

British Army Tactical Wargame QRS

Source, British Army Wargame 1956, available from the History of Wargaming Project

Scales,

Major units are battalions (infantry), regiments (tank, arty), minor units squadrons/btty. 2km squares, 1 hour turns. Sqdns may only operate with Inf Bn. Amd Div may organise as mixed tank/inf combat teams.

Turn sequence

Declare moves (for coming hour)

Declare future actions (digging in, battle plans, recce etc) with times and locations

Movement

Time	Going	Infantry	Wheels	Tanks/SP Art	Amd Cars
Day	Roads	2/3	5/12	5/8	10/14
	X-Country	1/2	3/4	3/4	8/10
Night	Roads	1/2	5/6	5/5	8/10
	X-Country	1/1	3/3	3/3	4/4

Distances in squares. Lower rate for all units of Divs in contact. Bad going is impassable to vehicles except on a road, amd units in combat on roads 1/3rd combat power.

1 major unit (+ subunit) occupies two road squares.

1 major Inf unit (+subunit) + 1 major Amd unit or 2 major Amd units per square for general movement or deployed for defence.

In attack, up to 2 Inf + 2 Amd units per square.

Moving unit can pass through a static unit (dug in or deployed for defence).

Task Timings

Deploy for defence or move under cover*	1 hour
Take over dug in position, reorg after successful attack	1 hour
Prepare to move from defence/cover	1 hour
Take over enemy dug in position	3 hours
Deploy and dig in for defence	5 hours
Improved dug in for defence, incl take over	24 hours

*cover, at least 1square km wood/bua

Battle Planning

Bn.Combat Team	1 hour
Bn.Pre-planned Bn counter attack w. Sqdn + Regt.	2 hours
Bn.All other Bn attacks with basic support (Tp/Sqdn/Bty)	3 hours
Bn.Bn attack with Tp/Sqdn+Regt.	4 hours
Bde.2 Bn Pre-planned Ctr Attk w. Sqn/Regt + Arty Regt supt	2 hours + move to SL
Bde.2 Bn attack w. Tp/Sqn each + Arty Regt with one committed	4 hours
Bde.2 Bn attack w. Tp/Sqn each + Arty Regt	7 hours
Bde.2 Bn attack w. Sqn each + 2 Arty Regt	10 hours
Bde.2 Bn attack w Sqn.Regt each + 3 Arty Regt	12 hours
Div.2 Bde attack w. Regt each, all Div arty, reserve Bde	24 hours

Bde attacks may have objectives up to 5 squares deep, Div attack 10 squares. Only delay attackers 1 hour for planning. Reserve Bn/Bde treated as pre-planned CA.

Battle with Bn	2-4 hours
Battle with 2 Bn	3-7 hours

50% planning time in daylight (night attacks, 100% planning in daylight). 50% of planning time may be taken in movement to SL, but may form up 1 square back from SL and move up in last hour. CA may not start until result of battle decided.

Visibility and Fire

Day, deployed unit observes all adjacent squares. Can detect movement and activity 2 or 3 squares from 1 or 2 contour.

No visibility across woods/BUA sides.

No visibility at night, can only see into own square.

Moving and undeployed units only observe and fire into own square.

Deployed major units cover by fire all adjacent squares, enemy must halt, withdraw or plan an attack. At night only fire into own square.

Deployed defending units adjacent to attackers are mutually supporting.

Combat results and Losses

0-20% losses	no effect on efficiency
20-40% losses	half combat effect
40-75% losses	retire from battle, 7 days to reorganise. Wiped out if overrun
75% or over	wiped out, cannot be reorganised

Casualty replacement one level per night at midnight, arriving day after their receipt.

Armour/SP artillery replaced the same day.

Loser generally retires one (or more squares). Winner stays in place (defence) or occupies square (attacker), but must spend 1 hour reorganising before they can advance. See times for digging in/talking over enemy positions.

Ranges (orthogonal)

Field guns	6 squares
Med/Heavy guns	9 squares

Inf must dismount from tanks if under arty fire.

Moving Inf (not in battle) engaged by Regt must either halt or take 15% losses per hour.

Logistics

Isolated units get no replacements and fighting effect halved after 48 hours. Applies to river crossings until bridged.

Isolated formations, half efficiency after 4 days.

Armoured Div Task Timings

Combat Team	2 Inf Co, 2 Tank Sqdn, SP Arty Bty	1 hour
Bn	Amd Regt + Inf Bn + basic arty	2 hours
Bde	2 Amd Regts + Inf Bn or 1 Amd Regt + 2 Bn + basic arty	4 hours
Div	2 Bdes (mixed armour + inf) plus arty	8 hours

Task Timings Date:

0000	
0100	
0200	
0300	
0400	
0500	
0600	
0700	
0800	
0900	
1000	
1100	
1200	
1300	
1400	
1500	
1600	
1700	
1800	
1900	
2000	
2100	
2200	
2300	

Notes:

Umpires Notes

Battle times

Smaller is 1 Bn

1-5 = 2hrs, 6-8 = 3hrs, 9-10 = 4hrs

Smaller is 2 Bn

1 = 3hrs, 2-4 = 4hrs, 5-7 = 5hrs, 8-9 = 6hrs, 10 = 7hrs

Casualties

Infantry

Defending Success	0-15 NE	16-77 1 hit	78-99 2 hits	
Defending Failure		0-3 1 hit	4-69 2 hits	70-99 3 hits
Attacking Success	0-50 NE	51-95 1 hit	96-99 2 hits	
Attacking Failure	0-15 NE	16-77 1 hit	78-99 2 hits	

Armour

Success	0-15 NE	16-77 1 hit	78-99 2 hits
Failure		0-50 1 hit	51-99 2 hits

Air recce

If overrun into night then break off until next day.

Road/linear

0-19 Not spotted 20-79 Square occupied 80-99 Unit ID'd. Units under cover not seen, moving units identified.

Photo interpretation 2 hours later re-applies probabilities but may see units in cover now.

4 square recce

0-49 occupied 50-99 Unit identified. Units under cover not seen, moving units identified.

Photo interpretation 2 hours later re-applies probabilities but may see units in cover now.

Replacements

1 step per day the day after losses sustained. Armour gets 1 step back but the same day.