allows for their limited traverse and some ability to aim by turning on the spot.

MOVEMENT

The maximum rough ground moves allowed are as follows:

Normal Infantry	100m
Infantry Heavy Weapons	50m
Scout cars, Armoured Cars and Jeeps	350m
Tankettes, light tanks, Allied half tracks (M3), Comet, Cromwell and early Cruiser tanks and T34 series	300m
Panzer III, StuG, Nashorn, Panther, Jagdpanther, Wespe, Hummel. German half tracks. Hetzer, Priest, Archer and all Sherman models	250m
Panzer IV. Tiger I, Medium 4-wheeled trucks	200m
Tiger II, Jagdtiger, Churchill, Matilda, Russian JS series, 6 and 8 wheeled trucks	150m

All movement is doubled on roads.

ATTACK AND DEFENCE FACTORS

The relevant Attack factors and the number assumed to be in each unit are as follows:

<i>Weapon</i>	<i>Attack</i>		<i>Number in Unit</i>
	<i>Versus Armour</i>	<i>Versus infantry and softskins</i>	
Infantry	1 (grenades)	2	1 section
Infantry Mortars	1	3	
Infantry MG Section	0	2	
Infantry AT weapons	3	0	
Tankettes/carriers	0	1	3
Light Tanks and armoured cars	1	2	3
Panzer III and early Panzer IV	3	2	4
Early Cruiser tanks, 2 pdr A/T gun and Matilda	2	1	3
US Shermans	4	2	5
Cromwell, Chaffee, Comet, Churchill and 6pdr A/T gun	3	2	3
Late Panzer IV, Hetzer and Stug	5	2	4
UK Sherman*, BT7, T34/76, KV1	4	2	3
Archer, Panther, Jagdpanzer IV, and German 75mm A/T	5	2	4
T34/85, KV85, JS1	5	2	3
Tiger I and Tiger II, Nashorn, Jagdpanther, JagdTiger	6	2	4
SU100, JS II & III	6	2	3
Medium Artillery	2	4	2 or 3
Heavy Artillery or Rockets	3	5	2 or 3

*Assumes unit contains partly Sherman Firefly

In each case it is assumed that an HQ section or unit is as effective as an ordinary unit.

The relevant Defence Factors are as follows:

Infantry	0
Infantry in soft cover	1
Infantry Dug In	2
Soft skins	0
Light Armour (half tracks, armoured cars, scout cars and tankettes)	1
Light Tanks (Early British Cruiser tanks, and SP artillery, BT7, PZ35, Pz38(t), Marder, SU76, Italian Battle Tanks	2
Medium Tanks (late PzIII, StuG, Early Pz IV)	3
Medium/Heavy Tanks (Late PzIV, Hetzer, Jagdpanzer IV, T34/76 or 85, Firefly, Archer)	4
Heavy Tanks (Panther, Jagdpanther, Tiger I, Cromwell, Matilda, KV1 and 2, Pershing, Su85, 100 and 122	5
Very Heavy Tanks (Tiger II, Jagdtiger, Churchill, JS series, JSU series, fortifications	6

The above factors take into account the thickness and slope of armour.

AIR TO GROUND AND ANTI-AIRCRAFT FIRE

The number of aircraft available to any side should be mutually agreed by the players, or limited to a fixed number of sorties for each player.

Each aircraft over the table can make only one sortie, which is limited to a maximum of three ground attack passes, after which the aircraft must leave the board without firing further.

Aircraft cause hits by scoring 5 or 6 for each unit within a 1" radius circle which may be placed anywhere within the weapon's maximum range and within 22.5 degrees of straight ahead of the aircraft.

Attack And Defence Factors

	<i>Attack</i>	<i>Defence</i>	<i>Max Speed</i>
Specific Tank Buster Aircraft	3	3	800m
Fighter Aircraft	2	2	800m
Fighter Bombers	3	3	700m
Dive Bombers	4	2	500m

The attack factor applies to either armoured vehicles or infantry targets.

Anti Aircraft Fire

A.A. Guns are grouped as follows to give their Attack factors against aircraft

Heavy Machine Guns Attack factor 1 (single or multiple mountings)

Light cannon Attack factor 2
Heavy guns Attack factor 4

An aircraft is hit on a D6 roll of 5 or 6. damage is assessed as for vehicle firing, except that if the attacker (AA Gun) scores 1 or more than the defender (aircraft) there is only negligible damage and no real effect. If the attacker scores 2 more than the defender the aircraft must immediately break off and return to base. If the attacker scores 3 or more than the defender the attacking aircraft is destroyed.