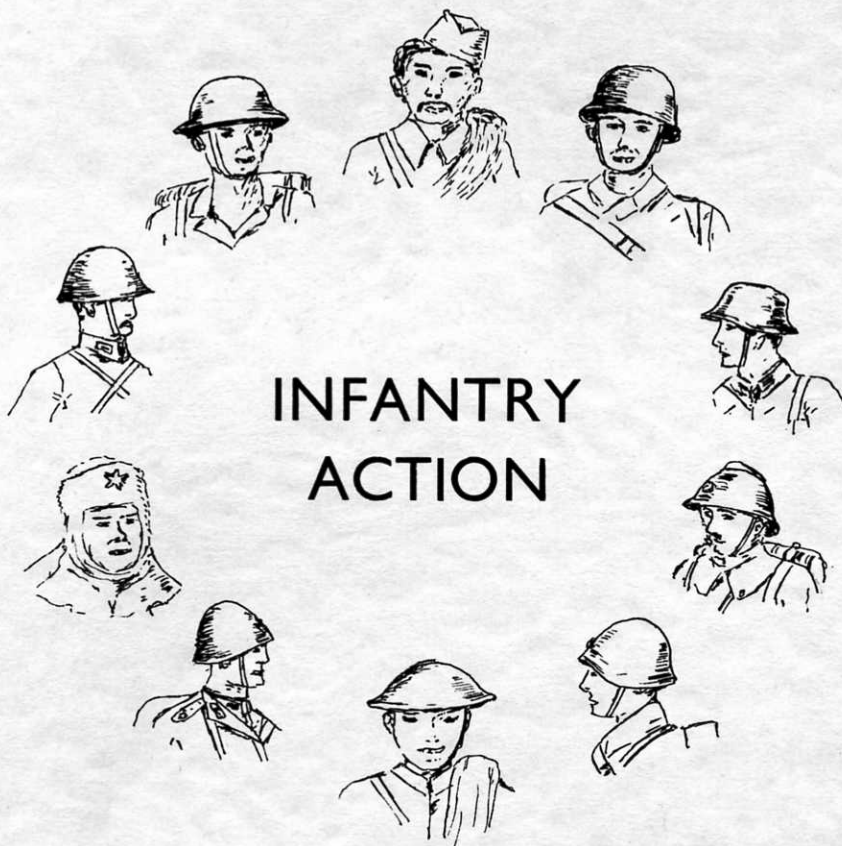


WAR GAMES RULES

1925



INFANTRY ACTION

1975

JUNE 1972

WAR GAMES
RESEARCH GROUP

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WARGAMES RULES FOR PLATOON LEVEL COMBAT 1925-75

Introduction

In our opinion, nearly all modern rules at present in existence fall between two stools, in that they attempt to combine provision for individual weapons with a battalion structure.

This usually means calling a Section a Platoon, and does horrid things to time and distance scales, besides having weapons at the wrong command levels.

This leads to basic inaccuracies in infantry fighting, which are swept under the carpet by undue concentration on tanks and indirect fire weapons.

These rules are the first of complementary sets, this one concentrating on the actions of the Infantry Platoon and Section and taking cognizance of the other arms only as they impinge on them; the others placing emphasis on armoured troops and fast movement, with regiments and squadrons, battalions and companies, as the tactical units, where possible.

Both sets stress the reaction of troops to local circumstances, rather than assuming that every man is a hero, clairvoyant and genius, as is too often the case.

In the first set, weapons, especially support weapons, are divided into deliberately wide classes.

We provide a framework: you are welcome to put weapons in the classes that suit your exact period. As an example, one category is towed conventional anti-tank guns. This could mean a 2 Pdr in 1940, 6 Pdr in 1942, 17 Pdr in 1944.

Although we recommend 20/25mm figures, 1/32" or 54mm figures can be used in conjunction with an alternative ground scale.

We provide sufficient general information to cover night fighting in various degrees of natural and artificial illumination. If you wish to innovate, say by using tracer bullets to mark boundaries, you have our blessing. Obviously, if we had tried to cover all eventualities, these rules would have been twice the size, twice the price, have twice the loopholes, and probably too complicated to use. Some of the weapons we mention already may not be in use in your favourite period.

On first sight, you may think that we make undue use of dice. This is forced on us because we are dealing with individual figures. Take heart, the dice do not decide how many get hit, only who they are.

If you wish to discover for yourselves, the reasons behind our thinking, we recommend that you read the various books by S.L.A. Marshall, in particular "Men Against Fire".

A word of advice before you start playing. Sort out your organisation and provide sufficient leaders. Do not complicate your support methods too much. The present Chinese army would make a good model for a beginner.

If you then want to oppose a large, light infantry force, with one which is mechanised and strongly supported, the rules will enable you to cope.

