

Pz 8 – Sci-Fi Wargame Rules

Chicago Skirmish Wargames (CSW)

Club Variant For 10mm Units On Bases

This version Last edited – January 2013

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1. What You Need

Miniatures; terrain; 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; a playing area (4' x 3' (120 x 80cm) will suffice for a game involving 10-30 units each side.

2. Units

One base of infantry, artillery or one model represents one platoon or battery. Troops can be Elite, Average or Green.

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn contains the following phases:

1. A moves
2. B fires
3. B moves
4. A fires
5. A e B rally

4. Movement

-Halve movement distance* on rough ground (hills, woods, buildings etc) double* on roads (* except Hovertanks, Jet Bikes and GEV).

-Armored Personnel Carriers (APC), Armored Fighting Vehicles (AFV) and transport GEV can transport one base of infantry.

-Artillery should be limbered by some appropriate vehicle.

-Halve movement distance when mounting / dismounting, or unlimbering / limbering.

- Any gap (even one smaller than a unit) between units is enough to allow other units to pass, shoot, etc.

5. Fire

-Fire can be direct (when a unit can see the target) or indirect . Friendly or enemy units, and non-open ground, block line to ground units.

-Indirect fire by on table elements is limited to specific units named in the Force List. Units targeted by indirect fire must still be in range of the firing unit and the target must be in view of a unit friendly to the firing unit. Roll a deviation die and D6 as well as usual firing roll. On a roll of 4-6, shot will deviate that number of inches in the direction indicated.

-Direct fire

Walkers and GEV can always see and be seen. Non-vehicle units in rough ground 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

Firing Modifiers

- 1 Target over half range
- 1 Target in rough ground, buildings or field fortifications, or is partially (around half) obscured by terrain, units, etc.
- 2 Target in bunkers
- 1 Firing unit is Green
- + 1 Firing unit is Elite
- + 1 Firing with hi-tech fire control

6. Close Combat

Occurs during firing phase. Close combat applies when enemy units are in contact during a firing phase; target unit is automatically hit. A unit in contact with buildings or field defenses, is considered in close combat with the nearest unit(s) inside it.

7. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defense 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 destroyed units are removed from the table.

-GEV are removed from the game with a Disorganized or Suppressed result.

-Transported units suffer the same damage of their transport, but roll separately for rally.

8. Ranges and Firing Arcs.

-All firing is measured 360° (outward only) from any base edge or model (if unbased),

-turretless vehicles have a firing arc of 45° forward.

-Minimum range for Rockets is 5".

9. Target Types and Defense Factor modifications

-Infantry with or without armor, unarmored vehicles and GEV are considered "soft" targets.

-Armored vehicles halve their Defense Factor (round up) if hit from sides or back, or if attacked by Indirect Fire or GEV.

10. Rally

During this phase, both players can try to recover Disorganized or Suppressed units. Roll a D6:

5-6 = unit ok if Disorganized, Disorganized if Suppressed.

1-4 = no change of status

Add + 1 to roll if Elite, - 1 if Green.

11. Sample Units

Panzer 8 Sci-Fi (CSW variant) Force/Points Lists

Unit	Move	Range	vsSoft	vsArmored	Def	POINTS
Infantry	2"	8"	3	4	0	3.5
Marines	2"	8"	3	4	1	4.5
Jet-Bike	12"	8"	3	4	0	13.5
4x4 trans(T)	6"	-	-	-	0	3
APC (T)	6"	-	-	-	1	4
AFV (T)	6"	12"	3	3	1	11
MRL (IND)	5"	40"	5	3	2	40
SPG (IND)	4"	40"	5	3	3	40
Light MBT	5"	12"	3	3	2	11
Medium MBT	4"	16"	4	5	3	16.5
Heavy MBT	3"	18"	5	6	4	19.5
Lt Hovortank	5"	12"	3	3	2	12
Med Hovortank	4"	16"	4	5	3	17.5*
Hvy Hovortank	3"	18"	5	6	4	20.5
Light Walker	4"	12"	3	3	2	10
Med Walker	4"	16"	4	5	3	13.5
Heavy Walker	4"	18"	5	6	4	20.5
GEV (T)	12"	12"	3	3	3	20
X-Hvy MBT	3"	18"	5	6	5	20.5
X-Hvy Walker	4"	18"	5	6	5	21.5

Indirect capable units are noted as (IND), Transport capable as (T)

12. Scenario specific rules.

These rules are for use in scenarios where both players have agreed ahead of time.

-Big Tables, Big Games:

When a Big game is possible consider the following option:
On tables larger than 4'x4' with more than 15 units per side,
Double all Ranges, Movements and Deviations.

- Air to Ground attack

This represents air strikes by aircraft not represented on the tabletop.

Players can make a limited number of air-to-ground attacks during the game. In the Firing phase, place the model of the ground attack unit near the target, and roll a D6 = 4,5,6 = hit. All other modifiers apply.

Attack Factors are:

Light Ground Attack = 2.

Medium, Ground Attack = 3,

Heavy Ground Attack = 4.

Armored Vehicles halve (round up) their Defense Factor.

GEV are instead treated like "soft" ground units, except that they don't count terrain penalties and can be targeted only by Light guns and Infantry.

-Satellite Directed Fire.

For indirect fire by Satellite Artillery located off table.

Range is unlimited. Hits the target with a 4,5,6 (all other modifiers apply) otherwise it deviates. Roll a deviation die for direction and one D6 = inches. When a 1 or 2 is rolled to hit, that Satellite can't anymore fire for that game. Attack factor is like "Rockets / Artillery".

Author suggests to roll 1D6 or more = number of Ground Attack and / or Satellite Artillery attacks available to each player.

13. Point System

Point Cost is: [(Attack vs Soft + Attack vs Armour) : 2] + Defence + 1 for every inch of movement after 3" + 1 for every inch of range after 8".

Add a further:

+ 1 for Hi-tech fire control,

+ 1 if Hovortank or Jet Bike or GEV.

Multiply total x 1.5 if Elite, x 0.75 if Green.

14. Suggested guidelines for units creation.

When creating your own units, use the following stats as a general guide.

-Distances on open ground are:

Infantry 2"

Motorbikes, 4x4, APC, AFV 6"

Light MBT or Hovortank 5"

Medium MBT or Hovortank, Walkers 4"

Heavy MBT or Hovortank 3"

Jet Bikes 12"

GEV (Gravity Effect Vehicle) 18"

-Ranges

Infantry 8"

Light gun 12"

Medium gun 16"

Heavy gun 18"

-Unit Vs Soft Vs Armor

Infantry 3 4

Light gun 3 3

Medium gun 4 5

Heavy gun 4 6

Rockets / Artillery 5 3

-Minimum range for Rockets is 5".

-Defense Factors

Infantry, Unarmored Vehicles 0

Infantry w/Armor 1

APC, AFV and other Light Armoured Vehicle 1

Light MBT or Hovortank or Walkers 2

Medium MBT or Hovortank or Walkers 3

Heavy MBT or Hovortank or Walkers 4

SKIP (Some Kind of Incredible Protection) 5

GEV 3

-Attack Factors

Unit	Vs Soft	Vs Armor
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Infantry	3	4
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Light gun	3	3
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Medium gun	4	5
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Heavy gun	4	6
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Rockets / Artillery	5	3
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15. Acknowledgment

The CSW Panzer 8 Sci-Fi variant was based on the Panzer 8 rules from: <http://panzer8.weebly.com>

Those rules are based on "MECHANIZED WARFARE RULES" by Andrew Thomas, published by Irregular Miniatures.