

Pz 8 – 1975/2010 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 to three Bn. 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:

6. A moves
7. B fires
8. B moves
9. A fires
10. A e B rally

4. Movement

Distances on open ground are:

Infantry	2"
HMG, Mortars, RCL, ATGW, SAM	1"
Trucks	4"
4x4, Armoured Cars, Light Tanks, APCs, AFVs such as BTRs, BMPs, M113, Fv432, Marder, Warrior, Bradley	6"
Fast MBT such as AMX30, T64/72/80, Leopard 1 & 2, M1 Abrams, Leclerc	5"
MBT as M47-48-60, T54-55-62, Merkava, Challenger and amphibious light tanks such as PT76	4"
Slow MBT such as Centurion, Chieftain	3"
Helicopters	18"

Halve movement distance* on rough ground (woods, hills, buildings etc), double* on roads (*except Helicopters). Trucks, 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	Target over half range
- 1	Target in rough ground, buildings or field fortifications
- 2	Target in bunkers
- 1	Firing unit is Green
+ 1	Firing unit is Elite
+ 1	Firing with ATGW or SAM
+ 1	Firing with laser range finder and computer fire control

MBT with stabilization system roll 2D6 and count them separately (= they may hit one target twice).

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. A unit in contact with buildings or field defences, is considered in close combat with the nearest unit(s) inside it.

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.

Destroyed vehicular units (tanks, trucks etc) are left on the table and marked as "burning wrecks", blocking line of sight. Other units are removed from the table.

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 with 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"
Guns up to 77mm	12"
Guns 84-100mm	15"
Guns 105mm or over	18"
Medium Artillery (up to 105mm) or Rockets	30"
Heavy Artillery	40"

Guns with laser range finder increase their range by 50%.

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 Mortars is 2", for Rockets, ATGW and SAM is 5".

8. Attack Factors

Unit	Vs Soft	Vs Armor
Infantry	3	3
HMG	3	0
Mortar	3	1
RCL 106mm	2	4
ATGW	-	5
Guns up to 57mm	2	3
Guns 75mm-76mm	2	4
Guns 90mm-100mm	3	5
Guns 105mm or over	3	6
Medium Artillery (up to 105mm)	4	2
Heavy Artillery or Rockets	5	3

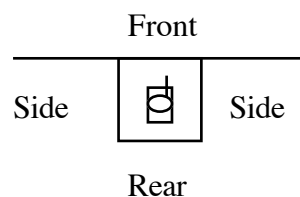
9. Defence Factors

Infantry, HMG, Mortars, Unarmored Vehicles	0
Artillery and AT guns	1
Light Armoured Vehicles such as Armoured Cars, BTRs, BMP1-2, M113 and Light Tanks such as AMX13, PT76, M551, Scorpion	1
IFV such as Marder 1, Warrior, M2/M3 and BMP3	2
Light 1st Generation MBT such as M47, Leopard 1, AMX30 and improved IFV such M2A2-A3, Marder 1A3	3
1st Generation MBT such as M48, T54/55/62, Centurion, Leopard 1A1-A4	4
2nd Generation MBT such as T64-72, Chieftain,	5

Merkava 1	
Improved 2nd Generation and early 3rd Generation MBT such as M1 Abrams, T64B, T72A, T80B, Leopard 2, Challenger 1, Merkava 2,	6
Newer 3rd Generation MBT such as M1A1-A2, Leopard 2A5-2A6, Leclerc, T80U, T90, Challenger2, Merkava 3	7
Helicopters	3

Vehicles with Defence 1-5 fitted with reactive/applique armor, add + 1 against ATGW and Infantry (exception: tandem warheads and top attack weapons).

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



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, Wire and Smoke

See WW2 rules; except that units thermal weapon sights ignore Smoke cover effect.