However, if you use too many troops or too much support, the game will slow up disproportionately.

Ground Scale

When using the 20 or 25mm figures we recommend, one inch on the table is equivalent to 10 metres on the battlefield. All distances in the rules are quoted in metres. To measure on the table, simply disregard the terminal O, and use an inch tape. If using 1/32" (i.e. 54mm) figures, take 1cm = 1 metre.

Time Scale

Each period of play is equivalent to 30 seconds of action.

Figure Scale

Each figure on the table represents one man, who is equipped exactly as the figure.

Units

Figures fight in groups led by Officers and NCO's.

These groups are usually sections or the equivalent, but may also be an isolated sub-section, a vehicle or heavy weapon crew, the occupants of a house, trench or bunker, or even an isolated individual.

Choice and Cost of Troops

Unless the action forms part of a map campaign, figures and models may be freely chosen up to a maximum points value agreed by both sides or fixed by competition organisers. A realistic command structure must be used. Individual points values are as follows:

Each man costs 10 points.

Add 25 if he is a Commissioned Officer.

15 " " " a Sergeant (N.C.O. Second in command of a Platoon)

10 " " " a Corporal (N.C.O. commanding a section or vehicle)

5 " " " a Lance Corporal (N.C.O. second in command of a section or commanding a heavy weapon crew)

Add 5 for every man armed with a rifle or sub machine gun.

10 " " " " an assault rifle able to fire bursts.

15 " " " " a grenade launching weapon

15 " " " " a magazine fed bipod light machine gun

20 " " " " a belt fed bipod light machine gun

2 " " " " grenades; in addition to or instead of above.

Any man not equipped with one of these is assumed to be pistol armed.

Add 20 for each 2" or 60mm mortar, flame thrower or night vision device.

30 for each one man anti-tank weapon, radio, 3" or 81mm mortar, wheeled or tripod machine gun, mine detector or vehicle mounted machine gun.

50 for each wheeled or tripod mounted recoilless or conventional anti-tank gun, or for each anti-tank missile control set with two missiles. or for each AFV gun.

Vehicles cost 5 points per metric ton weight if AFV, or 5 points plus 5 points per ton official load capacity if soft transport.

Weapons and crews cost extra.

A single AFV should be commanded by a Corporal.

If two are present, they should be commanded by a Sergeant and Corporal respectively.

If three are present, they should be commanded by an Officer, a Sergeant and a Corporal respectively, unless they are APC transporting an Infantry Platoon, in which case they will have a Sergeant, Corporal and Lance Corporal.

Additional vehicles can be commanded by Lance Corporals.

Each AFV crew must have at least two submachine guns and grenades for one man among its personal weapons.

Motorcycles cost 10 points, cycles and horses 5 points, and all these are treated as soft vehicles.

Optional Costs

If a player wishes to provide himself with off-table fire support from mortars, artillery, long range AFV fire or aircraft, this will cost him 50 points for each period that the fire is to be capable of lasting. Fire can be doubled or trebled up if desired.

If he wishes to air land troops, these will cost him 50% more than their normal points value.

If both sides agree that one should remain on the defensive, the defender is allowed to occupy half the width of the table in advance, and the points values of all his troops on the table at the start of the game are doubled.

The defender may also construct field defences in advance.

A bunker costs 10 points for each man it can accomodate, which is three, or one per loophole, whichever is the greatest.

Rocket or recoilless weapons cannot be fired from bunkers.

Trenches cost 5 points per 25mm frontage.

Prepared emplacements for heavy weapons or vehicles cost 50% of the value of the weapons they are intended to accomodate.

A belt of anti-personnel mines 5 metres wide costs 5 points per 5 metres.

anti-tank mines	”	”	”	10	”	”	”
wire or pungi's	”	”	”	2	”	”	”

A fougasse or command detonated mine costs 10 points.

A trip flare attached to wire, bangalore torpedo, or satchel charge costs 3 points. Lidded pungi traps count as anti-personnel mines in all respects.

Figure Bases and Deployment

Infantry figures must be duplicated standing and prone.

If hand grenades are to be used, sufficient extra erect figures in grenade throwing positions must also be provided.

All figures should be stuck to bases of the following dimensions:

20 or 25mm figures

Standing figures	Front face	25mm	Rear face	10mm	Depth	20mm.
Prone figures	”	25mm	“	10mm	”	30mm

Double the above sizes if 54mm figures are being used.

Figures crouching manning heavy equipment are treated as standing at all times.

All distances are measured from the centre of the front face of the base.

A figure not within 30 metres of another, one of them being standing, or within 10 metres of another, both being prone, is “isolated”.

The members of a group are all isolated if none of them is within 30 metres of a standing officer or N.C.O., or within 10 metres of one who is prone.

If vehicles, gliders or helicopters are used, dismounted crewmen must be provided.