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 Factor is 5. 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, and developed together with the members of <http://games.groups.yahoo.com/group/pz8/>

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1950-1975 Armored Fighting Vehicles for PZ-8

An Unofficial Supplemnt Compiled by Chainsaw Aardvark

NATO							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
M-24 Light	2	5	10	2	3		Scorpion
M-41 Light	2	5	12	2	4		
M-26 Med/WWII Heavy	3	2	15	2	5		Panther, Tiger
M-46 Medium	3	3	15	2	5		
M-47 Medium	3	4	15	2	5		
M-48 Medium	4	4	15	3	5	Late Models 105mm	
M-60 Early MBT	5	3	18	3	6		
Comet	3	5	12	2	4		
Cromwell	4	4	12	2	4		
Centurion	5	3	12	2	4	Late Models 105mm	
Chieftain	5	3	18	3	6		
Leopard I	2	5	18	3	6		OF-40
M-113	1	6	4	3	0	Tracked APC, Amphibious	
Kanonenjagdpanzer	3	4	15	2	5	Fixed Forward Tank Destroyer	
Ontos	2	4	10	2	4	Recoilless Rifles Tank Destroyer	
M-56	1	3	15	3	5	Airdrop Tank Destroyer	
M-103 Super Heavy	5	2	18	3	6	Rare Super-Heavy	
Conqueror Super Heavy	5	2	18	3	6	Rare Super-Heavy	
Warsaw Pact							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
T-55	4	4	15	3	5		type 59, type 69
T-62	5	4	18	3	6		
T-64	5	5	18	3	6	Russia only, AT-8 Posible	
T-72	4	5	18	3	6		
T-34/85	3	4	12	2	4		
JS-III	4	3	15	2	5		
PT-76	2	4	12	2	4	Amphibious	
BMP-1	1	6	15	2	4	Squad, Amphibious, ATGM	BMD (Air-Droppable)
BTR	1	6	4	3	0	Squad, Amphibious, Wheeled	
MT-LB	1	5	4	3	0	Squad, Amphibious	
BRDM	1	6	4	3	0	Wheeled, ATGM version possible	
ZSU-57	2	4	12	2	3	Tracked AA Gun	Gepard, PIVADS
ASU-85	2	4	12	2	4	VDV (Airdrop) Assault Gun, No Turret	
SU-100	3	4	15	3	5	No Turret	
ISU-122	3	3	15	2	5	No Turret	
T-10 Heavy	5	2	15	2	5	Rare Super-Heavy	
Miscelanious and Non-Aligned							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
AMX-13	2	6	12	2	4		Sk-105
AMX-30	5	5	18	3	6		
M4 Sherman	3	4	10	2	3		
M4 Upgrade	3	4	12	2	4		
45mm Armored Car	1	6	5	2	2	Generic Armored Car with WWII gun	M-8 Greyhound
76mm Armored Car	1	6	12	2	4	Wheeled	Alvis Saladin
Recoilless Rifle Jeep	0	6	10	2	4	Wheeled	Technical, Land Rover
Average 2.5 ton truck	0	4	-	-	-	Wheeled, Squad	M35, Ural-375D
Half Track	1	6	-	-	-	Squad	
Non-Ampbious Tracked APC	1	5	4	3	0	Squad	FV-432
Non-Ampbious Wheeled APC	1	5	4	3	0	Squad, Wheeled	Saracen
Self Propelled Artillery Systems							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
MLRS Wheeled	0	4	30	5	3		BM-30
MLRS Tracked	1	3	30	5	3		M-270
105mm SP	1	3	30	4	2		M-109
155mm SP	0	2	40	5	3		SO-203, M110A2
Motor SP	1	3	10	3	1		
SRBM TEL	1	3	40	5	3	Battlfied Missile Trasporter Erector Launcher	SS-1 Scud, Pluton,
Anachronistc, Varients, and Specialty							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
Wheeled SAM Vehicle	1	4	30			SAM Unit on MT-LB Chasis	SA-8, SA-9
M2/M3 Bradley	1	5	12	2	3	M2 can cary squad, both might have ATGM	Maarder, Warrior, BMP-2
8X8 Wheeled AFV	1	6	-	-	-	Usually 20 or 30mm cannons, may have squad	LAV-25, Piranah
M-901 Improved TOW Vehicle	1	6	30	-	5	ATGM Carrier M-113	
Sidewall Hovercraft	1	5	-	-	-	Carries 2x other units, Amphibious	LCAC, Gus Class
Merkava (Early)	5	4	18	3	6	May cary a squad	
Panzer IV	3	4	12	2	4	Used by Syria in 1956/1965	
Tracked Enginering Vehicle	3	4	-	-	-	Mine Clear, Bridge Layer, etc.	
Light Transport Helicopter	1	18				Squad, Possibly MG Door-gunners	UH-1, Mi-8
Attack Helicopter	2	18				Might have ATGMs or Rockets	AH-1, Mi-24